

CAREER GUIDE  
PRESENTED BY



arts**NOW**

# WHERE CREATIVITY MEETS CAREER

*Explore careers in visual arts, dance,  
theatre, music, and STEAM based on  
students' academic strengths.*

# 175+

CAREER OPPORTUNITIES TO EXPLORE  
THROUGH THE ARTS & ACADEMICS

### **Who is ArtsNOW?**

ArtsNOW is the leading professional learning organization for resourceful and innovative approaches that engage students, equip educators, and grow school communities for meaningful impact on the future. We provide teacher professional learning on how to integrate the arts into their classroom and their academic content.

### **What is arts-integrated learning?**

Arts integration incorporates the five recognized arts disciplines – **visual arts, dance, theatre, music, and digital media** – into academic standards. Arts integration is designed to be a joyful, active, and memorable learning experience. The arts become an approach to teaching, as well as a vehicle for learning.



# ARTS-INTEGRATED FUTURE

Finding the right career isn't as simple as climbing a straight ladder. It's more like navigating a jungle gym, full of twists, turns, and unexpected opportunities. The truth is, many of the jobs students might one day have don't even exist yet. That's why it's easy to default to the careers they hear most often—doctor, lawyer, teacher, police officer—without realizing there's a whole world of possibilities waiting to be discovered.






This guide is designed to help students and teachers explore careers they might never have considered—careers that connect the engaging, creative, and fun parts of the arts with the practical reality that someday they'll need to make a living.



**By linking academic strengths with artistic passions, students can discover careers where creativity and skills matter.**

It's been said that if you find your passion, you'll never work a day in your life. The arts can be part of that passion, whether they're at the heart of a career or a standout skillset. This guide is here to help students imagine the possibilities and see where creativity can take them.

Inside, you'll find 175+ career opportunities organized by art form and their connections to different academic areas. There's even a bonus section highlighting STEAM careers, showing where science, technology, engineering, and math meet creativity through the arts.

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*Explore, be curious, and see which paths inspire you!*



# DANCE



Dance careers connect movement, expression, and academic skills in exciting ways. From choreography to technical production, dance professionals use geometry, physics, storytelling, and cultural knowledge daily. Opportunities extend beyond the stage into healthcare, media, and corporate industries, showing that dance skills open doors to diverse career paths.

## MATH CONNECTIONS

*(Geometry, measurement, ratios, spatial reasoning, timing, budgeting)*

**Choreographer** – Uses geometry, timing, and spatial patterns to design movement for performances, competitions, fitness classes, commercials, and live events.

**Dance Company Manager** – Oversees budgets, contracts, and logistics for dance companies, touring shows, and entertainment productions.

**Dance Notator** – Records choreography using mathematical notation systems for archiving, publishing, and professional licensing.

**Dance Videographer** – Captures performances using frame rates, timing, and composition for documentaries, marketing, and broadcast.

**Lighting Designer** – Calculates light angles, intensities, and cue timings for performances, concerts, corporate events, and trade shows.

**Production Manager** – Oversees timelines, budgets, and technical elements for shows, corporate events, and televised productions.

**Set Designer for Dance Productions** – Works with scale drawings and measurements to create sets for stage, television, film, and live events.

**Sound Technician** – Matches music and effects to choreography for performances, sports entertainment, and media production.

**Stage Manager** – Maintains precise schedules and cues for theatre, dance, broadcast, and large-scale event productions.

**Studio Owner** – Manages a dance or arts studio by overseeing classes, instructors, schedules, finances, and community relationships.

## ELA CONNECTIONS

*(Storytelling, scriptwriting, communication, interpretation, criticism)*

**Creative Director** – Develops storylines and production concepts for performances, marketing campaigns, and branded events.

**Dance Critic/Journalist** – Writes reviews and analyses for newspapers, magazines, blogs, and broadcast media.

**Dance Historian/Author** – Researches and writes about dance for publications, museum catalogs, and educational materials.

**Dance Program Coordinator** – Writes program descriptions and schedules for studios, festivals, and community arts organizations.

