an artist’s guide to choosing a college
The college you choose should provide a challenging educational experience that will prepare you for a career in art and design. It also should be a place where you feel comfortable—a place where you’d really like to live and work for the next four years.

MICA has prepared this book to help you ask the right questions of yourself and the colleges you are considering.

enjoy the search.
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self evaluation

☐ Get to Know Yourself: Are You an Artist?
☐ Test Drive Your Interest in Art
Begin your college selection process with an open mind. Think about who you are, what you like to do, and what you want to do in the future. Then research the colleges that interest you. How do they measure up to your unique interests and goals?

are you serious about becoming an artist?
get to know yourself—your abilities, temperament, and interests.

what makes you special?

These characteristics are common to many artists:

**ARE YOU**

...?

*Check all that apply*

- observant
- innovative
- self-reflective
- motivated
- career-oriented
- driven
- independent
- sensitive
- gifted
- collaborative
- entrepreneurial
- thoughtful
- problem solver
- introspective
- conceptual
- intuitive
- unconventional
- perceptive
are you an artist? if you answer "yes" to most of the following questions, you should seriously consider a major in art.
When it comes to making art, I am very motivated, and I don’t mind long hours of hard work.
I am very visual and often perceive things that my classmates don’t “see.”
I read about artists, go to museums and galleries, and look at as much art as possible.
Art is central to my career goals.

☐ YES
☐ NO
I collect images and objects that I can use to express my ideas.
Art is the subject I do best.
I want to create things never seen before.
I don’t want to “follow the crowd.”
It is more important to me to establish my own identity.
Making art is the one thing that I am most passionate about.
I am interested in many subjects and activities, but art is my favorite.
I enjoy being creative and finding unusual solutions to visual problems.
I’d like to study and work with others who share my interest in art.
I’m always asking questions rather than accepting “facts.”
Whenever I see a blank page, I’m compelled to draw on it.
I am constantly experimenting with new ways to express myself.
I’d like to change the way people perceive the world.
test drive your interest in art.

One great way to test your interest in art is to attend a summer program designed specifically for high school juniors. Most colleges of art and design and some liberal arts colleges and universities offer this type of program.

A PRE-COLLEGE SUMMER PROGRAM HELPS YOU ASSESS:

- your talent, ability, and skill in relation to other artists your age
- your level of commitment to the study of visual arts
- what it feels like to study in a focused, art-centered campus environment with other students who care about the same things you do
careers in art

- What Kind of Artist Can I Be?
- Preparing for a Career in Art: What Will I Study?
The definition of art is expanding. The boundaries among disciplines and mediums are blurring. As an artist today, you’ll have more choices for visual expression and a wider variety of venues for presenting your work than any previous generation of artists. So what kind of artist can you become? Here’s a sampling of what MICA students and graduates are doing.
preparing for a career in art...

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What you study:
MICA’s interdisciplinary concentration in Book Arts allows students to focus on the book as a means of artmaking and personal expression. Open to majors in graphic design, illustration, photography, printmaking, art history, and general fine arts, the program provides a thorough grounding in the theory of bookmaking and in the craft—including papermaking, hand binding, letterpress, photography, and more. Students emerge from the program with the conceptual and technical skills necessary to produce powerful, hand-crafted works of art.

Professional development & real-world experience:
Students pursuing the Book Arts concentration can participate in Dolphin Print + Press, a premier printmaking atelier housed in MICA’s printmaking department. The press promotes collaboration among visual artists, writers, and students in order to produce limited-edition letterpress books and broadsides. The mentorship offered by renowned artists- and writers-in-residence who work side-by-side with MICA students makes Dolphin Print + Press truly distinctive among its peers. In addition, MICA’s recent acquisition of the Globe Poster Company gives students access to an impressive working collection of wood type, images, and illustrations employed for letterpress printing, giving them the opportunity to learn traditional printing practices firsthand even as they explore contemporary methods in the digital age.

Careers in Book Arts:
Students who study Book Arts go on to work professionally in museums, as fine artists exhibiting their work, as book conservators, as educators, and as self-published authors.

Sample courses:
- Advanced Book Illustration
- Archaeology of Bookbinding and Paper
- Artist’s Book
- Contemporary Practice in Print Media
- Digital Photography
- Dolphin Press: Letterpress
- Dolphin Press: ‘Zine
- Handletters
- Intermediate Poetry Workshop
- Lettering and Type
- Mixed Media Book
- Narrative: Words and Pictures
- The Illustrative Print
- Typography I, II
- Visual Journalism
FINE ARTS → Ceramics

**Professional development & real-world experience:**
Close institutional collaboration opens the door for internships at Baltimore Clayworks and nationally with prestigious placements at such sites as the Kohler Industrial and Ceramic Factory and Design Center in Wisconsin, where they keep an artist-in-residence on the factory floor. MICA students and faculty participate in the annual national ceramics conference—NCECA.

**Recent graduates include:**
Studio artists, architectural/historical restoration and renovation specialists, commissioned craftsmen, and studio assistants; educators in community settings, K-12 schools, and at the university level; a tableware, textiles, and home furnishings designer for Macy’s; a stop-motion animator for *Robot Chicken*; designers of architectural installations, murals, tile work, and decorative glazed ceramic surfaces; arts administrators; graduate students at top schools including Cranbrook Academy; a former Fulbright scholar currently teaching and doing research in Lithuania; a practicing artist named as one of 16 emerging artists to watch by *Ceramics Monthly*.

**Sample courses:**

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**What you study:**
The Ceramics major at MICA is a highly individualized program of study that provides a thorough, hands-on investigation of clay in its traditional and contemporary forms. By working closely with other departments across campus, ceramics majors are able to explore their work through a wide variety of media and develop technical skills within a framework of innovation, interdisciplinary research, and critical inquiry. Students master core requirements and move on to independent research and self-directed study. Experimentation within the medium is highly encouraged as students find and pursue their artistic vision.
**FINE ARTS → Drawing**

**What you study:**
MICA’s exceptional, in-depth major in Drawing provides students with a thorough grounding in the basic elements of drawing and the skills to convincingly express a personal vision. Students learn to draw by observing the visual properties of forms and the spaces they occupy and study subjects that have played central roles in the traditions of Western art—the nude, still life, landscape, and light, among others. Upper-level courses encourage personal expression, and interdisciplinary study with painting and general fine arts majors allow students to explore the intellectual connections between their work and contemporary art and culture.

**Professional development & real-world experience:**
MICA is known nationally for its emphasis on drawing as a foundation skill for students in all media, and for the innovative energy and quality of teaching in the drawing department. Those who hire MICA graduates continually praise their strength in the area of drawing, and indicate that strong drawing skills made a difference in the decision to choose MICA alumni over graduates from other colleges.

**Recent graduates include:**
Courtroom/forensic sketch artist; a teacher of art on a TASK Foundation Grant in Kenya; artist-in-residence at Vermont Studio Center; commissioned portrait artist; video game animator; filmmaker; published illustrator.

**Sample courses:**
- Abstractions
- Advanced Illusionism
- Anatomy for Artists
- Drawing for Thinking and Making
- Interpretive Figure Drawing
- Introduction to Drawing
- Life Drawing
- Mind-Body-Draw
- Studio Drawing:
  - Color
  - Composition
  - Inside/Outside
  - Light and Shadow
  - Painterly
  - Portrait
  - Nature
  - Structural
  - Sumi Ink
  - Wash and Gouache
What you study:
Students in the Fiber major at MICA pursue both two- and three-dimensional approaches to the medium, and gain the technical skills needed to fully explore the expressive and physical possibilities of textiles—from installation to wearables, and video to interactive performance. Fiber majors build competence with a wide variety of materials, methods, and equipment. Courses cover conventional and nonconventional processes such as dyeing, screen printing, weaving, papermaking, pliable constructions, assemblage, and more. Electives allow majors to work across disciplines, investigating an array of media that will enhance their work in fiber.

Sample courses:
- Accumulation and Metaphor
- Collage and Sculptural Surface
- Costume Materials and Technique
- Digital Garment Patterning
- Fabric of Conscience
- Fashioning Culture/Readdressing Clothing
- International Collaboration/Wearable Technology
- Material Construction
- Millinery Workshop
- Multi-Media Event I, II
- Pattern and Digital Print/Textile
- Piecework and the Quilt
- Silkscreening on Fabric
- Smart Textiles
- Soft Sculpture and Inflatables
- Surface Resist Dyeing
- The Expanded Body/Performance
- Weaving: Color and Pattern

Professional development & real-world experience:
Recent internships have put students locally at the Baltimore Museum of Art’s textile department and at Under Armour, and in New York at Betsey Johnson, high-end fabric atelier Le Studio Anthost, Donna Karan, Kate Spade, the New York City Ballet, with independent costume maker Jessica Ford, and at Troika, which produced costumes for Disney’s stage productions of *The Lion King*. International internships have taken students to Boekie Boekie/Poem Express in Rotterdam and Mahlia Kent in Paris. Fiber majors can participate in a study abroad program in Turkey.

Recent graduates include:
A member of the Smithsonian Institution’s Star Spangled Banner Restoration Project; a vintage textile archivist; costume designers for theatre and movies; fashion designers with their own lines who have designed for Kate Hudson, Pink, and Shakira, and for major fashion houses; a Fulbright Scholar who launched a clothing line that employs women living with HIV and AIDS in Cambodia; a program and events coordinator for the Minnesota Museum of American Art; a performer and teacher of puppetry.
FINE ARTS → General Fine Arts

**What you study:**
MICA’s GFA major allows students to shape a major from the full range of courses offered by the College’s fine arts departments in pursuit of a personal vision. Students gain knowledge, concepts, and skills from a broad range of courses and mediums selected to create a program of study that is interdisciplinary, theme-centered, or of some other cross-media or multimedia construction. Many majors choose to add a concentration that further expands their curricular offerings in areas such as curatorial studies, film and video, sound art, and others.

**Professional development & real-world experience:**
The GFA department, which is home to MICA’s new interdisciplinary concentration in sustainability and social practice, offers numerous opportunities for hands-on experience: including the Baltimore Food Ecology Documentary Project, where students collaborate with the Center for a Livable Future at the Johns Hopkins Bloomberg School of Public Health; and Intermedia Studio, which connects MICA students with musicians from the Peabody Institute of The Johns Hopkins University to investigate a range of multimedia projects. A summer travel program in New York allows students to live as practicing artists with studio spaces located in DUMBO, Brooklyn.

**Recent graduates include:**
Graduate students at prestigious MFA programs at Yale, Chicago, Cranbrook, and UCLA; a graduate student studying arts administration at Carnegie-Mellon; an environmental artist at Big Huge Games; host of the PBS series *Time Team America*; director at the Washington Printmakers Gallery in Washington, D.C.; founder of Locust Grove Studios, a thriving multimedia design business with projects that include the Obama inauguration; winners of the Sondheim award and the PULSE Presents award at the PULSE Contemporary Art Fair in Miami; practicing artists featured in *Art in America*.

**Sample courses:**
- Art in Context
- Climate Change & Sustainability
- Collage and Assemblage
- Cultural Perspectives
- Defrosted: The Opera Project
- Inter/Arts: MICA/Baltimore Symphony Orchestra
- MICA/Peabody Conservatory/Johns Hopkins Collaboration
- Papercuts 2D to 3D
- Performance/2 Directions Workshop
- Personal Direction
- Phenomena as Color
- Photo as Muse
- Response to Cinema
- Visual Ideas
- Water
**FINE ARTS ➔ Painting**

**What you study:**
Students in MICA’s Painting major develop the ability to give voice to their ideas through a rigorous curriculum that explores both traditional conventions and more contemporary methods and forms. The program’s studio- and critique-based design fosters solid training and technical proficiency as well as independent and personal expression. The result is a highly energized and intense program in which students receive constant feedback and build an extensive professional network.

