

School of Visual Studies

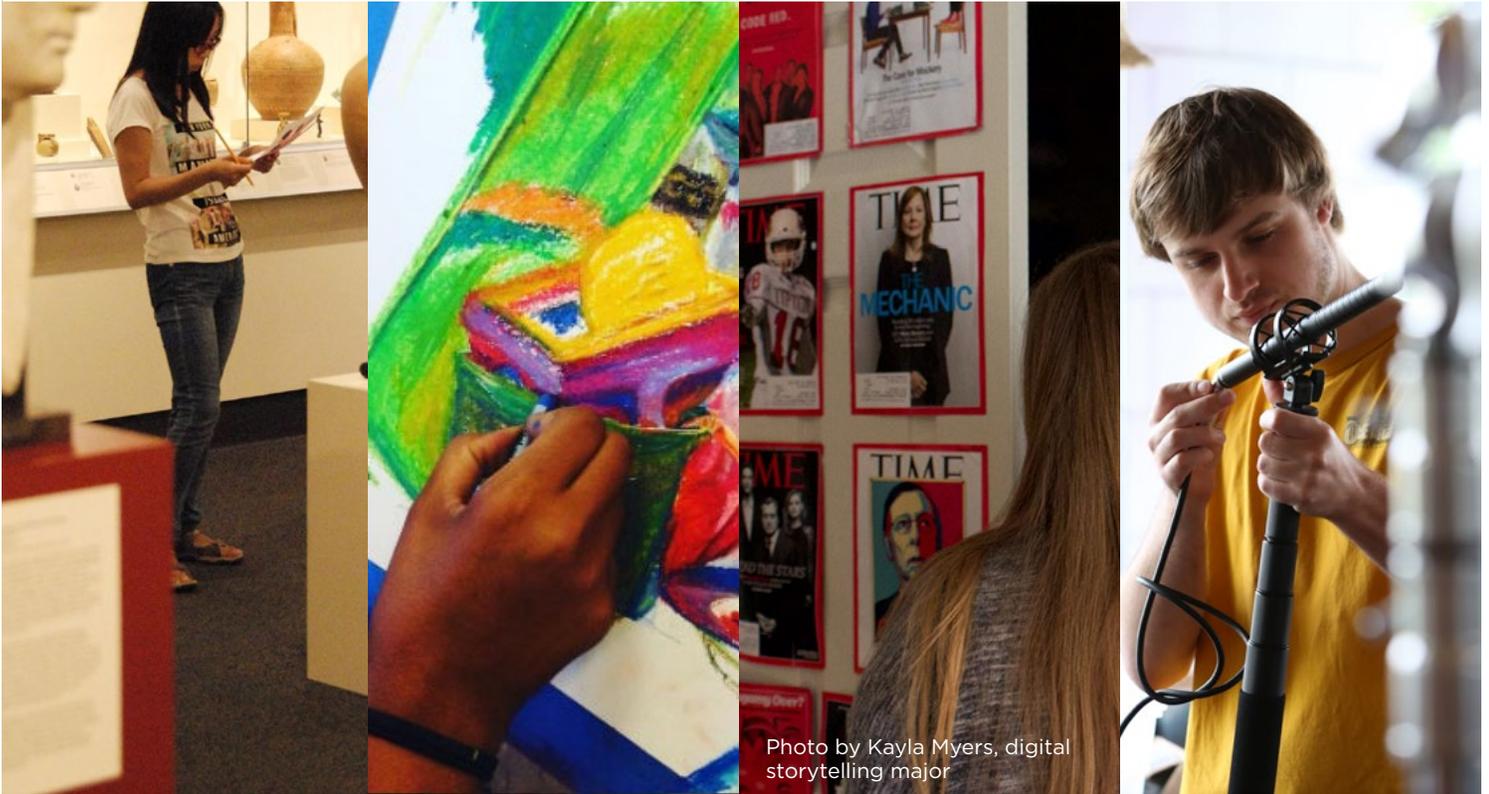


Photo by Kayla Myers, digital storytelling major

Who We Are

In August 2017, the new [School of Visual Studies \(SVS\)](#) was launched. Our school unites art, art history, digital storytelling, and film studies to create a collaborative, interdisciplinary, cutting-edge education that reflects 21st-century studio practice and visual culture. We offer [bachelor of arts \(BA\)](#), [bachelor of fine arts \(BFA\)](#), [master of arts \(MA\)](#), and [master of fine arts \(MFA\)](#) degrees within the four programs.

Sense of Community

A strength of SVS is that “big school” research facilities are combined with “small school” faculty–student interaction to build a strong sense of community. Class sizes are typically intimate, and they are taught by faculty who emphasize hands-on learning. Whether you are interested in [art](#), [art history](#), [digital storytelling](#), or [film studies](#),

we guide you through the sometimes-intimidating task of completing your degree while preparing you to be an outstanding professional in your chosen area of interest.

Our [faculty members](#) are active professionals who exhibit and publish their works nationally and internationally. They are outstanding mentors who will guide you every step of the way, from hands-on learning to submission of your works to exhibitions or publications. The school also offers you a vast array of internships, professional practices, and scholarships.

An estimated
535
undergraduate
students are
enrolled in SVS.

Collaborative & Interdisciplinary Focus

One advantage of majoring in a School of Visual Studies field is an interdisciplinary focus, which prepares you for a wide variety of jobs, from studio



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artist to corporate careers. SVS majors use their degrees in diverse industries such as graphic design, marketing and public

relations, art direction, animation, multi-media art, public outreach and community art programming, museum and corporate environments, development, production and distribution of websites, video game art, music videos, feature films, TV shows and other digital media, secondary and higher education, entertainment and film criticism, and other fields.

Getting Involved

Through [Art on the Move](#), the SVS outreach program, student work is featured regularly throughout the state in exhibitions, lectures, and workshops. There are also many opportunities to feature your art through undergraduate research events on campus. The highlight of each year is our prestigious, juried [Undergraduate Visual Arts and Design Showcase](#).

Many of our students also attend national and international conferences with their mentors. Field trips let you experience firsthand historical and contemporary art at our local and regional museums and art districts.

Student clubs allow you to build professional skills, participate in student government, and network with other students with similar interests. Additionally, the student clay, graphic design, and fibers clubs host annual exhibitions and sales of their work.

The Bingham Gallery

The [George Caleb Bingham Gallery](#) features student, faculty, and visiting-artist exhibitions. As the

only contemporary art space on campus, the gallery serves the entire MU and Columbia community by bringing high-quality, contemporary art exhibits,

lectures, visiting artists, and other events to our campus. It is also the location where you will have annual opportunities to professionally display your work.

Be a Part of our Many Student Organizations

- Art History
- Art, Painting & Drawing
- Digital Storytelling
- Fibers
- Film Production
- Graphic Design
- MU Clay Club (MUCK)
- Museum Advisory Council of Students (MACS)
- Photography
- Undergraduate Student Art Association



For More Info

 visualstudies.missouri.edu

 muassvs@missouri.edu

MU Admissions: admissions.missouri.edu

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