

Careers and Employability Service
What Can I Do With My Degree?
Winchester School of
Art

Introduction

This resource is designed for you to discover what you can do with your degree. It contains information on:

- [Skills gained through your degree](#) - useful in career decision-making and when applying for graduate jobs
- [Overview of the main career areas with your degree](#) - to help you understand what other students with your degree have gone on to do
- [Links to selected relevant professional bodies and associations](#) - to help you understand the sector and also provide advice and information
- [Finding opportunities](#) - including finding jobs and internships, volunteering opportunities, specialist recruitment agencies
- [Further study](#) - professional qualifications and programmes aligned to your first degree

Skills gained through your degree

During your studies you have developed a range of transferable skills and abilities valued by employers. In addition to capabilities specific to the particular discipline you have studied, these include the skills and abilities required to:

- apply your learning in different contextual frameworks
- generate ideas, concepts, proposals, solutions or arguments independently and collaboratively in response to set briefs and self-initiated activity
- use creative thinking in observing, investigating, enquiring, visualising and making, and to develop ideas through to material outcomes
- apply resourcefulness and entrepreneurial skills to your own practice or that of others
- employ materials, media, techniques, methods, technologies and tools with skill and imagination whilst observing good working practices
- study independently, set goals, manage your own workload and meet deadlines
- anticipate and accommodate change, and handle ambiguity, uncertainty, and unfamiliarity
- analyse information and experiences, formulate independent judgements, and articulate reasoned arguments through reflection, review and evaluation
- interact effectively with others through collaboration, collective endeavour and negotiation
- articulate ideas and information comprehensibly in visual, oral and written forms
- present ideas and work to audiences in a range of situations
- source, navigate, select, retrieve, evaluate, manipulate and manage information
- select and employ communication and information technologies

In a competitive graduate labour market, it is important that you are able to demonstrate the key skills that you have developed through your degree programme.

Reflecting upon the skills you have gained and your skill strengths can also be helpful in career decision making. The following resources can help you to understand the skills gained from your degree.

[Understanding your skills](#)

[Your course learning outcomes](#) – Your course modules contain aims and learning outcomes. These are useful in assisting you to recognise and reflect upon the skills developed during your studies.

Overview of the main career areas with your degree

The resources below will enable you to explore these in more detail.

Prospects graduate careers, including job roles where your degree would be useful: [Fashion](#), [Textiles](#), [Marketing](#), [Graphic Design](#), [Games Design](#) and [Fine Art](#)

Target Careers: [Careers in Art and Design](#)

National Careers Service: [Creative and Media](#)

Prospects Luminate: [What do Creative Art Graduates do?](#)

Many of our graduates have achieved great success and international acclaim. [Here](#) are some examples of the prestigious achievements previous Winchester School of Art graduates have migrated to after their time at Winchester.

Art graduates develop a wide range of transferable skills that equip them for numerous roles in a wide variety of career sectors.

Links to selected professional bodies and associations

Professional bodies offer careers information and jobs boards, and your degree accreditation may mean free or reduced student membership. Many of the resources are open access, please find a selection below:

[British Fashion Council](#)

The British Fashion Council was formed in 1983 out of the Fashion Industry Action Group, an ad hoc group created in 1981. It aims to showcase British designers and develop London's position as a major player in the international fashion arena.

[The Textile Institute](#)

The Textile Institute is a professional body for those engaged in clothing, footwear, and textiles. The Institute has individual and corporate members in over 60 countries covering all sectors and all disciplines in clothing, footwear and textiles.

[UK Fashion and Textile Industry \(UKFT\)](#)

The UKFT is the most inclusive network for fashion and textile companies in the UK. They bring together designers, manufacturers, suppliers, agents and retailers to promote their businesses and industry, both in the UK and throughout the world

[Chartered Institute of Marketing \(CIM\)](#)

The CIM is the leading international professional marketing body and the only one which can award Chartered Marketer status. With 35,000 members worldwide CIM's networks have an unrivalled breadth, depth and diversity.

[Design Council](#)

The Design Council's purpose is to make life better by design. They work from grassroots to Government, delivering programmes, producing world-class research and influencing policy. Uniquely, their programmes cover the built environment, public sector design and social innovation, and business innovation.

[UK Interactive Entertainment Entertainment \(Ukie\)](#)

Ukie is the only trade body for the UK's games and interactive entertainment industry. They are a not-for-profit and represent businesses of all sizes from small start-ups to large multinational developers, publishers and service companies, working across online, mobile apps, consoles, PC, eSports, VR and AR.

[The Artist Information Company \(a-n\)](#)

a-n is the largest artists' membership organisation in the UK with over 25,000 members. They support artists and those who work with them in many practical ways, acting on behalf of their membership and the visual arts sector to improve artists' livelihoods. They have a reputation for providing compelling insights and playing a catalytic role in influencing and informing cultural policy.

Finding relevant opportunities

This section suggests selected sources of opportunities that are most closely linked to your degree. Remember though, that students studying your subject can enter a much wider range of career options.

Please note there is a lot of overlap between jobs sites.

[Drapersjobs.com](#)

[Fashion United](#)

[Retail Choice](#)

[The Business of Fashion \(BoF\) Careers](#)

[Campaign Jobs](#)

[The Drum Jobs](#)

[Mad Jobs](#)

[MarketingWeek Jobs](#)

[Simply Marketing Jobs](#)

[Creativepool](#)

[Creative Review](#)

[Design Jobs Board](#)

[Design Week Jobs](#)

[Gamasutra](#)

[Gamesindustry.biz](#)

[Grads in Games Jobs](#)

[TIGA](#)

[a-n: The Artists Information Company](#)

[Artquest](#)

[ArtReview](#)

[Arts Council England](#)

[Arts Council of Northern Ireland](#)

[Arts Council of Wales](#)

[Arts Culture Media Jobs](#)

[Arts Jobs & Arts News](#)

[Arts Professional](#)

[Blouin Artinfo](#)

[British Council - Arts Group](#)

[Crafts Council](#)

[Creative Review](#)

[Creative Scotland](#)

[John Simon Guggenheim Memorial Foundation](#)

[Writers & Artists Yearbook](#)

[Creative Access](#)

There are also a number of specialist employment agencies that advertise creative roles, for further information seek support from the Careers team.

Further study

[Prospects](#) - search postgraduate courses, advice and funding information

[Target Postgrad](#) - advice and information on postgraduate study

[Careers Service](#) - includes information on Law, Teaching and Medicine