**Dance Teacher** – Teaches dance concepts in schools, studios, community centers, and corporate wellness programs.

**Documentary Filmmaker on Dance** – Produces films exploring dance for festivals, streaming platforms, and educational use.

**Grant Writer for Dance Organizations** – Crafts persuasive proposals for funding from arts councils, foundations, and corporate sponsors.

**Professional Dancer** – Performs in live shows, tours, film, television, and commercial productions, using technical skill, creativity, and discipline to bring plays and books to life.

**Public Relations Manager for a Dance Company** – Creates press releases and promotional materials for media outlets and corporate partners.



# DANCE

## SOCIAL STUDIES CONNECTIONS

*(Cultural studies, history, geography, civics, anthropology)*

**Cultural Arts Program Director** – Designs programs for community centers, international festivals, and tourism initiatives.

**Dance Anthropologist** – Researches dance traditions for universities, museums, and cultural organizations.

**Dance Archivist** – Catalogs and preserves historical footage, programs, and choreography for research and licensing.

**Ethnochoreologist** – Studies dance in a cultural context for academic research, documentaries, and cultural preservation programs.

**Folklorist Specializing in Dance** – Preserves traditional dances through documentation, workshops, and festivals.

**Historical Reenactment Performer** – Brings historical dances to life for museums, heritage sites, and educational programming.

**International Dance Festival Organizer** – Plans events showcasing global dance for cultural exchange and tourism.

**Museum Curator (Dance Exhibits)** – Creates exhibitions featuring costumes, photographs, and historical footage.



## SCIENCE CONNECTIONS

*(Anatomy, physiology, kinesiology, physics, health sciences)*

**Biomechanist** – Analyzes movement efficiency for performance, sports, and ergonomics research.

**Costume Technologist** – Designs safe, functional performance wear for stage, television, and competitive dance.

**Dance Movement Therapist** – Uses movement for physical and emotional healing in hospitals, clinics, and community health programs.

**Dance Therapist** – Applies psychology and movement to improve well-being in healthcare, rehabilitation, and counseling settings.

**Exercise Physiologist** – Develops conditioning programs for dance companies, sports teams, and wellness programs.

**Kinesiologist for Dancers** – Studies body mechanics to improve performance and prevent injury in dance and athletics.

**Lighting Engineer (Physics of Illumination)** – Applies optics to stage, concert, and event lighting design.

**Nutritionist for Dancers** – Creates meal plans for energy, recovery, and performance in professional and amateur settings.

**Orthopedic Specialist (Dance Injuries)** – Diagnoses and treats musculoskeletal conditions for dancers and athletes.

**Physical Therapist for Performing Artists** – Rehabilitates injuries for dancers, athletes, and stage professionals.

**Sports Scientist Specializing in Dance** – Designs training regimens for peak performance in dance and related athletic fields.





# DANCE

## Career Spotlights

### A DAY IN THE LIFE: CHOREOGRAPHER

I start my morning in the rehearsal studio, marking out formations with tape and counting beats until every movement lines up with the music. In the afternoon, I meet with lighting and costume designers to make sure the entire show feels cohesive. I end the day leading a high-energy rehearsal, giving feedback, motivating dancers, and solving last-minute staging issues. *This career is a great fit if you thrive on creativity, quick problem-solving, and inspiring a team under pressure.*



### A DAY IN THE LIFE: DANCE MOVEMENT THERAPIST

I welcome clients into a warm, open space and use music to guide movement exercises that help them explore new ways of moving. I work with healthcare professionals to adapt activities for physical limitations and carefully document progress along the way. *This career is a good match if you're empathetic, patient, and able to adapt while building trust with others.*



### A DAY IN THE LIFE: LIGHTING DESIGNER

I walk the stage with a laser meter to measure angles, then program cues into the lighting console and experiment with color gels until the mood feels right. During rehearsals, I work closely with the choreographer to make adjustments in real time. *This career is ideal if you're detail-oriented, technically skilled, and willing to fine-tune small elements until they're perfect.*





# VISUAL ARTS

Visual arts careers combine creativity, precision, and problem-solving. From traditional fine art to cutting-edge design and digital media, visual artists contribute to industries including marketing, architecture, manufacturing, healthcare, and technology. Skills in observation, composition, and communication are highly valued across professional settings.