**Professional development & real-world experience:**
Senior faculty regularly take Painting majors to meet gallery directors and visit artists’ studios in New York. MICA painters have internships at major museums and galleries; they show their work in a wide array of independent galleries. Internationally renowned visiting artists work closely with undergraduate painters. Summer programs allow students to earn credit and study abroad at a month-long residency in São Tomé and Príncipe, off the west coast of Africa, or in Sorrento, one of Italy’s most enchanting Mediterranean towns.

**Recent graduates include:**
Artists with work in the Guggenheim and other major museums; film and video game animators; museum curators; the head scenic artist for Macy’s Parade Studio; a psychotherapist at The Johns Hopkins Hospital; graduate students at Yale, the University of Pennsylvania, and RISD; Fulbright scholars and recipients of the Jack Kent Cook Foundation Graduate Scholarship, the Jacob K. Javits Fellowship, the Daisy Soros Foundation Fellowship for New Americans, the Elizabeth Greenshields Foundation Award, and the Freeman-Asia Award; emerging artists with exhibitions at Exit Art NYC and Art Basel in Miami; artists reviewed and profiled in national art publications; gallery owners and art entrepreneurs.

**Sample courses:**
- Abstraction/Mixed Media
- Alchemy of Image Making
- Around Flat: Painting in 2D and 3D
- Color Abstraction
- Coloration of Asian Painting
- Community Based Murals
- Deluxe Redux: Painting and Decoration
- Figure and Contemporary Painting
- Landscape and Interior
- Material as Metaphor
- Painters Painting Today
- Painting and Drawing: The Portrait
- Personal Narrative
- Pushing Color
- Site Painting
- Storytelling and Mythmaking
- Working from Life Untraditional
FINE ARTS → Printmaking

Professional development & real-world experience:
MICA’s recent acquisition of the Globe Poster Company gives students access to an impressive working collection of wood type, images, and illustrations employed for letterpress printing, providing the opportunity to learn traditional printing practices first-hand even as they explore contemporary methods in the digital age. Internships at the Baltimore Museum of Art, Typecast Press, Squidfire, K. Caraccio Printing Studio in New York, Pyramid Atlantic in Washington, D.C., and Dolphin Press + Print allow students to produce limited edition letterpress books, broadsides, and editions in a variety of printmaking media, among other portfolio-building pieces. MICA students play a major role in the annual Baltimore Print Fair and work with major print galleries locally and in New York.

Recent graduates include:
Master Printers at Tamarind Institute, Pyramid Atlantic, Goya Girl Press, and Harlan and Weaver; a game developer at Pacific Coast Power & Light; gallery manager at David Krut Gallery in New York; founder and co-director of Narrow House, an experimental writing and publishing collective; book conservator at Columbia University and Paper Dragon Books in New York; marketing manager for Art on Paper magazine; a Fulbright Scholar studying traditional shadow puppetry in Turkey.

Sample courses:
- Advanced Lithography
- Advanced Screenprinting
- Artists’ Books
- Globe Poster Remix
- History of Paper Structure
- Illustrative Print
- Intaglio Printmaking
- Letterpress
- Letterpress/Book
- Painterly Printmaking
- Paper, Book, and Press
- Print and Technology
- Print Media: Photo and Digital
- Print Survey: Intaglio/Relief
- Monoprint

What you study:
Students in MICA’s Printmaking major can take advantage of a complete studio experience in the four major disciplines of the medium—relief, intaglio, lithography, and screen printing—as they master both traditional and contemporary techniques in printmaking. Students also explore interdisciplinary directions such as book concepts, photo-printmaking, computer-assisted printmaking, collagraph, and monoprinting. Electives in printmaking and other disciplines allow students to adapt their course of study to fit their interests and talents. A year-long senior thesis helps majors build a body of work as they realize their personal vision.
FINE ARTS  →  Interdisciplinary Sculpture

What you study:
MICA’s major in Interdisciplinary Sculpture allows students to explore a broad and deep array of form, content, techniques, and concepts as they gain the technical ability to express their personal voice. Classes combine theory with practice, and students are encouraged to develop traditional, interdisciplinary, and multimedia approaches to their work. Majors learn to cross boundaries, invent hybrid processes, and explore innovative content through object making, installation, performance, sitework, time-based art, and digital forms.

Professional development & real-world experience:
Faculty regularly take students to visit New York galleries and artists’ studios, and collaborate with other colleges and universities. Recent internships include work at Climate Security Project, The Contemporary Museum, We Are Free Records in Baltimore, at Riverzedge Arts Project in Rhode Island, and Kwangho Foundation of Culture in South Korea. Summer travel abroad opportunities include a month-long residency in Seoul where students create artwork based on their experience of place and culture.

Recent graduates include:
 Artists exhibiting internationally in China and Australia, in the Biennial Exhibition, Exit Art, at Curator’s Office, Washington, D.C., in Transport Gallery, Los Angeles; artists featured in The New York Times, Artforum, and Art in America; an animator for Industrial Light & Magic; entrepreneurs who run their own custom fabrication businesses; curators at Art Basel, Miami; an Emmy Award winner for MSNBC video graphics; an intellectual property lawyer; VP of production at Nickelodeon Features; Javits Scholars pursuing graduate study at Columbia University and Virginia Commonwealth University; artists honored by the International Sculpture Center and awarded highly competitive Skowhegan Residencies.

Sample courses:
- Advanced Wood: Primal Instinct
- Design Method Studio
- Green Wood Working
- Installations
- Intermediate/Advanced Figure Sculpture
- Introduction to Digital Fabrication
- Masks and Headdresses
- Metal Casting/Foundry Process
- Performance/Action/Event
- Professional Practice:
  - Photographing Artwork
  - Public Art and Art Intervention
  - Puppets & Prosthetics
  - Reality TV
  - Sound Installation Art
  - Sustainable & Recyclable Materials
  - Time-Based Art: Kinetics
MEDIA ARTS → Animation

**What you study:**
MICA approaches animation as an art form, empowering students to create eloquent and original contemporary artworks through an understanding not only of the technology for production, but also of the historical sources and contemporary social and artistic contexts for their work. Animation majors can focus on either 2D, stop motion, or 3D animation, or combine approaches. One-credit, hands-on workshops let students master emerging technologies.

**Professional development & real-world experience:**
Animation students pursue original research, experimentation, and production using state-of-the-art processes and industry-standard computer hardware and software, and explore multiple distribution opportunities for their work. Our majors also participate in national conferences, and pursue internships and professional experiences with such organizations as Firaxis Games and Big Huge Games (nearby Hunt Valley, Maryland, is second only to California’s Silicon Valley as an energized center for the video gaming industry), Smithsonian Institution, MTV Networks in New York, Dreamworks Animation, Google, and Seoul Movie Company in Korea.

**Recent graduates include:**
Animators for Industrial Light and Magic, Firaxis Games, Big Huge Games, The Discovery Channel, and Paramount Studios; production assistants for MTV, Walt Disney Animation Studios, and Dreamworks Animation; a visual designer at Yahoo; a 2D and 3D animator for the Simulation Technology and Environment Lab at Washington Hospital Center; and an animator for MTV’s On-Air Design Department. They have also shown films at the Maryland, Phoenix, and Seattle film festivals.

**Sample courses:**
- 3D Modeling Landscape
- 3D Character Animation
- 3D Computer Animation II
- 3D Modeling Landscapes
- 2D Character Animation
- Advanced 3D Open Studio
- Advanced 2D Animation & Science
- Animation Pre-Production
- Animation Production
- Digital Tools for Animation
- Intro to 2D Animation
- Intro to 3D Computer Animation
- Stop-Motion Animation
- Stop-Motion Open Studio
- Virtual to Read: Rapid Prototyping for Artists
MEDIA ARTS → Film & Video

Professional development & real-world experience:
Film & Video majors are required to take an internship. They do so with organizations such as MTV Network in New York, Transistor Studios in Hollywood, The Discovery Channel, and NPR. They show in galleries, museums, and juried festivals, and showcase their work at student-run Channel Organix. The department collaborates with the Maryland Film Festival; visiting artists have included filmmakers Barry Levinson, John Waters, and Israeli documentary filmmaker Dan Geva. Coursework, such as the Finding Our Wings Community Documentary program, allows students to collaborate on a documentary that follows seven girls from East Baltimore as they discover solidarity and navigate the challenges of their neighborhood.

Recent graduates include:
Artists working in feature-film production, as cinematographer, and in post-production for an Oscar-winning documentary short film; producing motion graphics; creating gallery-based projections and music videos; and pursuing advanced study in film. They have also screened their work at the Maryland, Asheville, Sundance, and London film festivals, as well as the I.A. Freewaves, DC Asian Pacific, and Sidewalk Moving Picture festivals.

Sample courses:

Advanced Editing and Post Production
Alternative Narrative
Alternative Processes in Video
Blockbusters and Small Tales
Cinematography & Lighting
Comedy and Its Discontents
Community Arts & Documentary
Documentary Production
Experimental Film

Film Marketing & Distribution
Narrative Filmmaking I, II
Projected Light
Road Movies and Travelogues
Sound Recording:
  On Location/Studio
Special Effects
Story
Video Art

What you study:
MICA’s Film & Video major gives visual artists the skills to produce, examine, and critique moving images of all kinds. Students in the program study the history of fine artists working in the medium and gain sound technical skills in creating time-based art through projects in the field and in the studio. The ability to delve into a variety of electives and film genres—from experimental to installation to documentary—allows students to explore and experiment as they realize film and video’s full potential for personal expression. Students who wish to focus on narrative and documentary film can pursue the department’s Filmmaking concentration.
Professional development & real-world experience:
Students in the program work with a renowned faculty of professional film makers. In addition to specific skills, students gain insight into the business of cinema and begin to build a professional network. Faculty at MICA include Allen Moore, Emmy-winning cinematographer for Ken and Ric Burns, and Patrick Wright, who was co-producer on an Academy Award-winning short documentary. Collaboration with JHU gives students contact with such industry professionals as Matthew Porterfield, whose narrative film Putty Hill has received national acclaim. MICA also has a strong connection to the Maryland Film Festival. Throughout the year co-hosted screenings give students access to visiting film makers. Coursework offers real-world experience as well, such as the “Finding Our Wings Community Documentary” project or “Out To Pasture: The Future of Farming,” where students collaborate on a documentary.

Careers in cinematic production:
Film & Video majors who pursue the Filmmaking concentration are expected to enter the film industry as editors, cinematographers, directors, producers, production managers, and more or pursue further graduate-level training. Students have gone on to work at MTV, HBO, Nickelodeon, and F/X.

Sample courses:
- Advanced Editing (MICA)
- Alternative Narrative (MICA)
- Cinematography & Lighting (MICA)
- Comedy & Its Discontents (MICA)
- Directing Actors (JHU)
- Documentary Production (MICA)
- Filmmaking I (MICA)
- Filmmaking II (MICA/JHU)
- Moving Image I (MICA)
- Road Movies & Travelogues (MICA)
- Screenwriting by Genre (JHU)
- Screenwriting: Introduction to the Scene (JHU)
- Sketching the Scene: Image as Narrative Tool (JHU)
- Story (MICA)
- The Business of Film (JHU)
**MEDIA ARTS → Game Arts**

**What you study:**
MICA’s concentration in Game Arts gives students the technical and artistic skills necessary to create professional interactive game experiences. Students make, play, and analyze games as they study the technical, narrative, and artistic underpinnings of the form. As they leave the program, students have the ability to create highly compelling interactive environments that can be used across a range of fields—from medicine to museums, education to entertainment, including the digital and traditional game industries.

