INTRODUCTION TO THE MAJOR

The Art Practice major provides comprehensive technical, conceptual and aesthetic training in fundamental methods of art creation including ceramics, drawing, painting, printmaking, sculpture, photography, installation, performance art, video, animation, sound, programming, interactivity, game design, and media arts. Students are expected to build on this foundation through individual creative research and develop new and original modes of expression, communication and engagement.

Graduates pursue careers as professional artists and teachers, or in arts-related research and administration within museums, galleries, performance venues, publication houses, media production companies and artists’ organizations.

“Art does not supply easy answers, and yet it plays a crucial role in how we act in and with the world.”

— Allan deSouza, Art Practice Professor

ADVISING

Students can drop-in to 345 Anthropology and Art Practice Building to speak with the major advisor or email questions to syka@berkeley.edu. You can also schedule an appointment to meet with the advisor.

Advising Hours:
Monday - Friday 10am-12pm, 2pm-4pm

COURSEWORK IN ART PRACTICE

- Studio practice courses with frequent feedback foster a supportive and responsive community, creative momentum, and collaborative thinking.
- Great student/faculty ratios allow for individual attention and support.
- Art history, theory and innovation courses complement studio courses.
- Most upper division studio courses involve exhibiting work and considering questions of audience, distribution, context, site, and timing.

AMPLIFY YOUR MAJOR

- Gain experience in art exhibitions, galleries, and libraries with the Art Practice Internship Program.
- Join CREATE and serve as an arts teacher to local schools and community organizations.
- Attend the artist lecture series to hear from artists visiting Berkeley.
- Apply to the Art Practice Honors Studio, a shared studio space for Art Practice Major seniors doing outstanding work.
## Bachelor of Arts in ART PRACTICE

### DESIGN YOUR JOURNEY

#### First Year
- **Explore your major**
  - Meet with your major and college advisor to discuss your academic plans.
  - Familiarize yourself with major and college requirements.
  - Enroll in L&S and HUM 10 to explore study options in L&S and the Arts & Humanities.

- **Connect and build community**
  - Get on mentoring with Berkeley Connect and L&S Mentors Program.
  - Find study groups, tutoring, and academic support at the Student Learning Center.
  - Enroll in UGIS 98: College Success in L&S.

- **Discover your passions**
  - Discover new interests in a Freshman Seminar or student-run DeCal course.
  - Explore Berkeley Arts + Design with HUM 20.
  - Visit the Office of Undergraduate Research and Scholarships.
  - Browse the Art Library Project and Art History library collections.

- **Engage locally and globally**
  - Attend the Calapaloosa student activities fair and get involved with a student organization.
  - Find service opportunities through the Public Service Center.
  - Explore study, internship, and research abroad options with Berkeley Study Abroad.

- **Reflect and plan your future**
  - Visit the Career Center and Career Counseling Library.
  - Check out the Career Center Yearly Planner.
  - Set up a Handshake account and sign up for CareerMail.
  - Explore career resources on the Arts and Humanities website.

#### Second Year
- **Explore your major**
  - Complete the lower division prerequisites Intro to Visual Thinking and Drawing Foundations, and apply to the major.
  - Complete two lower division studio courses.
  - Review major guidelines for study abroad.
  - Complement your major with a certificate, course thread, or summer minor.

- **Connect and build community**
  - Get on mentoring with Berkeley Connect and L&S Mentors Program.
  - Find study groups, tutoring, and academic support at the Student Learning Center.
  - Enroll in UGIS 98: College Success in L&S.

- **Discover your passions**
  - Gain experience in art exhibitions, galleries, and libraries with the Art Practice Internship Program.
  - Consider a senior thesis or project? Apply to the Honors Studio.

- **Engage locally and globally**
  - Experience life at another UC or college on a visitor and exchange program.

#### Third Year
- **Explore your major**
  - Focus on upper division Art History and studio requirements.
  - Review your degree progress with your major and college advisor.
  - Ask the major advisor about the Art Practice Honors Studio.

- **Connect and build community**
  - Attend the artist lecture series and hear from visiting artists.
  - Check out events and find scholarly resources at the Berkeley Center for New Media.

- **Discover your passions**
  - Gain experience in art exhibitions, galleries, and libraries with the Art Practice Internship Program.

- **Engage locally and globally**
  - Experience life at another UC or college on a visitor and exchange program.

#### Fourth Year
- **Explore your major**
  - Enroll in the upper division senior project studio course and show your work in the Worth Ryder Art Gallery.
  - Do a degree check to ensure you are on track to graduate.
  - Complete “bucket list” courses and remaining major, college, and campus requirements.

- **Connect and build community**
  - Get support for your thesis project in the Townsend Honors Thesis Workshop.
  - Connect with alumni groups and build your network as you prepare to graduate.

- **Discover your passions**
  - Attend the Haas Scholars Program or SURF.

- **Engage locally and globally**
  - Experience life at another UC or college on a visitor and exchange program.

- **Reflect and plan your future**
  - Hone your leadership skills with the Peter E. Haas Public Service Leaders program.

#### What can I do with my major?
- Animator
- Art Archivist
- Art Director
- Art Educator
- Artist
- Art Preparator
- Art Consultant
- Art Therapist
- Ceramicist
- Creative Director
- Computer Graphics Artist
- Exhibition Designer
- Gallerist
- Graphic Designer
- Graphic Artist
- Graphic Novel Artist
- Illustrator
- Media Strategist
- Museum Curator
- Painter
- Performance Artist
- Photographer
- Printer
- Product Designer
- Public Art Administration
- Sculptor
- Studio Fabricator
- UI/UX Designer
- Video Producer
- Web Designer
- XR Designer

Examples gathered from the First Destination Survey of recent Berkeley graduates.

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