## MATH CONNECTIONS

(Geometry, measurement, proportion, scale)

**Animator** – Uses frame rates, timing, and spatial relationships to create animations for film, advertising, gaming, and education.

**Architect** – Uses geometry, scale, and proportion to design structures for homes, businesses, public spaces, and venues.

**Cartographer** – Combines measurement and design to create maps for urban planning, tourism, and navigation.

**Commercial and Industrial Designer** – Creates products blending style and functionality for retail, and manufacturing industries.

**Etsy Shop Owner** – Sells original artwork while also pricing products, managing inventory, tracking expenses, and analyzing sales for a creative online business.

**Exhibit Designer** – Uses scale drawings and measurements to plan museum, trade show, and retail displays.

**Fabric and Apparel Patternmaker** – Uses measurements and geometry to develop patterns for fashion, costumes, and uniforms.

**Fashion Designer** – Creates clothing and accessories for retail, entertainment, sportswear, and branding.

**Graphic Designer** – Works with proportions, grids, and layout to create branding, marketing materials, packaging, and digital interfaces.

**Industrial Designer** – Designs functional and aesthetic products for manufacturing, consumer goods, and technology markets.

**Interior Designer** – Balances proportions, space planning, and budgeting to design residential, commercial, and hospitality spaces.

**Packaging Designer** – Works within size and volume constraints to develop product packaging for retail and marketing.

**Set Designer (Film/TV/Exhibits)** – Designs environments for productions, events, and exhibitions.

## ELA CONNECTIONS

(Language, storytelling, symbolism, communication)

**Art Critic/Journalist** – Writes reviews, essays, and commentary for publications and online platforms.

**Art Educator** – Designs and delivers visual arts instruction in schools, museums, and community programs.

**Art Historian** – Researches and writes about art movements, artists, and cultural trends.

**Author/Illustrator of Children's Books** – Combines text and illustration to create engaging books for young readers.

**Creative Director** – Develops visual concepts for advertising, branding, and entertainment projects.

**Gallery Publicist** – Writes promotional content for exhibitions and artists.

**Illustrator** – Tells stories visually for books, magazines, advertising, and digital media.

**Museum Educator** – Creates interpretive programs and materials for museum audiences.

**Photographer** – Captures images for marketing, journalism, events, advertising, and creative industries.

**Scenic Painter** – Researches historical periods, cultures, and settings to paint realistic backdrops for theatre, film, museums, and themed spaces.

**Social Media Manager** – Uses visual storytelling and writing skills to create posts, captions, and campaigns that communicate brand messages and engage online audiences.

**Storyboard Artist** – Translates scripts into visual sequences for film, animation, and commercials.



# VISUAL ARTS

## SOCIAL STUDIES CONNECTIONS

*(Culture, history, identity, traditions)*

**Anthropological Illustrator** – Produces accurate renderings of artifacts for research, publications, and exhibits.

**Archaeological Illustrator** – Documents excavation finds for study and preservation.

**Art Historian** – Studies and documents the cultural context of artworks for publications and education.

**Archivist for Visual Arts** – Catalogs and preserves art collections, photographs, and design records.

**Craft Artist** – Creates handmade art for retail, exhibitions, and commercial collaborations.

**Cultural Heritage Conservator** – Preserves art objects for museums, archives, and heritage organizations.

**Cultural Program Director** – Plans arts events for communities, cultural organizations, and tourism boards.

**Museum Curator** – Organizes exhibitions and manages collections for museums and galleries.

**Political Cartoonist** – Uses illustration to comment on political and social issues for newspapers, magazines, and online media.