**Professional development & real-world experience:**
The concentration’s range of potential partners includes: the Institute of Play, a New York City-based organization for the research and development of games as teaching tools; MICA’s Center for Design Practice; Come Out and Play, an annual international festival for big and experimental games; regional game companies, including Big Huge Games and Firaxis; and the Computer Science Department at Johns Hopkins University’s Whiting School of Engineering.

**Careers in Game Arts:**
Students who study Game Arts go on to work professionally as interactive media artists and in the game industry as designers, programmers, sound designers, script writers, testers, critics, character artists, and animators.

**Sample courses:**
- Advanced Concept Art
- Character Design
- Concept Art
- Experimental Games
- Fantasy Art
- Game/Play
- Game/Play II: Digital Games
- Narrative: Words and Pictures
- Sequential Art and Character Development
Media Arts → Interactive Arts

What you study:
The Interactive Arts major at MICA prepares students for careers in the field of interactive design or as fine artists who use interactive media to create expressive experiences and objects. Interactive Arts majors learn to integrate art, technology, and design into a creative practice where they build interactions between people and websites, electronics, objects, and systems. The curriculum gives specific attention to interface and user experience design, interactive exhibit design, and physical computing methodologies. Students work in areas ranging from interactive installations to game design, mobile technology, and social networking.

Professional development & real-world experience:
Collaborative, interdisciplinary experiences are available through professional initiatives that partner students with staff of the Maryland Science Center to design interactive exhibits and at the Port Discovery Children’s Museum, where they build web-based projects under the mentorship of industry professionals. MICA students also partner with the Greater Baltimore Cultural Alliance and students from Johns Hopkins on Radar Redux, an online quarterly journal focusing on public arts and culture. Internships are available with Firaxis Games, NYLONmag.com in New York, with Baltimore’s Mission Media, and with Discovery Communications’ Webworks team in Washington, D.C. Also available are freelance assignments as Flash animators, interface designers, and programmers with web and graphic design firms, corporations, and nonprofits.

Recent graduates include:
Artists finding expansive opportunities in the medical, educational, entertainment, and design industries for companies such as the Planit Agency, Weber Shandwick, Covington Creations, IDfive, National Museum of History, Condé Nast Publications, Apple computers, and NetlogicDC. MICA alumni have founded successful web-based companies—from studios specializing in Flash animation to full service web design firms to web radio stations.

Sample courses:
3D Game Design
Creative Coding
Exploring Materials
Interactive Arts Fabrication Lab
Game/Play
Installations
Max/Msp/Jitter
Network Art
Remix as Performance
Robotic Arts: Advanced Studio
Robotic Vision
Sound Art
Studio Techniques and Recording
The Art of Electric Light
Unity Game Programming
Virtual Reality for Artists
What you study:
The Photography major at MICA approaches the discipline as a fine arts medium with a curriculum that thoroughly examines all aspects of both still and digital photography. Students in the program develop strong technical skills and a deep understanding of photography's history and contemporary directions as they learn black-and-white printing and experiment with non-traditional processes, master the large format camera, and utilize the latest in digital technology. Students benefit from a wide variety of courses and from facilities that include black-and-white darkrooms and digital print and photo labs.

Professional development & real-world experience:
All Photography majors complete at least one photo-related internship. Opportunities include: Maryland Art Place, the Maryland Historical Society, BMore Art blog, the Baltimore Police Department, and Inside Lacrosse magazine; the studios of noted photographers including Cass Bird, Jan Staller, and Walter Schupfer Management Corp. in New York and Derek Blanks in Atlanta; Kent County News in Chestertown, Maryland; the Bucks County Historical Society's Mercer Museum in Pennsylvania; the State Attorney’s office in Bartow, Florida; and Kentucky Educational Television in Lexington.

Recent graduates include:
Architectural, corporate, advertising, fine arts, portrait, crime, food, and studio photographers; photojournalists; a fashion photographer with clients that include Rolling Stone, The White Stripes, and Scrap Daddy; web designer; graphic designer at NBC; art educators at the K-12 and university levels; the photo editor for The New Yorker, Sotheby’s photo archivist; curators at the Smithsonian Institution, Baltimore Museum of Art, and Chrysler Museum; faculty at Yale University; Fulbright fellows; artists with nationally reviewed books and solo exhibitions in top galleries.

Sample courses:
- Alternative Processes in Photography
- Black-and-White Film Photo I, II
- Conceptual Art and Photography
- Constructing the Frame
- Contemporary Directions in Photography
- Digital Photography
- Environmentally Concerned Photography
- Image and Context
- Landscape Photography
- Large Format Photography
- Mining the Archive
- Night Photography
- Narrative Strategies
- Landscape Photography
- Palladium Printing
- Photojournalism
- Socially Engaged Photography
- Studio Lighting
- The Body in Photography
- The Fine Art of Digital Photography
Professional development & real-world experience:
The concentration’s range of potential partners includes STEIM, an Amsterdam-based center for research and development of instruments and tools for performers and artists in the field of sound; New Radio and Performing Arts Inc., which fosters the development of new and experimental work for radio and sound arts; WXPN FM, out of the University of Pennsylvania; Megapolis Audio Arts, an annual week-long event dedicated to the craft of DIY radio; and the High Zero Festival, an annual event dedicated to experimental electronic music and sound installation art.

Careers in Sound Art:
Students who study Sound Art go on to work professionally as sound designers scoring music for television or film, as radio producers and music editors, as stage/theater sound designers, sound effects editors, sound artists, electronic musicians, studio owners, and as Foley artists, mixers, and recordists.

Sample courses:
Introduction to Sound
Live Electronic Music & Multimedia
Sound Art
Sound Installation Art
Studio Techniques and Recording

What you study:
MICA’s concentration in Sound Art provides an in-depth grounding in sound as an expressive medium. The curriculum focuses on composition, improvisation, computer music, sound installation, psychoacoustics, soundtrack work, instrument design, sound art, and radio art, as well as critical theory and history. Through the study of the sonic arts at MICA, students will develop an understanding of the countless ways musical composers, sound artists, and visual artists can conceive of and develop sound as a unique and powerful work of art.
**DESIGN & ILLUSTRATION → Architectural Design**

What you study:
Today, architectural firms and their clients are seeking college graduates who possess creative abilities as thinkers and designers along with outstanding technical skills. Because of this, MICA has embraced a more open educational model, offering a BFA in Architectural Design to prepare students for the expansive, interdisciplinary nature of modern architectural practice. At MICA, rigorous study in architectural design is complemented by a sweeping array of coursework across disciplines through a curriculum that also embraces socially conscious standards of environment, community collaboration, and public good. Students explore subjects such as design drawing, integrated 3D design, fabrication methods, urban design, and more.

Professional development & real-world experience:
A range of course-based and real-world projects enables Architectural Design students to interact with community partners, while the multidisciplinary nature of architectural education is amplified through collaboration with the College’s nationally recognized programs in fine arts, design, and media arts. Classes and projects are led by faculty drawn from the area’s architectural community, which allows students to gain professional contacts as well as hands-on experience. Graduates of the program are known for their outstanding skills in innovation, leadership, and interdisciplinary thinking; and they are prepared for graduate study in architecture or employment by architecture and design firms and in related fields.

Recent graduates include:
Professionals at firms such as Perking-Eastman Architects PC in New York City; at PLY Architecture in Ann Arbor, Michigan; and Solomon Cordwell Buenz in Chicago; as professionals pursuing interior design, industrial design, and urban design; graduate students in architecture at Yale, SCI-Arc, the University of Pennsylvania, and the University of Michigan; in interior architecture at RISD; in landscape architecture at the University of Pennsylvania; and in sculpture at the University of Georgia.

Sample courses:
- Integrated 3D Design
- Fabrication Methods
- Architecture Lab I, II, III, IV
- Digital Drawing I, II
- Art, Artists, and the City
- Practices of Architectural Drawing
- Building Technology I, II
- Visual Histories of the City
- Urban Design
- Object Design: Body/Material/Form
- Digital Fabrication
- Modern Architecture & Urbanism
- Advanced Drawing Concepts
- Professional Development
**What you study:**
The Experimental Fashion concentration gives MICA's fiber majors a structured framework in which to explore the overlapping cultural domains of fashion, clothing, performance, and costume. Students focus on fashion as an art medium through a course of study that balances practice and theory, and also investigates the relationships between art, performance, and clothing production. In the process, students gain practical knowledge in drafting, patterning, and garment making. Visual cultural research and critical thinking are integral to the program, and students are advised to take specific humanistic studies and art history courses in conjunction with studio practice.

**Professional development & real-world experience:**
Hands-on opportunities in the concentration include the Multi Media course. Members of the class work together for two semesters designing and crafting their own body of work; they also working collaboratively to produce a live show, the annual Experimental Fashion Event. Students present their innovative fashion and costume design during the show which features visually stunning live performances and projected video. The 2014 event, XIX, presented works that showcased a variety of concepts and skill sets through costumes, puppetry, performance, and traditional runway.

**Careers in Experimental Fashion:**
Students who study Experimental Fashion go on to work professionally in the fashion industry—as CAD designers and pattern designers; conducting trend research for name brand clothing lines; as entrepreneurs launching their own clothing lines; as designers in fashion houses, sports apparel companies, and for popular shoe lines; and as milliners whose work has been featured in fashion magazines including *Vogue*.

**Sample courses:**
- Digital Garment Patterning
- Fashioning Culture: Readdressing Clothing
- Garment Design & Production
- Costume: Materials & Technique
- Material Construction
- Millinery Workshop
- Multi-Media Event I, II
- Soft Circuits
- Retooling the Cottage
- International Collaboration/Wearable Technology
Professional development & real-world experience:
Baltimore is positioned in a region with a wealth of gaming studios, educational institutions, medical centers, nonprofit organizations, and government agencies, giving the game design program access to a multitude of partners for collaborative classroom projects with real world applications.

Careers in Game Design:
The BFA in Game Design was built upon MICA’s highly successful studio concentration in game arts. Alumni from that concentration have gone on to work in gaming and related industries, and many of them are: founders of game, mobile app, and web design companies; working in the game design industry at companies that include Firaxis Games, Super Boise Studios, and Sparkypants Studios; interactive designers, art directors, web developers, and production artists for creative design and communication agencies; and exhibit designers and technicians for museums and galleries.

Sample courses:
2D and 3D Game Design
Game Theory and Tabletop Game Design
Level Design
Experimental Game Interfaces
Installation Games
2D and 3D Game Animation
3D Character Animation
3D Environments
Character Design for Games
Sequential Art
Fantasy Art
Intro to Sound
UI Design for Games and Apps

What you study:
Game Design at MICA is explored as an art form that can entertain, educate, and create social change. The program’s open lab model allows students to work with a variety of external partners as they make games from prototype to finished form. The ability to focus on individual areas of interest—such as programming, narrative, art production, and sound—reflects the multidisciplinary nature of game development and gives students access to MICA’s renowned faculty in illustration, interactive arts, and animation.
What you study:
Graphic Design at MICA explores the commercial, social, public, and political aspects of design. Students gain the creative, technological, and intellectual skills to become the design visionaries of the future while shaping the form and content of media—from magazines and books to websites and brochures—and study digital imaging and photo manipulation, typography and layout, animation, and other techniques for communicating and shaping culture. The senior year concentrates on pre-professional practice and building a professional portfolio.

