UNIVERSITY OF MARYLAND ART HISTORY
AND ARCHAEOLOGY students focus on visual
expression to understand culture, studying an
expansive history of objects from the fine arts
(painting, sculpture, architecture) to street art.
In the classroom and with leading D.C.-area
arts institutions, you will refine your thinking
about visual culture. In the process, you develop
your creative and critical thinking, visual and
information literacy, skills in oral and written
communication and analytical strategies—qualities
crucial for any career.

ART HISTORY & ARCHAEOLOGY CURRICULUM
The undergraduate curriculum is designed to
develop your critical understanding of visual
culture. Art history majors are offered a diverse
selection of courses that explore regions of the
world including Africa, the Americas, Asia and
Europe. The major is highly flexible and allows you
to pursue your passions by learning art history and
archaeology with a range of world-class faculty
and students across the broad spectrum of artistic
and humanistic disciplines in the College of Arts
and Humanities. The department has a growing
number of double majors studying anthropology,
biology, computer science, journalism, government,
mathematics and physics. We also offer a minor.

SAMPLE COURSE TITLES
- Art and Difference
- Leonardo’s World: Art and Experience in
  Renaissance Italy
- Monuments and Memory in America
- Japanese Art in the 20th Century: Empire, War,
  and Occupation
97% of recent ARHU graduates are either working full time, interning or pursuing graduate studies.* Here’s where some of our art history & archaeology graduates are working or studying:

- The Kreeger Museum, Head of Public Relations and Membership
- The National Gallery of Art, Development Assistant
- Glenstone Museum, Museum Guide
- The University of Maryland Global Campus, Technical Virtual Labs Manager
- The Washington Post, Human Resource Information System Analyst
- The George Washington University, Master of Arts, Museum Studies
- American University, Master of Arts, Art History
- University of Maryland, Master of Journalism

*Tips for Career Success

It’s never too early to start planning for your career after graduation. Make an appointment to talk with the University Career Center @ARHU. We’ll work with you to assess your skills, values and interests and use them to find opportunities that meet your goals. Academic and career advisors will help you incorporate internships, living-learning programs, global experiences, research and more into your academic plan. Research shows that having one or more internships increases your ability to land a full-time position after graduation. Learn more at careers.umd.edu.

SOPHIE HUGET ’15, ART HISTORY
Historic Interpreter, Harriet Beecher Stowe Center

“I learned to connect visual and written culture with the people and places around me. In my position, I interact daily with people who hold worldviews quite different from my own. Connecting with others, celebrating others and staying curious are the skills I gained in ARHU.”

FOR MORE INFORMATION

and to apply, visit arhistory.umd.edu or call 301.405.1479.

DEPARTMENT OF ART HISTORY AND ARCHAEOLOGY
1211 B Art-Sociology Building
University of Maryland,
College Park, MD 20742

ABOUT THE COLLEGE OF ARTS & HUMANITIES (ARHU)

ARHU is home to 14 departments and 79 bachelor’s degrees, minors and certificate programs, so you can tailor your degree (or double major) across various fields of study, including performing and visual arts, languages, literatures and cultures. With an 8 to 1 student to faculty ratio, ARHU offers you the benefits of a tight-knit community with access to the resources of a large, public research institution near the nation’s capital.