

# Ringling College of Art + Design

# BUSINESS of art & design

## BUSINESS OF ART AND DESIGN AT RINGLING COLLEGE

This is not your typical business school.

Students in our Business of Art and Design program become collaborative leaders, blue-sky thinkers, and creative problem solvers. They are connectors—serving at the intersection of art, design, and the people needed to bring a creative vision to life. As a Ringling College Business of Art and Design student, you will master traditional business skills while also being immersed in studio courses that will allow you to explore and understand the creative process.

You will explore the essentials of business, including: strategy, marketing, entrepreneurship, project management, accounting, production management, and economics, among others. You will work across disciplines to learn how to manage and collaborate with artists and designers. And you will graduate ready to put your business skills to work in a wide range of creative industries.

### EMPLOYERS

AMERICAN CUSTOM YACHTS  
BLACKBIRD HOME GALLERY  
CARBON8  
COLOR ME IDIOM  
DISNEY ANIMATION  
EUREST SERVICES  
FELD ENTERTAINMENT  
FREELANCE PROJECT WORK WITH  
THE ART DIRECTOR FOR LADY GAGA  
LA MADELEINE  
LOEWS HOTEL  
MIGHTYCAST  
MOZART IN THE JUNGLE  
OWNER, HAPPY COSMOS  
PIXAR  
PYPER YOUNG, INC.  
SHOPPERTRAK  
STEELHOUSE

SUN HYDRAULICS  
THE STUDIO  
THE ZEBRA  
WALT DISNEY ANIMATION STUDIOS  
WINK-TV  
WONDERS GATE EVENTS AND  
ENTERTAINMENT

### INTERNSHIPS

ABC  
ARCHITECTURAL BIENNALE  
IN VENICE, ITALY  
ASOLO REPERTORY  
BMW DESIGNWORKS  
CARBON8  
DISNEY ANIMATION  
FIVESTONE STUDIOS

HASBRO  
ILLUMINATION ENTERTAINMENT  
JIBJAB  
L'OREAL PARIS  
LINKEDIN  
MARTHA STEWART  
SINGAPORE ART MUSEUM  
SONY PICTURES ENTERTAINMENT  
STOOPID BUDDY STOODIOS  
TEDX SARASOTA  
TERVIS TUMBLER  
THE DALI MUSEUM  
THE RINGLING MUSEUM  
THE STUDIO



## GRADUATE PROGRAMS

Business of Art and Design students can take their education in many different directions, from project management to gallery management to studio arts and design. In recent years, our graduates have continued their education at programs such as Birmingham City University, Carnegie Mellon, and Florida State University pursuing programs in Creative Project Management, Entertainment Industry Management, and Fine and Studio Arts.

## CLASS PROJECTS

Business of Art and Design students collaborate in teams with students across all majors on a variety of creative business class projects with top for-profit and non-profit organizations including:

<b>CIRQUE DU SOLEIL</b>	<b>SARASOTA MEMORIAL HOSPITAL</b>
<b>CLEAN THE WORLD</b>	<b>SESAME STREET</b>
<b>CONVERSE</b>	<b>SHELTER BOX</b>
<b>DISNEY IMAGINEERING</b>	<b>STOOPID BUDDY STOODIOS</b>
<b>HASBRO</b>	<b>TERVIS TUMBLER</b>
<b>MICROSOFT GAME STUDIOS</b>	<b>THE DALÍ MUSEUM</b>
<b>MOONBOT STUDIOS</b>	<b>THE JIM HENSON COMPANY</b>

## RESIDENCY AND STUDY ABROAD PROGRAMS

Students in the Business of Art and Design major are encouraged to travel abroad and participate in international study abroad programs. In recent years, Business of Art and Design students have traveled to London, Amsterdam, and Dublin to tour the cities and participate in projects with the BBC, Coster Diamond Cutters, Flora Holland Flower Auction, and Rijksmuseum.

## CONNECTING CREATIVE PROFESSIONALS AND STUDENTS

Business of Art and Design has invited high-level executives and creative professionals from top companies and non-profit organizations to visit Ringling College and lead interactive presentations and discussions for Business of Art and Design students and students from all of the majors on campus. These professionals share their work experiences and current projects, as well as give advice and information about their industries. In addition, many of the Visiting Creative Leaders work hands-on with students on various projects. Past speakers include leaders from Disney, Cirque de Soleil, MTV, DreamWorks, and many more.

<b>AL KONETZI</b> Designer and Disney Legend The Disney Company -	<b>BRANDON OLDENBURG</b> Chief Creative Officer MoonBot Studios -	<b>DAVID GRAD</b> Senior Producer MTV -	<b>SYLVIE GENEAU</b> Assistant Vice President Cirque du Soleil -
<b>STEVE HICKNER</b> Director and Producer DreamWorks Animation, SKG -	<b>MATT STINCHCOMB</b> Vice President Etsy -	<b>DEAN HOFF</b> Vice President Nickelodeon Animation -	<b>KUSHIL GUNASEKERA</b> Founder Foundation of Goodness, Sri Lanka -
<b>SHAWN SEIPLER</b> Executive Director and Co-Founder Clean the World	<b>MAX HOWARD</b> Producer Exodus Film Group	<b>EMILY SPERLING</b> President ShelterBox, USA	<b>MICHAEL BROOKS</b> Owner Publisher <i>South Magazine</i>

## FACULTY

<b>WANDA CHAVES</b> PhD Industrial/ Organizational Psychology University of South Florida -	<b>JIM KRAUSE</b> DBA Accounting and Finance Nova Southeastern University -	<b>KATHLEEN SOBR</b> MA Project Management in Creative Environments Birmingham City University, UK
<b>MARILYN GARMAN</b> MA Entertainment Industry Management Carnegie Mellon University	<b>MARK ORMOND</b> MA Art History/ Museum Studies George Washington University	

### DR. WANDA CHAVES

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