Professional development & real-world experience:
Opportunities include the student-published magazine, *Formica*, the MICA/Johns Hopkins Design Coalition, where students develop strategies to convey health information to urban communities; and the Exhibition Development Seminar, where students design a major exhibition, all graphics, and collateral publications. MICA’s Center for Design Practice connects MICA students with clients such as the Maryland Energy Association and Ken’s Kids. Students and recent graduates have landed internships with Jonathan Adler Design in New York; *O, The Oprah Magazine, U.S. News & World Report, Puma International; The New York Times; DDB Worldwide Communications Group in Istanbul; and Rutka Weadock Design in Baltimore.

Recent graduates include:
Designers for high-profile agencies and companies—Digital Kitchen in Seattle, Adobe in San Francisco, Urban Outfitters in New York, minigram Studio für Markendesign in Berlin, Germany, and Hakuhodo in Tokyo, Japan; principals/founders of their own studios such as Studio A, which designs books and materials for clients such as The Library of Congress, and Post Typography, an innovative typography and design shop that has had work featured in *The New York Times* and *Wired;* art directors at top firms; winners of Emmy Awards and national design competitions.

Sample courses:
- Branding
- Design Coalition
- Design for User Experience
- Design Thinking
- Designing Toys
- Digital Editorial Workshop
- Experimental Typography
- Fashion Graphics
- Interface Design
- Lettering & Type
- Motion Graphics
- Package Design
- Publication Design
- Sustainable Design
- Typography/Color
- Web Design
Design & Illustration → Illustration

What you study:
Illustration majors at MICA gain strong technical and conceptual skills, allowing them to create work with a personal voice that resonates with contemporary culture and markets. The curriculum explores a variety of traditional and digital approaches to illustration, fostering technical proficiency along with imaginative, entrepreneurial thinking. The department offers tracks in sequential art and pre-production for students interested in the comics, graphic novel, video game, and film industries. Interdisciplinary options for specialized study include studio concentrations in book arts, animation, graphic design, and printmaking.

Professional development & real-world experience:
Mentoring by faculty with active professional practices, alumni, and visiting artists with award-winning careers is built into the curriculum. Hands-on projects include Words on Wheels; students collaborate with poets from Baltimore schools to develop posters featured on buses and trains throughout the region. MICA students also build strong portfolios and accumulate awards and professional experience, including winning the Society of Illustrators’ student competition, publishing their work in American Illustration, and interning at Firaxis Games, DC Comics, and the studio of Kent Williams.

Recent graduates include:
Entrepreneurs, heading studios from New York City to Tokyo; working with companies such as HarperCollins and NBC; doing animation for LAIKA Studios’ stop-motion film, Coraline, and developing animated characters for Lucasarts Entertainment; publishing their work, exhibiting at art galleries, and landing freelance assignments nationwide; designing book covers for St. Martin’s Press; pursuing graduate study in film and screening digital videos at the Sundance Film Festival; winning the Canon Digital Creators Contest and the gold medal at the Spectrum Arts Annual on fantasy art; authoring nationally syndicated comics.

Sample courses:
Advanced Concept Art
Advanced Sequential Art
Book Illustration
Character Design
Concept Art
Digital Illustration
Fantasy Art
Hand Letters
Lifestyle Illustration
Narrative Collage
Non-Print Editorial Illustration
Sequential Art
Studio Remix:
Fine Art Illustration
Performance
Portrait
Storyboards
Technical Illustration
Visual Journalism
Professional development & real-world experience:
Baltimore is an amazing place to be a designer right now. The city offers numerous opportunities to identify, develop, and test products that will help individuals and society. The region is also home to an enormous array of business, university, and government institutions offering educational partnerships, internships, and employment to design students and graduates.

Careers in Product Design:
MICA graduates who majored in our Graphic Design, Architectural Design, Sculpture, Fiber, and Interactive Arts programs have gone on to very successful careers as product designers. They include a design lead at the digital fabrication company matter.io; a senior brand designer at Hasbro; a 3D designer for Under Armour; and the creator of BamBam Prosthetics, an orthotic/prosthetic system that can be made with local materials in countries with limited access to health care. As they establish careers, graduates of the new Product Design program will have an expanded range of professional opportunities.

Coursework:
All students will learn the fundamentals of small-scale prototyping and production, commercial applications and business strategies, and the social and ethical imperatives that drive many of today's most pressing design challenges. Students will then choose to "dive deep," and the program will encourage them to tailor their advanced work to specific career goals. Targeted courses in the humanities will give students relevant skills in social psychology, statistics, and entrepreneurship. Students will also have opportunities to work directly with commercial, medical, educational, and nonprofit organizations throughout the mid-Atlantic region.

What you study:
The fusion of 3D design, technology, and making is expanding the definition of "product" and influencing how humans respond aesthetically and practically with every imaginable object today—from furniture and apparel to appliances and medical devices. And anyone with a Fitbit or smart phone recognizes that new connections between things and systems are changing the way we live. MICA's Product Design program capitalizes on these revolutionary developments, offering a hands-on curriculum that gives students deep knowledge of materials, processes, and design thinking along with the ability to adapt to the changing needs of society. Students become well-trained designers capable of reimagining objects or systems—and inventing new ones—that will shape the future.
ART EDUCATION → Art Education

Professional development & real-world experience:
Internships at a variety of public schools and at MICA’s Young People’s Studios. Paid opportunities for participation in community-based arts through MICA’s Community Arts Partnerships program. Student teaching in K-12 classes in private, public, and art magnet schools. Presentations at national conferences and publication in MICA’s online Journal of Art Education.

Recent graduates include:
Teachers at all levels, K-12, in public, private, and magnet schools across the country (graduates are eligible for certification in 48 states). MICA MAT grads have nearly a 100% placement rate for those planning to teach after graduation and a 100% pass rate on the Praxis Exam. Many have multiple job offers from which to choose. MICA MAT graduates often take a leadership role early in their careers and many pursue active careers as studio artists in conjunction with their teaching.

Sample courses:
Art and Human Development
Critical Response to Art, K–12
Foundations of Education
Introduction to Special Education
Introduction to Teaching Art in the Schools
Issues in Contemporary Art & Education
MAT Graduate Seminar
MAT Studio Thesis

What you study:
Graduates of MICA’s 5-year, dual degree BFA/Master of Arts in Teaching are both accomplished artists and highly competent teachers of art who are intellectually informed and skilled in studio performance; knowledgeable in art history, criticism, and aesthetics; and able to communicate with and motivate students. Upon completion of the five-year dual-degree program, MICA art educators will have completed an intensive BFA studio major and earned a master’s degree that prepares them for teaching. They will have taken 90 credits in studio art, 42 in liberal arts, and 29 in education courses and student teaching.
LIBERAL ARTS → Art History, Theory, & Criticism

What you study:
The MICA Art History major allows students to become both artmakers and scholars of art. The program’s rigorous liberal arts curriculum offers the most diverse array of art history courses at any art college and more course offerings than many university-based programs. As they pursue intensive study in the history of art, students also train to become artists and designers, taking the majority of their coursework in studio areas—a real and unusual advantage that allows them to analyze the process of art production as a component of their research.

Professional development & real-world experience:
MICA Art History graduates enter elite master’s and doctoral programs, as well as top MFA programs. Recent internships have placed students at the San Diego Museum of Photographic Arts, Artbyte Magazine, The Hirshhorn Museum and Sculpture Garden, The Walters Art Museum’s MICA Docent program, and the Archaeological Expedition at Petra, Jordan. MICA’s Exhibition Development Seminar offers hands-on experience planning, curating, and implementing a major exhibition. Summer study abroad opportunities include a month-long program in Venice, Italy.

Recent graduates include:
Those who have gone on to graduate study and to successful careers in art history, museum studies, curatorial practice, and other related fields: associate web editor for Art in America; associate curator of Asian art, The Metropolitan Museum of Art; MA in museum studies, New York University; associate director, Ace Gallery, Institute of Contemporary Art, Los Angeles; children & family programs coordinator, The Walters Art Museum.

Sample courses:
A Baroque Feast
African Art Forms
American Mural Traditions
Architecture, Art, and the Open City
Archive/Gallery/Museum Practice
Art & Architecture of Ancient Egypt
Art History Independent Study
Art Meets Ecology
Arts of Native America
Conflict and Coexistence

Edinburgh: Art History
Fashion in the Avant-Garde
Graphic Design Theory
History of Animation
History of World Textiles
Islamic Art History
Making Medieval Books
Modern/Contemporary Chinese Art
Modern Craft: Western Ceramics
The Artist’s Studio:
Renaissance-1855
Women in the History of Art
LIBERAL ARTS → Curatorial Studies

Professional development & real-world experience:
All students in the Curatorial Studies concentration take part in the Exhibition Development Seminar (EDS), which brings together a diverse team of students from MICA’s undergraduate, graduate, and continuing studies programs. Participants develop and implement major exhibitions. Projects have included 2012’s Under Cover, which explored how private dwellings and public spaces have begun to merge; Baltimore: Open City, a free exhibition and series of public programs and interactive events; and At Freedom’s Door: Challenging Slavery in Maryland, at the Maryland Historical Society and the Reginald F. Lewis Museum of Maryland African American History & Culture.

Sample courses:
Art & Human Development
Baltimore Maritime Studio
Conservation of Modern and Contemporary Art (at JHU)
Conservation Law, Business, and Management (MICA at SACI)
Critical Response to Art
Exhibition Development Seminar I, II
Interactive Exhibition Design
Introduction to the Museum: Past and Present (at JHU)
Material, Technique, and Conservation
Media and Community (at University of Baltimore)
Signs, Exhibits, and Spaces
Venice: Collections, Architecture, and Cinema (MICA Summer Travel Intensive, 2016)

What you study:
The interdisciplinary Curatorial Studies concentration prepares students to design transformative exhibitions that promote meaningful connections between artist and audience. The program, which is open to all majors, expands students’ experiences, research, and knowledge in the field of museum and curatorial practice. Major components of the program include the Exhibition Development Seminar (EDS) and an internship. Electives may be drawn from a rich body of relevant courses offered in the undergraduate degree program, School of Professional and Continuing Studies, and by area colleges participating in MICA’s academic exchange program.
**LIBERAL ARTS → Humanistic Studies**

**What you study:**
This integrated major fully combines in-depth course work in academics and studio to prepare practicing artists who will contribute to our culture as creators and thinkers. A faculty of scholar-teachers offer students a first-rate liberal arts education as they pursue artistic investigations in a studio major. Students in the Humanistic Studies major make connections between academic research, experiential learning, and creative/critical writing. Their ability to personalize the major allows them to explore their own research interests and complement their work in studio.

**Professional development & real-world experience:**
MICA students have many opportunities for hands-on experience: those interested in theater can collaborate on productions that bring together writers, designers, and theater professionals in the 6-credit course, The Play’s the Thing; MICA’s academic exchange program lets students select course offerings from 13 other colleges and universities in the Baltimore area, including Johns Hopkins, Loyola University Maryland, and Morgan State University, allowing for unique collaborations among academically focused peers; students can also take advantage of summer study abroad programs, including the opportunity to experience Venice’s curatorial and cinematic traditions in 2016.

