

# Art

## Typical Career Fields:

### Art Museums/Galleries (projected growth 11%)

- Education
- Curatorial
- Conservation
- Collections Mgmt
- Sales
- Exhibit Design
- Tour Guides
- Publications

### Fine Arts (projected growth 3-7%)

- Self-employed
- Shared Studios
- Historic Sites
- Community Programs

### Commercial Art (projected growth 3-7%)

- Graphic Art
- Computer Graphics
- Illustration
- Advertising

### Education (projected growth 3-7%)

- K-12, Postsecondary
- Studio/Fine Arts
- Art History

### Art Therapy (projected growth 8-14%)

- Hospitals
- Rehab Centers
- Nonprofit Organizations
- Mental Health Facilities

### Media (projected growth 3-7%)

- Sales
- Design
- Programming
- Video Production
- Editing
- Art Journalism
- Animation/ Cartoons

### Photography (projected growth 3-7%)

- Museums
- Libraries
- Self-employment
- Media Organizations
- Hospitals

### Art Sales

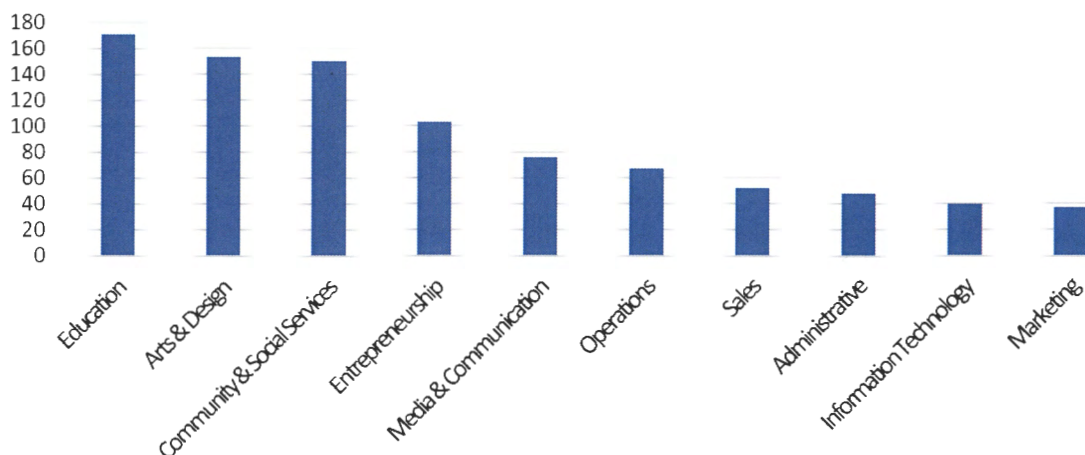
- Auction Houses
- Specialty Stores
- Galleries/Museums



= Bright Outlook

Source: O\*NET

## Top Ten Career Fields Chosen by ESU Art Grads: (Source: LinkedIn)



## Where Our Grads Go (top ten):

- Olathe School District
- The Art Institutes
- Univ of Missouri
- Farmers Insurance
- Kansas State Univ
- Halmark Cards
- Univ of Utah
- Cubic
- Portland Community College
- Reed College

View a list of required courses for this major at <http://www.emporia.edu/sac/list-of-majors.html>.

Career Services

[career@emporia.edu](mailto:career@emporia.edu)

620-341-5407

[www.emporia.edu/careerservices](http://www.emporia.edu/careerservices)

## Art Majors

Strategies to become more marketable at graduation

**Art Museums / Galleries** (Education, Curatorial, Conservation, Collections Management, Sales, Exhibit Design, Tour Guides, Publications)

- Intern or volunteer in an art museum.
- Develop strength in art history areas.
- Enhance your computer skills.
- Acquire strong skills in research, fund-raising, speaking, and writing.

**Fine Arts** (Self-employed, Shared Studios, Historic Sites, Community Programs)

- Prepare a strong portfolio.
- Participate in juried shows.
- Consider developing a source of supplemental income.
- Obtain experience through internships or volunteering
- Secure a guild membership.

**Commercial Art** (Graphic Art, Computer Graphics, Illustration, Advertising)

- Prepare a strong portfolio.
- Gain computer and technical skills.
- Work on campus publications in design or layout.
- Supplement curriculum with course work in advertising or business.

**Education** (Studio Art, Fine Arts, Art History)

- Obtain certification for public school teaching.
- Become a member of art clubs.
- Develop strength in art history areas.
- Work or volunteer as tutor, camp counselor, Big Brother/Big Sister program.

**Art Therapy** (Hospitals, Rehab Centers, Nonprofit Organizations, Mental Health Facilities)

- Requires specialized training and certification, usually a master's in Art Therapy.
- Supplement curriculum with psychology, social work, or counseling courses.
- Gain experience working with diverse populations.

**Media** (Sales, Design, Programming, Video Production, Editing, Art Journalism, Animation/Cartoons)

- Compile an up-to-date portfolio.
- Gain knowledge of a variety of technical equipment.
- Participate in theatrical productions.
- Supplement curriculum with courses in business, journalism, or broadcasting.

**Photography** (Museums, Libraries, Self-employment, Media Organizations, Hospitals)

- Try to get an internship with a free-lance photographer.
- Prepare a black and white and a color portfolio.
- Act as an audio-visual assistant or projectionist.

**Art Sales** (Auction Houses, Specialty Stores, Galleries/Museums)

- Gain sales experience.
- Obtain a business minor.
- Establish contacts by attending shows.
- Volunteer in museums, membership's drives, and community outreach.
- Seek a position to assist with a university gallery.