**World Art Festival Organizer** – Plans and manages events featuring artists from around the world.

## SCIENCE CONNECTIONS

*(Chemistry, anatomy, physics, technology)*

**3D Printing Technician** – Produces objects for prototyping, art, and commercial product design.

**Art Conservator** – Uses chemistry and materials science to clean and preserve artworks for museums and collectors.

**Art Materials Scientist** – Develops and tests pigments, media, and materials for artistic and commercial use.

**Camera Operator** (Television, Video, and Film) – Captures video for productions, events, news, and marketing.

**Environmental Designer** – Creates eco-friendly public art and installations integrating sustainability principles.

**Film and Video Editor** – Edits recorded footage into final products for entertainment, marketing, and education.

**Forensic Artist** – Produces composite sketches and reconstructions for law enforcement.

**Lighting Designer** (Gallery/Exhibit) – Applies optics to enhance art presentation in galleries and museums.

**Medical Illustrator** – Creates accurate visual representations for textbooks, research, and patient education.

**Paint Chemist** – Develops and tests pigments, dyes, and paint formulas to create safe, durable, and vibrant art materials.

**Scientific Illustrator** – Produces visuals for research publications, museums, and educational media.

**Virtual Reality Artist** – Designs immersive environments for gaming, education, marketing, and entertainment.







# VISUAL ARTS

## Career Spotlights

### A DAY IN THE LIFE: PHOTOGRAPHER

I pack my camera gear for a product shoot and set up lighting to make colors and textures stand out. During the session, I capture hundreds of angles until I find the perfect shot. Later, I edit the images on my computer and deliver them to a marketing client for their campaign. *This career is best for someone observant, patient, and skilled at finding the perfect shot.*



### A DAY IN THE LIFE: ART CONSERVATOR

I spend my day examining centuries-old paintings under magnification and carefully cleaning them with precision tools. I test pigments and materials to ensure every step of restoration is safe and accurate. At the end of the process, I meet with curators to decide how the artwork will be displayed and preserved. *This career is perfect for someone meticulous, steady-handed, and passionate about preservation.*



### A DAY IN THE LIFE: STYLIST

I begin by meeting with clients to understand their needs—whether it's a magazine shoot, a fashion show, or a personal wardrobe update. I select clothing, accessories, and looks that match the vision, and coordinate fittings to make sure everything works together. During the final shoot or event, I adjust outfits and details so the overall style feels polished and professional. *This career is ideal for someone creative, trend-aware, and confident in bringing visual ideas to life.*





# THEATRE & DRAMA

## SOCIAL STUDIES CONNECTIONS

*(History, civics, geography, cultural studies)*

### **Anthropologist Studying Performance Traditions** –

Examines theatre's cultural significance for academic and public use.

**Archivist for Theatre** – Preserves scripts, recordings, and promotional materials.

**Community Engagement Coordinator** – Connects productions with community outreach and audience development.

**Cultural Program Director** – Designs arts events for cultural organizations and municipalities.

**Festival Organizer** – Produces events showcasing diverse theatrical work.

**Film Historian** – Researches the history and cultural impact of film for education and media.

**Playwright Specializing in Historical Drama** – Writes historically accurate scripts for stage and screen.

**Puppeteer** – Studies cultural traditions and historical storytelling methods to bring characters and narratives to life through puppetry.

**Museum Curator (Theatre Collections)** – Organizes exhibitions on performance history.

**Theatre Historian** – Researches theatrical traditions for publications and documentaries.

**Touring Theatre Manager** – Plans logistics for productions traveling nationally or internationally.

## SCIENCE CONNECTIONS

*(Physics, anatomy, materials science, psychology)*

**Acoustician** – Designs venues for optimal sound quality in live and recorded settings.

**Costume Technologist** – Tests materials for safety, performance, and durability.

**Ergonomist for Stage Design** – Creates set elements that support performer safety and movement.

**Fight Choreographer** – Designs safe, believable combat for stage, film, and theme park performances.

**Kinesiologist for Actors** – Analyzes body movement to prevent injury and improve performance.

**Makeup Artist (Special Effects)** – Uses chemistry and materials science for realistic effects in film, theatre, and events.

**Psychologist for Performing Artists** – Supports mental health for actors, musicians, and creative professionals.

**Special Effects Technician** – Uses mechanics and pyrotechnics for live and filmed effects.

**Theatre Lighting Engineer** – Applies optics and energy principles to stage, studio, and event lighting.

**Theatre Sound Engineer** – Balances live and recorded sound for events and productions.





# THEATRE & DRAMA

Theatre and drama careers bring stories to life through performance, design, and production. These roles demand creativity, collaboration, and a deep understanding of culture and communication. Opportunities range from stage and screen to marketing, media, and public engagement, proving that theatre skills are valuable in many industries.