**Sample courses:**
- Advanced Poetry Workshop
- B Movies
- Biodiversity
- Civic Humanism
- Classical Greek Philosophy
- Contemporary Fiction
- Crowds, Riots, & Mass Society
- Deep Ecology: Environmental Ethics
- Early Historical Western Religions
- Edgar Allan Poe
- Europe in the Dark Ages
- French Feminism
- From Humanism to Post-Humanism
- Harlem Renaissance
- History of Existentialism
- Mathematics as Experience
- Media Ethics
- Native American Studies
- Nietzsche in His Time and Ours
- Palestinian-Israeli Conflict
- Personal & Abnormal Psychology
- Poverty and Homelessness
- Reading Nabokov
- Revolutions
- Scientific Reading: Human Anatomy
- Scientific Reading: Physics
- The Age of Shakespeare
- Writing for Performance
- Writing in Humanities & Arts
What you study:
The concentration in Sustainability and Social Practice—the first of its kind among art colleges—prepares students to engage their creative practice with the social and ecological issues facing the world today. Open to all majors, the program allows seamless movement between applied, fine, and liberal arts, and the formation of hybrid models of study between disciplines. Students have access to studio and academic courses throughout MICA, allowing them to personalize their study through courses that focus on ecology, sustainability, and social engagement.

Professional development & real-world experience:
The concentration incorporates a range of classes that provide hands-on experience. Students in Baltimore Urban Farming course, a project-based class that partners with six to eight urban farms, learn practical gardening skills along with an understanding of each farm’s unique strengths and challenges. The course Social Documentary gives students the option to participate in a community outreach project and explore the use of the camera as a means of understanding people in relation to each other, their environment, and society.

Careers in Sustainability and Social Practice:
Students who study Sustainability and Social Practice enter many fields. They work as graphic designers, illustrators, entrepreneurs, educators, and fine artists, all at the forefront of a contemporary practice that engages ecology and social justice.

Sample courses:
- Activism & Social Theory
- Art in Nature
- Art Meets Ecology
- Biodiversity
- Climate Change and Sustainability for Artists & Designers
- Environmental Science
- Environmentally Concerned Photo
- Finding Baltimore
- Green Woodworking
- History of the American City
- Scientific Readings: Climatology
- Social Documentary
- Sustainable & Recyclable Materials
- The Scientific Revolution
- Urban Design
Professional development & real-world experience:
Students manage almost every aspect of the concentration’s dramatic production, including acting; costume design; set, prop, sound, and lighting design; stage management; and set construction. They also design, produce, distribute, and maintain publicity materials, from posters and programs to websites and media ads. Students do all of this under the guidance of highly credentialed faculty.

Careers in Theater:
Students who pursue the concentration in Theater go on to find work in a variety of fields, including in the theater and the entertainment industries—as art directors, costume and prop designers, filmmakers, graphic designers, and more.

Sample courses:
- Contemporary Drama
- Costume Materials and Technique
- The Expanded Body: Performance
- Multicultural Theater
- Moving Pictures
- Performance Poetry
- Production
- Projected Light
- Publication Design
- Puppets and Prosthetics
- Signs, Exhibits, Spaces
- Special Effects
- Sound Installation Art
- Storytelling and Mythmaking
- Technical Design
- Web Design

What you study:
The concentration in Theater offers hands-on experience for students interested in all aspects of theater production. Made up of a series of core courses where students “learn by doing,” the concentration centers around the production of an annual live dramatic performance. The curriculum centers around two closely linked courses offered each spring semester that form the six-credit umbrella—The Play’s the Thing—under which each year’s full dramatic productions are conceptualized, developed, and mounted. The two linked courses culminate in ticketed, revenue-producing, multiple public performances in MICA’s BBOX in the spring semester.
finding the right college

- BA vs. BFA
- Art College vs. University or Liberal Arts College
- Which Art College? 20 Questions to Ask
find the college that is the best match for your interests and goals.

Find a college where you, the artist, are the rule, not the exception, a community that celebrates the creative process, the importance of art, and the mind-expanding pursuit of knowledge.
BA, Bachelor of Arts, or BS, Bachelor of Science, degree offered by liberal arts colleges and universities. Major in art with a greater emphasis on liberal arts.

- **55–70%**
  - Of coursework in liberal arts

- **30–45%**
  - Of coursework in art and design

BFA, Bachelor of Fine Arts, degree offered by colleges of art and design and some liberal arts colleges and universities. Major in art with specialization in a field of interest such as painting, graphic design, illustration, video, fiber arts, or animation.

- **30–35%**
  - Of coursework in liberal arts

- **65–70%**
  - Of coursework in art and design

*These are general rules of thumb that may vary from institution to institution.*
## Compare

<table>
<thead>
<tr>
<th><strong>A top art college (like MICA)</strong></th>
<th><strong>A top university or liberal arts college</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1. Focus</strong></td>
<td>You are committed to art, focused on a career in art, and are looking for a program that is equally focused. The creation and study of art are central to the educational experience.</td>
</tr>
<tr>
<td><strong>2. Majors</strong></td>
<td>Most offer BFA degree programs. Broad range of art and design specializations available, including the option to major in a discipline-specific area or to create an interdisciplinary art major. Liberal arts program offers emphasis and depth in art history, literature, writing, and humanities; additional areas may be available through cross-registration.</td>
</tr>
<tr>
<td><strong>3. Size</strong></td>
<td>Comparatively small; intimate supportive campus and strong sense of community among faculty and students who have common interests.</td>
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<tr>
<td><strong>4. Location</strong></td>
<td>Usually located in major cities and urban centers.</td>
</tr>
<tr>
<td><strong>5. People</strong></td>
<td>Classes tend to be small in size—from one-on-one tutorials and independent study to small seminars and studio classes.</td>
</tr>
<tr>
<td><strong>6. Curriculum</strong></td>
<td>Focused study in visual arts begins in the first year.</td>
</tr>
<tr>
<td><strong>7. Career</strong></td>
<td>Career services focused specifically on visual arts and related fields.</td>
</tr>
<tr>
<td><strong>8. Resources</strong></td>
<td>All resources of the college—space, facilities, services, additional programs—are focused on the needs and interests of artists.</td>
</tr>
<tr>
<td><strong>1. Focus</strong></td>
<td>You want an education that exposes you to a variety of topics in addition to art. The ability to switch majors is a nice safety net if you are not 100% sure of your commitment to art.</td>
</tr>
<tr>
<td><strong>2. Majors</strong></td>
<td>Most offer BA/BS degree programs; some offer BFA degree programs. Broad range of majors available, including art; art majors have option of dual major or minor in a field outside of art. Liberal arts programs have more options, including courses in mathematics, business, laboratory sciences, and computer programming.</td>
</tr>
<tr>
<td><strong>3. Size</strong></td>
<td>Larger, more diverse campus community; opportunity to study and socialize with students with a variety of majors and interests.</td>
</tr>
<tr>
<td><strong>4. Location</strong></td>
<td>Can be located in urban, suburban, or rural areas.</td>
</tr>
<tr>
<td><strong>5. People</strong></td>
<td>Classes range from small seminars to large lecture-style classes, with some opportunity for one-on-one study in upper-division courses.</td>
</tr>
<tr>
<td><strong>6. Curriculum</strong></td>
<td>Core university requirements often precede focused study in visual arts.</td>
</tr>
<tr>
<td><strong>7. Career</strong></td>
<td>Career services to suit a variety of majors.</td>
</tr>
<tr>
<td><strong>8. Resources</strong></td>
<td>Extensive sports facilities, libraries, computer center, theater, concert facilities.</td>
</tr>
</tbody>
</table>
Which art college?

20 QUESTIONS to ask

01. What **PROGRAMS & DEPTH OF STUDY** are available in my areas of interest? How many and what kinds of courses are offered?

02. How **FLEXIBLE** is the curriculum? Do I have the opportunity to design my own program? Can I combine majors or take courses outside my major area?

03. What kind of **REPUTATION** does the program have? Is the school respected in the art world and by employers? Are the professors known in their fields? Are programs accredited, and if so, by what organizations?

04. Does the school offer opportunities to **STUDY ABROAD**? Where? In which areas of study?

05. What **SIZE** is the art program? How many people are majoring in the programs I want to pursue? What is the student-faculty ratio? How many students are in most classes? How many faculty teach in my area of interest?

06. Where do **STUDENTS** come from? Is it a local or regional school, or does it attract students from across the country? How old are the students? Are they right out of high school or are there many transfer and nontraditional-age students?

07. Who is on the **FACULTY**? What degrees do they hold and from what colleges and universities? What about their experience and professional activities? Have they published recently? In what publications? Where have they exhibited their work? How recently?
08. Does the program feature VISITING ARTISTS OR CRITICS so I can meet practicing professionals and learn the latest theories and techniques? Who are they? How many come each semester? How long do they stay on campus? Do they lecture in an auditorium or do they come into the studios and talk and work with students? Do they just teach a master class, or do they work with beginning students as well?

09. Does the school’s LOCATION suit my needs and preferences? Are there opportunities to view great art in museums and art galleries?

10. Is there a CAMPUS? What kinds of FACILITIES, both workspace and equipment, are available? Do students have independent studio spaces? How much gallery space is available for students? What kinds of collections are available in the library?

11. What is the school’s commitment to new TECHNOLOGIES? As new technologies become available, how quickly are they integrated into the curriculum? Are computers available in classrooms and in residence halls? How frequently does the college update hardware and software?

12. What type of RESIDENCE LIFE EXPERIENCE is available—apartment style or dorm rooms? Is there studio space for residents? How’s the food?

13. Is there an active STUDENT LIFE program on campus? What activities and organizations are available?

14. What level of PROFESSIONAL EXPOSURE is available? Are there exhibition opportunities on campus? Off campus? Do I have to wait until my senior year, or can I exhibit as a freshman? Are there student chapters of professional organizations? Are there opportunities while I’m in school for reality-based coursework, and building professional experience?

15. What kind of CAREER DEVELOPMENT services are offered? Are these services generalized or are programs designed specifically for artists? Do career services begin in the freshman year?

16. Do most students pursue INTERNSHIPS? What kind? With whom? Paid or for credit?

17. Are ALUMNI working in their chosen field? What kind of entry-level jobs do recent graduates have? Did internships help them?

18. What kind of NETWORKING opportunities are available with faculty, visiting artists, and alumni?

19. Is there a GRADUATE program in art, or just an undergraduate major? Does the presence of a graduate program expand the opportunities for undergraduates to have access to faculty and visiting artists/critics of renown? How are studio resources and faculty divided between the graduate and undergraduate students?

20. How does the APPLICATION PROCESS work? What are the costs for tuition, room, and board? Does the school offer financial aid and merit scholarships?

* MICA’s answers to these questions begin on page 144.
making a plan

☐ College Search Planning Guide
☐ Research & Application Timeline
1. WHEN SHOULD I START LOOKING AT COLLEGES?
Start researching colleges no later than your junior year. Visiting a college campus is a very important part of your college research, especially if you’re thinking about both art colleges and university programs. Having a personal experience on campus will give you a much more accurate idea of what it would be like to be a student at that college. It is best to visit when school is in session, so you can drop in on classes, talk to students and faculty, and see their work exhibited.

Before you begin your senior year, visit colleges and have your portfolio reviewed so you can take additional courses to fill it out if needed. While you should definitely revisit your top college choices again senior year, narrow down your list now while you still have time. Senior year goes by very quickly, and college application deadlines begin in January.

