Visualizing The Future

Why consider coming to UConn for an MFA in Studio Art?

An intensive, multidisciplinary approach to the development of work in a wide range of art media, including drawing and painting, printmaking, sculpture and ceramics, photography, video, 2D and stop motion animation, installation and performance. The three-year program focuses on the advancement of each student’s abilities as an artist. Work in the studio and studio based classes is combined with courses in art criticism, theory and history, and teaching to provide a context of ideas for developing students’ visions. Frequent contact with faculty members and visiting artists exposes students to diverse viewpoints and practices.

The best of both worlds: the creative excitement and intellectual energy of an art school and a major research university combined. We are ranked in the top 50 public graduate studio art programs in the country and we are ranked as a top-twenty public university nationally. We are a member of Universitas 21, a global network of leading research universities.

A nationally and internationally renowned faculty. The members of our faculty have won major international honors and awards, from Guggenheim Fellowships and Fulbright Scholarships to Getty Foundation grants to National Endowment for the Humanities and the Arts Grants. They exhibit in major art centers globally, including New York City, Boston, Chicago, Los Angeles, London, Shanghai, and Sao Paolo. They publish books with premier academic presses - Yale University Press, Harvard University Press, the University of California Press. All of this knowledge, creativity, and professional expertise are available to you, every day, in and out of the classroom.

Visiting artists, field trips and exhibition opportunities. Vital visiting artist program including artists, curators and critics as Marina Abromovic, Petah Coyne, Nari Ward, Megan and Murray McMillan, Ben Katchor, Shirin Neshat, Alfredo Jaar, Sally Smart, Rashaad Newsome, Robert Storrs, and Holland Cotter. Extensive field trip opportunities to interact with artist, curators, and museum professionals in New York City, Boston, and other national art centers. The group M.F.A. Exhibition and student public talks take place at the William Benton Museum of Art on the UConn Campus. Following graduation, students present their M.F.A. Exhibition in June at a New York City gallery.

Generous financial aid and fellowship awards. Graduate tuition is fully waived and generous fellowships are given for teaching and gallery assistantships.

The success of our alumni. Our graduates are exhibiting work nationally and internationally, teaching at colleges and universities across the United States, and working in museums and galleries, animation studios, design firms, and publishing houses.

Access to all the arts. As the boundaries between the arts become ever more fluid, the School of Fine Arts makes it possible for you to study Music, Dramatic Arts, and Digital Media alongside Studio Art or Art History. The School of Fine Arts serves as an umbrella organization and incubator for cutting-edge interdisciplinary initiatives in the arts. UConn's museums, galleries, and performance centers - including the Department's own award-winning Contemporary Art Galleries - bring major international and national artists and performers to our campus.
New and improved facilities. The Bishop Center Studios opened recently and includes stellar printmaking studios and book arts, housed next to the Department of Digital Media and Design. These studios are a center of creative energy featuring unparalleled resources. In the main Art Building, we have established the Digital Arts Services Lab to support digital photography with state-of-the-art equipment. The Ceramics Studios have been renovated and upgraded and benefit from the purchase of new equipment recently. We recently opened the Digital Arts Materials Lab to support digital work in sculpture, printmaking, and other media, an upgraded installation and performance studio, and new studios for 2D and stop motion animation.