ANTOINETTE WESTPHAL COLLEGE OF MEDIA ARTS AND DESIGN

95.95% of Westphal College of Media Arts and Design students were employed on co-op in 2020–21

\$15 Reported MEDIAN hourly salary of paid co-ops from AY 2020–21

\$15	Animation & Visual Effects	\$16	Interior Design
\$15	Design & Merchandising	\$15	Music Industry*
\$13.50	Entertainment and Arts	\$17	Product Design
	Management*	\$15	VR and Immersive
\$15	Fashion Design*		Media Design
\$14.25	Film & Television*	n/a	Art History*, Dance*,
\$16	Game Design & Production*		Photography*, Screenwriting & Playwriting*
\$15	Graphic Design	* Less than 50% of co-ops were paid n/a – insufficient salary data to report	
\$18	Interactive Digital Media		

Students Work Here

Alexa Nahas Photography

Ardmore Music Hall

Big Picture Media

Celebrity Boxing
Entertainment, LLC

Dream Machine Creative

FringeArts

Janell Wysock Textile Designs

Keystone Pictures

Matte Finish LLC

MilkCrate

NFISON

Night Kitchen Interactive

Philadelphia Theatre Company

QuadraTron Games

Sedso Design

Stantec

The Glimpse Group

Winding Way Records

Note: As used in this document, the phrase "employer partners" refers to all entities in which co-op students are working, regardless of whether the work is paid, unpaid, full-time, or part-time.

Get Connected

215.895.2185 drexel.edu/scdc

3201 Arch Street

Co-op: Annex, Suite 110 Career Services: Suite 250

Go to Steinbright and Get To Work

Steinbright's powerful combination of co-op and career services is a Drexel advantage for employment or professional experience and beyond.

From the One-Year-Out Alumni Survey, graduating class of 2020:



of Westphal graduates are working or enrolled in graduate or professional education.



of Westphal co-op participants working full-time had received a job offer from a former co-op employer.

of those working full-time were satisfied with their position.

92%

of those working full-time were satisfied with the level of responsibility at their position.

ANTOINETTE WESTPHAL COLLEGE OF MEDIA ARTS AND DESIGN

SIX-MONTH CO-OP TIMELINE

Students receive co-op cycle assignments.

Fall/Winter

Spring/Summer

ASSIGNMENT

COOP 101

Three Quarters Prior

Four Quarters Prior

Students are automatically registered for COOP 101, which provides a foundation for the skills needed for a job search.

CO-OP INTRODUCTION MEETING

Students meet with their assigned co-op advisor to discuss their specific interests, refine job search skills, and begin the job search process.

Spring Quarter Prior

Fall Quarter Prior

A ROUND

Students apply for desired co-op positions. Employers hold interviews over a 3-week period. B ROUND

Students apply for desired co-op positions. Employers hold interviews over a 3-week period. C ROUND ON CO-OP

Students apply for desired co-op positions.

Employers hold interviews over a 3-week period.

Steinbright stays in touch with students and employers to offer support and guidance.

ASSESSMENT + EVALUATION

Students and employers provide experience assessments and co-op evaluations.

February/March

July August Fall/Winter

January March Spring/Summer

(Five months before co-op)

May

November

(Three months before co-op)

(One month before co-on)

(Six months on co-op)

(Last month of co-on)

SUMMER CO-OP TIMELINE

CO-OP CYCLE ASSIGNMENT

Students receive co-op cycle assignments.

Summer Terms
Second and Third Years

COOP 101

Students are automatically registered for COOP 101, which provides a foundation for the skills needed for a job search.

Three Quarters Prior

CO-OP INTRODUCTION MEETING

Students meet with their assigned co-op advisor to discuss their specific interests, refine job search skills, and begin the job search process.

Winter Quarter Prior to First Co-op

A ROUND

Students apply for desired co-op positions. Employers hold interviews over a 3-week period.

End of Winter Quarter

S ROUND

Students apply for desired co-op positions on a rolling basis.

Spring Quarter Before Co-op ON CO-OP

Steinbright stays in touch with students and employers to offer support and guidance.

Senior-year

Summer Terms
Second and Third Years
(Three months on co-op)

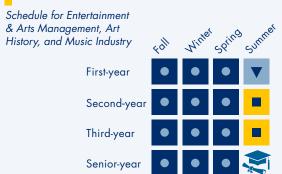
ASSESSMENT + EVALUATION

Students and employers provide experience assessments and co-op evaluations.

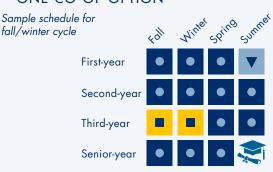
August/September

(Last month of co-op)

SUMMER ONLY CO-OP



FOUR-YEAR CURRICULUM - ONE CO-OP OPTION



FIVE-YEAR CURRICULUM —
THREE CO-OP OPTION

Sample schedule for fall/
winter cycle – Offered in the
Animation & Visual Effects,
Digital Media & Virtual
Production, Game Design
& Production, and User
Experience & Interactive
Design programs only.

Fourth-year