2. WHEN SHOULD I HAVE A PORTFOLIO REVIEW?
When you make an appointment to tour a college campus, make arrangements to meet with an admissions representative for a portfolio review. Be sure to make an appointment well before any application or scholarship deadlines so that you’ll have time to take advantage of the suggestions made about your portfolio before you apply. A campus interview will allow you to get feedback on your portfolio of artwork, learn more about the college, and get to know your admissions counselor. This is an important relationship. The counselor you meet now may be presenting your application to the admissions committee next year. If you are unable to visit a college, consider meeting with a college representative at a National Portfolio Day. These events are hosted throughout the U.S. Information can be found at www.portfolioday.net.

START NOW

It’s time to focus on your goals. Prepare yourself and your portfolio. Do your research. Talk to counselors, teachers, friends, and family members. Visit colleges’ websites and do campus visits. Then make the choice that’s right for you.
3. WHAT SHOULD I EXPECT FROM, AND WHAT SHOULD I BRING TO, MY CAMPUS INTERVIEW AND PORTFOLIO REVIEW?

A campus interview provides you with an opportunity to see what a college is all about and it gives the admissions counselor an opportunity to get to know you as a person and as an artist. Colleges are looking for students who will thrive in their programs. You want a college that is a good match for your interests, so be yourself. Come prepared with a list of questions about the college and be prepared to talk about your artwork.

Bring your portfolio of artwork, including your sketchbook. Original work is best, although it’s okay to bring a slide or photograph of a very large piece or a fragile sculpture. Bring a number of pieces from the last two years and be careful to edit so you are showing your best work.

If you have time, bring a personal resumé that includes your achievements and activities related to art, academics, and your interests outside of class. Know your GPA and your SAT/ACT scores.

And relax. At an interview, the counselor is not making an admissions decision, just getting to know you.

4. WHAT KINDS OF THINGS SHOULD I INCLUDE IN MY PORTFOLIO?

Most art colleges require a portfolio. Some universities or liberal arts colleges may not. Preparing your portfolio should be an exciting and thoughtful process that you engage in both in art classes and on your own time. Not all colleges ask for the same things in a portfolio. Some colleges will give you a specific assignment to see how you solve a given problem. So make a list of your top college choices, then talk to an admissions counselor at those colleges to determine what you should include in your portfolio and how to submit your work. Give yourself plenty of time to put your portfolio together and have fun with it. Don’t wait until the last minute. Create enough work so you can edit the best portfolio for each school. You may have 10 finished pieces for every one that ends up in your final portfolio.

Presentation is very important. Many colleges require slides for scholarship competitions. Some schools will require your work in a specific digital format. Have multiple copies of all materials and keep at least one duplicate set in case something is lost in the mail.

For more advice on preparing your portfolio, look for the “portfolio” link under #20 at www.mica.edu/20questions.

5. IN ADDITION TO MY ART ABILITY, WHAT ELSE WILL BE CONSIDERED IN EVALUATING MY COLLEGE APPLICATION?

Selective colleges are looking for intelligent artists committed to learning; therefore, academic and extracurricular activities are seriously considered in the admissions process. Your academic performance is a very important part of your application. So plan your high school curriculum to take challenging courses, and make sure you’re doing well academically. Begin by taking PSAT/PLAN tests in the 10th and 11th grades to prepare for SAT/ACT tests, and retake SAT/ACT tests if necessary to achieve the highest scores possible. Students with the strongest portfolios and the best grades are most likely to gain admission and be eligible to compete for academic and art scholarships. Colleges also value participation in extracurricular activities that demonstrate a student’s deeper commitment to art, as well as achievements and interests in other areas.
6. How do I know which majors may best suit my skills, interests, and personality?

It’s not really necessary to know what major you want to choose at this stage of the game. The best thing you can do is begin thinking about where your talents lie and what you really enjoy doing. Explore all your options before you commit to a major. Many art programs have a Foundation Year in which you will build core skills in drawing, painting, and sculpture for a thorough grounding in traditional art disciplines, while exploring new concepts and media and testing career interests. In the process you will discover modes of expression that you never knew existed. You may also discover new talents and skills.

7. What kinds of things can I do in my junior year of high school to get a head start on preparing for my college application?

Stay active in your studio. Work. Work. Work. At school, at home. Look into art classes you may be able to take at a local college or art center after school or on weekends. Visit museums and galleries to look at historical and contemporary art. The best artwork is the product not only of talent but also of hard work and experience. The more you make art, think about art, research art, and get critical feedback about your art, the better prepared you will be.

Many visual arts colleges offer a residential summer program or pre-college program specifically for high school juniors. This type of program allows you to live on campus, take classes, produce artwork that can be used in your portfolio, and meet other high school juniors from all over the world who share your passion for art.

For information on MICA’s pre-college program, visit www.mica.edu/20questions and click on “Pre-College Program” under #20.

The time you invest in any of these activities will not only boost the quality of work in your portfolio, but will also look impressive on your application and demonstrate your commitment to art.
Research & Application

Timeline

Junior Year

- Take challenging classes in both art and academic subjects.
- Maintain good academic standing.
- Arrange to take your PSAT/SAT and/or PLAN/ACT.
- Enroll in extra art classes in the evening or on weekends at a local college or art center.
- Research colleges on the Internet, check Peterson’s Guide to Colleges and Universities and other sources. Get on the mailing list of all the colleges that interest you.
- Make a list of the colleges you’d like to visit.
- Attend a National Portfolio Day event in your area (www.portfolioday.net).

FALL

- Schedule a student-parent meeting with your college counselor and your art teacher to discuss your college options.
- Visit some of the colleges on your visit list. Many colleges host spring open house programs. Make plans for the summer. Many colleges offer residential

SUMMER

- Use the summer to build a standout portfolio. Enroll in a pre-college program and/or studio art classes at a college or art center. If you have other commitments during the summer, continue to build your portfolio on your own. Keep a sketchbook, do research for future ideas, use the local library to read about your favorite artists and to gain exposure to contemporary art. Visit museums and galleries to see a wide array of art.
- Visit colleges. Arrange to meet with an admissions representative to have a portfolio review. Get feedback on the new work you’ve added to your portfolio. Keep in mind that you may not see students in class or exhibitions of artwork by students and faculty during the summer. (At MICA, visit days and open houses in the fall and spring give full presentations, opportunities to talk to students, and one-on-one interviews with an admissions representative.)
- Review admissions, financial aid, and scholarship deadlines for the colleges you’re considering.

SPRING

- Enroll in a pre-college program and/or studio art classes at a college or art center. If you have other commitments during the summer, continue to build your portfolio on your own. Keep a sketchbook, do research for future ideas, use the local library to read about your favorite artists and to gain exposure to contemporary art. Visit museums and galleries to see a wide array of art.

SUMMER
Senior Year

- Complete admissions application forms. Double check deadlines. Keep a copy of all forms you submit. Also keep a duplicate set of slides, CDs, or videos used to show your artwork.
- Get financial aid forms from your high school counselor and/or colleges. Research and apply for all forms of financial assistance available to you. Have your parents file tax forms as early as possible so you can send copies to colleges.
- Follow up to be sure letters of recommendation and transcripts are sent to all the colleges to which you are applying.

WINTER

- Watch for acceptance and financial aid award letters.
- Visit campus again if you have trouble making a final decision. Many schools have special visit days for accepted students.
- Make your final decision and mail deposits by the Universal Candidate Reply Date, May 1.
- Notify schools you will not be attending.
- Take Advanced Placement Exams.
- Graduate. Enjoy your summer.

FALL

- Take challenging classes in both art and academic subjects.
- Maintain good academic standing.
- Fill in any missing areas in your portfolio.
- Make duplicate slides or digital files of all your portfolio artwork.
- Take your SAT/ACT this fall before any application deadlines.
- Continue to visit colleges. Arrange to meet with your admissions representatives to have a portfolio review.
- Meet college representatives who visit your high school.
- Attend a National Portfolio Day event in your area.
- Investegate early decision options.
- Create a calendar highlighting all of the application deadlines for admissions, financial aid, and scholarships for the colleges to which you plan to apply. Be sure to give your high school guidance office enough time to send your college materials in a timely manner.
- Select the individuals you will ask to write letters of recommendation on your behalf. Include both studio art and academic teacher recommendations. Give them the recommendation materials well in advance of the application deadline.
- Review essay questions, begin a draft of your application essay, and keep working on it.

SPRING

- Visit campus again if you have trouble making a final decision. Many schools have special visit days for accepted students.
- Make your final decision and mail deposits by the Universal Candidate Reply Date, May 1.
- Notify schools you will not be attending.
- Take Advanced Placement Exams.
- Graduate. Enjoy your summer.
a closer look
at MICA

Established in 1826, MICA is the oldest independent, degree-granting art college in the nation. We are fully accredited both regionally and nationally and have been consistently ranked in the very top tier of visual arts colleges in the country.
MICA = art
mica answers your questions

This section

- programs/depth of study
- flexible curriculum
- reputation
- study abroad
- size
- students
- faculty
- visiting artists/critics
- location
- campus & facilities
- technology
- residence life/food
- student life
- professional/career preparation
- alumni
- networking
- graduate programs
- admission & financial aid
MICA is breaking new ground in its curriculum, providing you with opportunities to work collaboratively, to build the intellectual sophistication needed for lifelong learning, and to develop professional skills through real-world experiences and client-driven projects. An incredible breadth and depth of offerings allow you to pursue a truly interdisciplinary program of study—or to immerse yourself in a single avenue of artistic exploration. Visit www.mica.edu/20questions to see current course offerings.

Degrees offered
- Bachelor of Fine Arts
- Master of Fine Arts
- Master of Arts
- Master of Arts in Teaching
- Master of Business Administration/Master of Arts
- Master of Professional Studies

Curriculum
- 70% studio
- 30% liberal arts

For links to more detailed information on MICA’s answers to all 20 questions, visit www.mica.edu/20questions. You will also find more detail on all of these areas in MICA’s undergraduate admissions catalog. To request the catalog and to receive future mailings from MICA, return the business reply card inside the back cover of this book or complete the form at www.mica.edu/moreinfo.
Undergraduate Degree Programs (BFA)

**STUDIO MAJORS (BFA)**

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<td>Ceramics</td>
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<td>Drawing</td>
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<td>Film &amp; Video</td>
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<td>Game Design*</td>
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<td>General Fine Arts</td>
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<td>Graphic Design</td>
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<td>Illustration</td>
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<td>Interactive Arts</td>
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<td>Product Design*</td>
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**STUDIO CONCENTRATIONS**

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<td>Sound Art</td>
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<tr>
<td>Sustainability &amp; Social Practice</td>
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<td>Theater</td>
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**LIBERAL ARTS MAJORS (BFA)**

| Art History, Theory & Criticism        |
| Humanistic Studies                     |
| integrated double major with           |
| a studio discipline                    |

**LIBERAL ARTS MINORS**

| Art History                            |
| Creative Writing                       |
| Critical Theory                        |
| Culture & Politics                     |
| Gender Studies                         |
| Literary Studies                       |

*In development for entering freshman fall 2016, for entering sophomores fall 2017.

5th-Year Dual Degree/Capstone Program

| Art Education 5-Year (BFA/MAT)         |
| Business of Art & Design              |
| (Online MPS)                          |
| Critical Studies (MA)                 |
| Information Visualization             |
| (Online MPS)                          |
| Social Design (MA)                    |
| UX Design (Online MPS)                |

Liberal Arts

MICA has made substantial investments to ensure that the quality of its liberal arts program equals that of its nationally recognized studio program. This commitment to quality is evident in MICA’s course offerings and faculty appointments and sets the College apart from other art colleges. Each year, you can choose from nearly 200 courses offered in art history, literature, writing, humanities, social sciences, and sciences; you can also select classes at 12 other area colleges and universities in math, science, languages, and other liberal arts areas.