## MATH CONNECTIONS

*(Geometry, measurement, ratios, budgeting, timing)*

**Agents and Business Managers** – Handles contracts, scheduling, and financial planning for performers.

**Box Office Manager** – Uses math skills to track ticket sales, manage budgets, forecast attendance, and report revenue.

**Costume Designer** – Uses measurements and budgeting to create costumes for stage, film, and special events.

**Lighting Designer** – Calculates light angles, intensities, and timings for theatre, concerts, broadcasts, and exhibitions.

**Production Manager** – Oversees budgets and timelines for shows, events, and media productions.

**Projection Designer** – Aligns visuals to exact dimensions for theatre, concerts, and marketing events.

**Props Master** – Manages budgets and construction for props in stage, film, and promotional shoots.

**Set Designer** – Uses scale drawings and measurements to create sets for stage, television, film, and live events.

**Sound Designer** – Works with decibels, frequencies, and timing to produce audio for theatre, film, and corporate events.

**Stage Manager** – Tracks precise cues and schedules for productions, conferences, and live broadcasts.

**Stunt Double** – Uses math skills to calculate timing, distance, angles, and force for safe stunt performance.

**Technical Director** – Applies construction math to build safe, functional sets for productions and events.

## ELA CONNECTIONS

*(Scriptwriting, communication, interpretation, analysis)*

**Actor** – Interprets scripts for theatre, film, television, commercials, and voice work.

**Broadcast Journalist** – Reports on cultural and performance topics for TV, radio, and digital outlets.

**Dialect Coach** – Teaches vocal delivery for actors, broadcasters, and corporate speakers.

**Director** – Guides performances for theatre, film, television, and commercials.

**Dramaturg** – Researches and advises on scripts for accuracy and thematic clarity in productions.

**Marketing Manager** – Develops promotional strategies for productions and events.

**Playwright** – Writes scripts for stage, screen, and radio productions.

**Public Relations Manager for a Theatre Company** – Creates campaigns for productions and arts events.

**Script Supervisor** – Tracks dialogue and continuity for film, TV, and theatre productions.

**Social Media Influencer** – Creates and markets performance content to online audiences.

**Spoken Word Artist** – Performs original literary works for festivals, recordings, and live events.

**Stand Up Comedian** – Uses writing and storytelling skills to craft jokes and routines for live and digital performances.

**Teaching Artist in Theatre** – Instructs performance skills in schools, studios, and corporate team-building settings.

**Theatre Critic/Journalist** – Writes reviews and commentary for print, digital, and broadcast media.

**Voice Over Artist** – Provides narration for animation, commercials, video games, audiobooks, and corporate training.



# THEATRE & DRAMA

## Career Spotlights

### A DAY IN THE LIFE: VOICE OVER ARTIST

I step into a soundproof booth, mark up my script for pacing, and record multiple takes until the delivery feels just right. Then I work with sound engineers to sync my voice with animation, commercials, or other projects, adjusting my tone and timing to match what the client envisions. I often leave the studio knowing my voice will bring a character, story, or message to life for thousands of listeners. *This career is a strong fit if you're adaptable, expressive, and detail-oriented.*



### A DAY IN THE LIFE: MARKETING MANAGER (THEATRE/DRAMA)

I start my day reviewing ticket sales and writing social media posts to build excitement for upcoming shows. I meet with designers to finalize posters, coordinate with media outlets to secure coverage, and brainstorm creative promotions to keep audiences engaged. By the end of the day, I'm juggling deadlines and celebrating the buzz I've built around an upcoming performance. *This career is ideal if you're outgoing, organized, and full of creative promotional ideas.*



### A DAY IN THE LIFE: FIGHT CHOREOGRAPHER

I plan and rehearse combat scenes that look realistic while keeping performers safe. I teach actors and stunt doubles how to blend action with storytelling, refining movements until they look natural from every angle. During filming or rehearsals, I stay close by to adjust the choreography and ensure the performance feels powerful yet controlled. *This career is great if you're confident, safety-focused, and athletic.*







Music careers span performance, production, education, and health. They blend artistic talent with technical expertise, opening opportunities in entertainment, media, therapy, and technology. Skills in listening, collaboration, and creative problem-solving are essential.

