An accredited institutional member of the National Association of Schools of Art and Design, the College of Visual and Performing Arts (CVPA) provides students a complete art school education within a university experience. CVPA provides arts majors the ability to earn a BFA, BA, or BS degree, minor in a variety of other disciplines, and take part in a diverse university community.

**100%** of Music and Interior Architecture and Design Class of 2021 Graduates are employed full-time - Via Class of 2021 NACE survey

**#9**
Best Animation & Game Arts Program in Massachusetts - Via Animation Career Review

**#18**
Best Illustration Program on the East Coast - Via Animation Career Review

**92.2%** of graduates are employed or enrolled in graduate studies within six months of graduation - Via Class of 2021 NACE survey

**494** students (undergraduate and graduate)

**43.6%** first-generation students

**1:16** Faculty to student ratio

**30%** Male
**1%** Other
**69%** Female

**SERVICE-LEARNING PROJECTS**
CVPA students link learning, experience, and activism by using their skills to **MAKE A DIFFERENCE**

**EMPLOYMENT OUTCOMES**

**THE STAR STORE**
CVPA’s Star Store in New Bedford provides students exposure to a MODERN URBAN ARTS COMPLEX overlooking stunning views of the New Bedford Historical National Park and the Atlantic Ocean.
CAREERS

Our class of 2021 graduates are working as:
- Art and Music Teachers
- Graphic Designers
- Interior Architects/Designers
- Game Developers

Our class of 2021 graduates are employed at:
- Design Ergonomics
- Fairhaven Public Schools
- Hewlett-Packard (HP)

GRADUATE SCHOOL

Our class of 2021 alumni attended the following graduate schools:
- Academy of Art University
- Rhode Island School of Design
- Syracuse University
- University of Bergen (Norway)

STATE-OF-THE-ART

FACILITIES INCLUDE:
- 3D Printers
- Cintiq Lab
- Foundry
- Green Screens
- Innovation Lab
- Laser Cutters
- Lighting Design Studio
- Makerbots
- Photo Studio and Darkroom
- Vinyl Cutter
- Virtual and Augmented Reality

LEARNING SPACES & TECHNOLOGY

Instructional computing labs: 8
Student Gallery Exhibition Spaces: 4