2. FLEXIBLE CURRICULUM

MICA’s curriculum allows you to customize your education to match your interests and realize your career goals. The College minimizes barriers among disciplines and provides opportunities to explore a wide range of interests while experimenting with a variety of mediums and approaches to artmaking. The curriculum encourages and values cross-disciplinary work and also allows you to pursue a single avenue of in-depth study. As you chart a path specific to your interests and long-term plans, you can tailor your academic experience by combining a major, studio concentration, and liberal arts minor, and even take classes at a top liberal arts university or pursue study abroad.

You can choose from a wide variety of studio majors that mirrors the diversity of the contemporary art world. You might focus on time-honored and formal processes, finding your voice within a single discipline and creating object-based art. Or you might create art that is interactive, uses multiple mediums, or relies on collaboration with other artists— or scientists, or writers, or musicians—for its execution. At MICA, painting, sculpture, photography, and other traditional mediums co-exist with interdisciplinary and multimedia approaches to art and critical thought.
In addition, MICA offers six fifth-year capstone programs leading to a master of arts or master of professional studies degree. These intensive, professionally-focused programs are designed to prepare artists and designers to make the most of the cross-disciplinary career opportunities open to them today.

3. REPUTATION

MICA is consistently ranked in the top tier of visual arts colleges in the U.S. It is accredited by the Middle States Association of Colleges and Schools and the National Association of Schools of Art and Design. No other art college can boast the number or frequency of undergraduate students receiving prestigious awards. MICA is also consistently named a “top producer” of Fulbright award winners: in the past 10 years, 20 MICA students, alumni, and faculty have been selected for the Fulbright, traveling to India, Turkey, Tanzania, Czech Republic, Germany, Mauritius, Iceland, Cambodia, Panama, Denmark, Italy, Canada, Australia, Sweden, and Norway to study, do research, and make art. Many others have been awarded full fellowships for graduate study—including the prestigious and highly competitive Jacob K. Javits Fellowship, the Soros Fellowship for New Americans, and the Jack Kent Cooke Foundation Graduate Scholarship.

One reason employers recruit our graduates and why top graduate programs—from Art Center to Yale—actively seek them out is because they value our students’ creativity, ability to think critically, breadth of real-world experience, and exceptional artistic and technical skills.

4. STUDY ABROAD

To encourage young artists to work and live in other cultural settings, MICA has long administered more study abroad programs than any other art college in the U.S. The College offers a range of international study options in a wide variety of disciplines both in MICA-established programs and through exchange with other institutions. Study abroad and exchange programs are offered for the summer, a semester, or a full year in Australia, Belgium, Canada, Chile, China, Czech Republic, Denmark, England, France, Germany, Ireland, Israel, Italy, Japan, Korea, The Netherlands, Nicaragua, Peru, Poland, São Tomé and Príncipe, Scotland, Singapore, South Africa, Spain, Sweden, and Turkey. MICA at SACI, offered in cooperation with the Studio Art Center International in Florence, Italy, offers a rigorous, interdisciplinary program. Through a gift of the Jacques and Natasha Gelman Foundation, MICA offers the largest institutionally administered travel grant available to undergraduate fine arts majors. MICA seniors may apply for this grant, which provides $25,000 for travel to research and make art. Another unique travel grant available to MICA seniors is the Meyer Traveling Fellowship for a photography major, which culminates in a solo exhibition at MICA.
### 5. SIZE
2,200 students (1,820 undergraduate and 380 graduate) with a student/faculty ratio of 9 to 1.

### 6. STUDENTS

MICA students come from 48 states and 52 foreign countries

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<tr>
<td>98%</td>
<td>Traditional college age</td>
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<tr>
<td>99%</td>
<td>Full time</td>
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<td>69%</td>
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<td>40%</td>
<td>Fine arts majors</td>
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<td>85%</td>
<td>Residential</td>
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<tr>
<td>60%</td>
<td>Design &amp; media arts majors</td>
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<td>26%</td>
<td>From private high schools</td>
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<td>8%</td>
<td>From arts magnet high schools</td>
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<tr>
<td>32%</td>
<td>Minorities</td>
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<tr>
<td>66%</td>
<td>From public high schools</td>
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### 7. FACULTY

The faculty at MICA comprise approximately 300 professional artists, designers, art historians, poets, and writers hailing from Yale, Harvard, UCLA, Cooper Union, and other prestigious universities. They exhibit in national, regional, and international museums and galleries, and are represented in major public and private collections around the world. MICA faculty regularly receive highly competitive grants from such organizations as Creative Capital, Guggenheim, and other national and international funding organizations for their projects. They are winners of every national prize offered to artists—from Fulbright Fellowships to Oscars, Louis Comfort Tiffany to Anonymous was a Woman, and Joan Mitchell Foundation Grants. They are represented in 250+ public and private collections—from MOMA to Stedelijk, and they lecture and are visiting artists in Japan, Russia, China, Ecuador, The Netherlands, Poland, Czech Republic, Scotland, Jamaica, Italy, England, and Guatemala. For faculty bios, go to www.mica.edu/20questions.
8. VISITING ARTISTS OR CRITICS

175+ visiting artists, critics, scholars, designers, poets, writers, and art historians come to campus each year to share their work, meet with students, and critique students’ work. For example, in recent years, renowned thinkers and artists in residence at MICA have included international art impresario Jeff Koons ’76; up-and-coming narrative filmmaker Alex Roth Perry; New York-based critic and former senior editor of *Art in America* Nancy Princenthal; scholar and activist Cornell West; internationally acclaimed multimedia artist Kimsooja; James Klein and David Reid, whose influential atelier helped pioneer the designer/maker movement in the US; noted illustrator and cartoonist Neil Swaab; David Simon, creator of *The Wire* and *Treme*; abstract painter Laura Newman; Space Telescope Institute astrophysicist and philosopher Dr. Mario Livio; artist, critic, curator, and professor of painting and dean at Yale School of Art Robert Storr; virtual reality pioneer Scott Fisher; political blogger Andrew Sullivan; performance, sculpture, and video artist and MacArthur Fellow, Janine Anotni; community activist Rick Lowe; stop motion animator Ru Kuwhata; Barry Schwabsky, art critic of *The Nation*; associate curator of Asian art at the Metropolitan Museum of Art Steven Kossak ’75; performance and fiber artist Liz Collins; MSNBC host Melissa Harris-Perry; *National Geographic* photographer Dick Durrance; Anders Ruhwald, head of ceramics at Cranbrook Academy of Art; design thinking expert Warren Berger; and Gerhardt Knodel, creator of large scale inventions for architectural space and gallery installations.
9. LOCATION

Baltimore is a city of 120,000+ college students offering an array of art resources, activities, hands-on professional opportunities, and access to inexpensive living for artists. It is a place of high-ceilinged, well-lit studio space and all-night diners, year-round city markets and avant garde theaters, independent film festivals and beehive hairdos, and as many high end salons as gritty clubs. When citing its reasons for naming Baltimore the nation’s “Best Scene,” *Rolling Stone* noted the “…many edgy acts hatched at the Maryland Institute College of Art.” MICA alumni who have left their mark on the music world range from David Byrne to Ponytail to up-and-coming Secret Mountains, and some of the city’s most innovative music and performance venues can be found within walking distance of campus in the Station North Arts & Entertainment District. Every day of the week, there is something exciting happening at or near MICA, and you can find it all through the Baltimore Collegetown Network, 14 area colleges and universities that offer a range of services and an online calendar that’s the best source of what’s happening in Baltimore. The city is also renowned as a showcase for cutting-edge work in visual arts, music, literary arts, film, theater, and performance—and venues such as The Contemporary Museum, Creative Alliance, Maryland Art Place, School 33 Art Center, and an expanding array of galleries (many founded and run by MICA alumni) provide valuable exhibition opportunities. Baltimore is also at the center of the well-known East Coast art corridor, giving you easy access to collections of the finest museums and galleries in the country. By train, Washington, D.C., is 40 minutes south; New York City, less than 3 hours north. MICA offers regular weekend bus trips as an inexpensive way to see the latest exhibitions in New York and D.C.’s galleries and museums.
MICA’s residential campus, in Baltimore’s historic Bolton Hill neighborhood, is at the heart of the city’s cultural district, a short distance from downtown. This expansive urban campus features green spaces and eclectic architecture and is only minutes from major museums, galleries, cinemas, theatres, and cafés. All but four of the College’s 31 buildings were creatively renovated from existing structures and redesigned to meet the needs of artists. Founders Green, MICA’s newest student residence complex, and the award-winning Gateway residence tower feature unique and inspired design elements, geared to the needs of artists. Brown Center, which opened in 2004, was hailed as an architectural jewel by such publications as The New York Times, The Washington Post, and Architectural Record. Two of MICA’s buildings are listed on the National Register of Historic Places. In fall 2015, MICA unveiled the JHU-MICA Film Centre, a state-of-the-art production facility housed in Baltimore’s historic Centre Theatre and renovated in conjunction with Johns Hopkins University.

In recent years, MICA has doubled its residence life space, increased academic classroom space by nearly 50 percent, created a new high-end art/technology center, expanded student galleries, constructed an innovative multi-use performance space, and added 40,000 square feet of independent studio space for undergraduate and graduate students. The apartment-style student residence, Meyerhoff House, is a cutting-edge residential life experience for upper-division students and a prime example of the College’s successful tradition of repurposing historic structures for artists’ needs. The Gateway was developed through the opposite strategy—an international design competition yielded a cutting-edge design, refined with significant input from current students. All combined, the result is an architecturally diverse and distinctive campus that maintains the aesthetic integrity and European flavor of the surrounding neighborhood.
The College’s named art galleries—Meyerhoff, Decker, Pinkard, Middendorf, Riggs, and Rosenberg—feature exhibitions by students, faculty, and internationally important artists. Galleries in nearly every campus building are devoted to showcasing student artwork. The 525-seat Falvey Hall was designed for performance art, video and film, dance, theater, poetry readings, and lectures and BBOX is dedicated to student performances and events. Our art-oriented Decker Library has approximately 100,000 monographs and 380 current periodicals, while the library’s website provides access to more than 9,200 full-text research journals and 140,000 E-Books. The media resources of the Library include 40,000 digital images, two streaming video collections, and a circulating video/DVD collection of more than 5,000 titles. The Digital Initiatives Unit maintains Digital Decker, an online platform for access to MICA Archives including MFA Masters Theses and other special library collections. Other MICA-specific resources include a nature lab. To see the campus, visit www.mica.edu/20questions.

11. TECHNOLOGY

Brown Center and the new Art/Tech Center are embodiments of MICA’s commitment to new technologies for artists.

Brown was designed specifically to accommodate the technology needs of artists in the areas of video, interactive media, animation, and graphic design. It includes advanced video and sound recording and editing equipment, up-to-the-minute computer labs, and a 525-seat auditorium (Falvey Hall) designed to accommodate the special requirements for showcasing digital work. MICA’s new Art/Tech Center offers a wide array of archival, 3D, and large format output options as well as being home to the Technology Help Desk, where students can check out technology equipment and get help with technology issues.
MICA provides web space for all students, as well as state-of-the-art hardware and software for 3D animation, video and sound editing, graphic design and illustration applications, and a wide range of fine art applications—from 3D modeling to computer-assisted printmaking. The College is constantly updating the existing systems on campus to meet the software needs of both students and faculty. Wireless web access is available in residence facilities and most MICA buildings, and high-speed Internet is the norm on campus. Go to www.mica.edu/20questions for a list of current computer hardware and software.

12. RESIDENCE LIFE/FOOD

Housing

MICA’s housing complexes are designed for artists, who need a balance of independence and community. Founders Green is specifically designed with the needs of new students to MICA in mind. The sprawling green space and common areas in the heart of the complex make it ideal for meeting new people and interacting with your classmates. Founders Green is home to more than 500 students and is less than a five minute walk from the Main Building. Founders Green consists of Latrobe House, Spear Hall, Carter Hall, Glace Hall, and Leake Hall.

Apartments have either two or three bedrooms—either single or double occupancy. The percentage of singles is much higher than regular residence halls. Each apartment has a living room, kitchen, and bathroom and each building surrounds the central courtyard. Throughout the year you’ll always find something happening—performances, Ultimate Frisbee, basketball, barbeques, sculpture installations, most-creative snowman contests. Amenities include on-site laundry facilities and parking spaces.

Latrobe House is a central meeting place, with comfortably furnished lounges for movie nights, parties, potluck dinners, and informal social gatherings. The complex is also home to a lecture
hall, gallery space, and a black box performing space; studios are available for students who need space to work on their projects. Upper-level students can ease into independent living in Meyerhoff House or the Gateway—cutting-edge residential life experiences. Each apartment in Meyerhoff House has a unique character: high ceilings, exposed brick, interesting geometries, and, especially from the upper floors, spectacular views. Every bedroom is single occupancy. The first floor houses MICA’s new main dining facility and serves as the campus living room. The Gateway anchors the north end of MICA’s campus (which is the gateway to Baltimore’s cultural corridor) and offers apartments, a studio tower, and a landscaped central courtyard for residents. Public spaces include a coffeehouse/lounge, a public gallery focusing on student work, BBOX, a multi-use performance space focusing on student events and performances, and the new home for the Joseph Meyerhoff Center for Career Development.

**Dining**

Meal service at MICA is provided by Parkhurst, a company that has earned its reputation as one of the nation’s best collegiate food service providers by offering dishes made from the freshest ingredients and innovative recipes prepared by thoughtful and service-oriented staff. Meal plans and service have been tailored to the unique tastes and schedules of student artists, with a diverse array of options, including ethnic and exotic entrées, vegetarian and vegan offerings, fresh side dishes and salads, and homemade desserts. Parkhurst, a lead partner in MICA’s efforts to become a more environmentally sustainable campus, has implemented a number of changes—such as use of local produce and suppliers, degradable utensils and food containers, tray-less dining, and a reusable coffee mug program—that reduce waste and save water and energy.
### Activities & Organizations

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<tr>
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<th>Organization Name</th>
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<td>MICA Radio (WICV)</td>
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<td>Belly Dancing Club</td>
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<td>MICA Volleyball Club</td>
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<td>Cosplay Club</td>
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<td>Koinonia Christian Fellowship</td>
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<td>Korean Student Association</td>
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14. PROFESSIONAL EXPOSURE

No other art college in the country not affiliated with a museum can boast the number of art galleries and exhibition opportunities available at MICA. With a schedule that includes nearly 170 exhibitions a year, MICA exposes students and faculty to a range of important work by contemporary artists and designers. Our exhibitions schedule also includes time and space dedicated to faculty exhibitions, and there are several galleries devoted to exhibiting student work beginning in the freshman year. You literally cannot walk to class without passing an exhibition. Regular trips to New York and Washington, D.C., keep students in touch with the contemporary international art scene. Programs like MICA in New York: Summer Intensive put MICA students in the thick of it.

MICA’s curriculum also offers many opportunities to gain hands-on experience and make connections with professionals in their area of interest. The Exhibition Development Seminar offers experience in all areas of the design and implementation of a major exhibition—from curatorial to exhibition design, public programs to art education; design and illustration students take on real-world projects for clients and collaborate with professionals to implement projects throughout Baltimore; the Community Arts Partnerships program offers experiences in community arts programming to build leadership, teaching, and collaboration skills for students in any major. Many programs of study include opportunities for internships and reality-based coursework in their major requirements.

15. CAREER DEVELOPMENT

At MICA, you start planning for your future the day you arrive on campus. Professional development is integrated into every major and enhanced with community-based, hands-on opportunities. The Joseph Meyerhof Center for Career development offers a comprehensive career planning program that focuses on the needs of artists and designers. The center provides networking opportunities through the Internship + Career Fair, with more than 50 companies attending each year; assistance with applications for graduate study; and assistance with applications for prestigious fellowships and a searchable database of more than 400 grants, residencies, and fellowships. The center also provides access to a MICA-exclusive portfolio network created to showcase student work and access to MICAnetwork, which features up-to-date listings of internships and job opportunities. Major Cafes help you explore career opportunities in different majors so you can choose a major to meet your goals and interests.
16. INTERNSHIPS

More than 1,000 internship opportunities allow students to earn credit while working in art-related jobs. MICA students put their skills and professional interests to work as interns in many of the nation’s top museums, galleries, design studios, computer game companies, and performing arts centers. While internships give students valuable work skills, community-based art projects demonstrate the importance of art in our community. An online national database of opportunities allows you to post your résumé and samples of your work. Visit www.mica.edu/20questions for up-to-date information on MICA career services and internships.

17. MICA ALUMNI

MICA’s Alumni Network connects you with MICA alums around the world, sponsors young alumni networking events in cities across the U.S., and brings successful artists and designers to campus through its visiting professional series. MICA’s alumni live in 54 countries and have won international awards, attended prestigious graduate programs, exhibited in galleries and museums throughout the world, and are represented in public and private collections across the globe. They are hot designers with firms specializing in print and web design. They are hot designers with firms specializing in print, web, and mobile app design. They are some of the most respected interior designers and architects in the region—including one alumna recently named a USA YoungArts Fellow in Architecture and Design. They have been honored as fine artists in Forbes’ “30 under 30” in Art and Style, and are featured in Art in America—including three alumni featured in cover articles over a period of 13 months. They are illustrators with work featured in Communication Arts, with New York Times’ bestselling graphic novels, and who are finalists for the prestigious National Book Award in the young person’s literature category. They are founders of arts organizations who are honored as CNN Heroes for efforts to provide free arts lessons to public school children, and they have launched electronic record labels and created hit sitcoms on Comedy Central. MICA alumni are leaders of major arts and nonprofit organizations, successful studio artists, designers, and entrepreneurs in a wide array of art-related fields.

For the past five years, every graduating class has included at least one student who received a Fulbright award for study abroad; MICA students have also regularly earned the prestigious Jacob K. Javits Fellowship for graduate study, the coveted Soros Fellowship for New Americans, and the Jack Kent Cooke Foundation Graduate Scholarship. Many other students have been awarded full scholarships to prestigious graduate schools, and alumni continue to win honors throughout their career, including an alumna who was awarded a MacArthur “Genius” Grant.

18. NETWORKING

Networking is very important for artists—this is how you make connections for exhibition opportunities and jobs. MICA faculty include artists, designers, critics, and scholars with stellar national and international reputations. Just a few examples of how well-connected faculty can expand your network: graphic design faculty member and director of MICA’s Center for Design Thinking, Ellen Lupton, is a noted author whose books have been printed in five languages—and she is curator at the Cooper Hewitt National Design Museum in New York; and Abbott Miller is a partner in the international design firm Pentagram. The installations of Video and Film chair Nadia Hironaka, who was named a Guggenheim Fellow in 2015, have been exhibited internationally; that program shares space with MICA’s MFA in Filmmaking program, whose director, Patrick Wright, was co-producer of the 2010 Oscar-winning short documentary Music by Prudence.
Chair of Fiber, Annet Couwenberg, has established internships in The Netherlands, France, and Germany. She and fellow fiber faculty member, Piper Shepard, have been honored with books of their work in Telos Art Publishing’s distinguished Portfolio Collection series. Fine art faculty, such as Alexander Heilner, Sangram Majumdar, Timothy App, Susie Brandt, and Ledelle Moe, have long-standing relationships with major galleries and exhibit frequently. MICA faculty in art education are among the most respected in the field worldwide. Faculty in the digital area including Timothy Druckrey, Esther Schooler, and Jamy Sheridan, are literally writing the book on art and emerging technologies. Liberal arts faculty publish widely, including scholar of cultural studies and film scholar Mikita Brottman, feminist scholar Soheila Ghaussy, literature scholar Sinkwan Cheng, and contemporary art historian T.J. Demos. George Ciscle, the College’s curator-in-residence and director of the College’s MFA in Curatorial Practice, founded a class that allows MICA students to work alongside renowned artists and curators to mount a major exhibition in a gallery or museum.

The MICA Alumni Network connects current students and recent graduates with alumni and friends of the College across the country who can offer professional, job-hunting, and life advice. Young alumni networking events are hosted in major art centers such as Los Angeles, New York, Chicago, Miami, and Atlanta. These receptions and studio visits keep recent MICA graduates connected with their alma mater and with each other.
19. GRADUATE PROGRAMS

MICA’s internationally renowned graduate programs draw top students and faculty from around the world. One reason graduate students choose MICA is the opportunity to study in the energized community of artists created by one of the nation’s top undergraduate programs of art and design. MICA’s 20 graduate programs, leading to the Master of Arts, Master of Fine Arts, Master of Professional Studies, and post-baccalaureate certificate, currently enroll more than 300 students.

For undergraduate students, the presence of a world-class graduate program means access to an expansive program of visiting artists and critics, internationally renowned graduate faculty who teach or critique in the undergraduate program, and the addition of a diverse group of professionally active graduate students, whose presence enhances campus life.
to students from the United States and abroad. Some competitions are based solely on meritorious achievement in art and/or academics. Others are based on a combination of meritorious achievement and financial need.

For more information, contact the Office of Undergraduate Admission at 410.225.2222 or visit www.mica.edu/20questions.

Visit the Campus
The best way to evaluate a college is to visit the campus. MICA offers a variety of programs, dates, and times to accommodate your schedule, including MICA Visit Days for high school students and open houses. Student-guided tours of our studios, classrooms, residential living complexes, and other facilities are available by appointment Monday through Friday. For the most up-to-date information about how to visit MICA, go to www.mica.edu/20questions.

If you can’t come to campus, consider attending a National Portfolio Day in your region. These events give you the opportunity to meet with representatives from more than 50 leading art colleges and universities to discuss your portfolio of artwork and other admissions requirements. For more information visit their web site at www.portfolioday.net.

MICA’s Pre-College Summer Residency Program
Each summer, MICA offers two intense, four-week studio programs for high school sophomores and juniors. The MICA Pre-College Studio Residency, on campus in Baltimore or in Tuscany, Italy, is a wonderful opportunity to build your portfolio, expand your art experience, and test your commitment to future study in the arts. College credit is awarded to students who successfully complete the program. Call the Office of Continuing Studies at 410.225.2217 or 410.225.2219, or go to www.mica.edu/20questions for a link to more information.
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For More Information see next page.
For the most up-to-date information about how to visit MICA, go to www.mica.edu/20questions.
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www.mica.edu

Online request for more info:
www.mica.edu/moreinfo

Note: An index of web links of special interest to high school juniors (coded to coordinate with our answers to the “20 questions“ posed in this book) can be found at www.mica.edu/20questions.

Credits:
Design: Rutka Weadock Design, Baltimore, MD
Major Photography: Bruce Weller
Writing: Lorri Angelloz, Theresa Lynch Bedoya
Printing: GraphTec

All artwork in this book was created by MICA students.

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