## MATH CONNECTIONS

*(Ratios, fractions, patterns, timing)*

**Acoustician** – Designs performance spaces using sound reflection, absorption, and clarity principles for theaters, studios, and public venues.

**Composer** – Uses timing, structure, and harmony to create original music for concerts, film, television, video games, and advertising.

**Instrument Designer** – Uses measurements, ratios, and physics to create instruments for orchestras, schools, and commercial production.

**Lighting or Stage Designer for Concerts** – Uses timing cues and geometry to enhance live performances and events.

**Music Copyist** – Transcribes scores with exact notation for publishers, studios, and performance use.

**Music Producer** – Manages budgets, recording schedules, and creative direction for albums, soundtracks, and commercial projects.

**Orchestra Conductor** – Uses precise timing and counting to lead orchestras, ensembles, and studio sessions.

**Sound Engineer** – Applies acoustic calculations, frequencies, and timing to mix and master audio for live events, recordings, and broadcasts.

## ELA CONNECTIONS

*(Language, storytelling, communication, analysis)*

**Copyright Lawyer (Music)** – Protects musicians' intellectual property rights through licensing and contract law.

**Lyricist** – Writes song lyrics for albums, advertising campaigns, musicals, and film scores.

**Music Critic/Journalist** – Reviews performances, albums, and trends for print, broadcast, and digital media.

**Musical Copywriter** – Uses writing and language skills to craft lyrics, jingles, and music-based messaging for media, brands, and campaigns.

**Music Director** – Integrates music and narrative for stage productions and touring shows.

**Music Historian/Author** – Researches and writes about composers, genres, and cultural influences for books and articles.

**Music Program Coordinator** – Writes program notes, schedules events, and manages performances.

**Music Publicist** – Crafts promotional materials for artists, ensembles, and events.

**Radio Host/DJ** – Uses speaking skills to engage audiences in music-focused broadcasts.

**Scriptwriter for Music Videos** – Creates storylines for visual interpretations of songs in entertainment and marketing.

**Teaching Artist in Music** – Delivers music instruction in schools, studios, and community programs.

**Video Game Designer** – Develops interactive music experiences and soundtracks for games.







# MUSIC

## SOCIAL STUDIES CONNECTIONS

*(Culture, history, community, traditions)*

**Choir Director** - Draws on cultural history and musical traditions to lead ensembles and interpret music from different time periods and communities.

**Community Arts Program Director** - Develops programs that connect communities through music.

**Cultural Festival Organizer** - Plans and manages music events for cultural celebration and tourism.

**Ethnomusicologist** - Studies music in its cultural and historical context for academic, preservation, and media purposes.

**Folklorist (Music Focus)** - Preserves and documents traditional songs and music forms.

**Historical Performer** - Performs music from specific time periods using historically accurate techniques and instruments.

**Music Archivist** - Preserves and catalogs recordings, scores, and artifacts for museums and research.

**Museum Curator (Music Collections)** - Creates exhibits highlighting musical instruments, history, and artists.

**Music Diplomat/Cultural Ambassador** - Represents cultural identity through international music exchange programs.

**Radio Documentarian** - Produces audio documentaries exploring music history and culture.

## SCIENCE CONNECTIONS

*(Physics, anatomy, materials science, psychology)*

**Acoustical Engineer** - Designs sound systems and environments for performance spaces and recording studios.

**Audiologist** - Diagnoses and treats hearing conditions in clinical and performance settings.

**Biomechanist for Musicians** - Studies movement efficiency to prevent injuries in instrumentalists and singers.

**Hearing Aid Designer** - Combines engineering and sound science to create assistive devices.

**Instrument Repair Technician** - Restores instruments for professional musicians, schools, and orchestras.

**Music Cognition Researcher** - Studies how humans perceive, learn, and remember music.

**Music Therapist** - Uses music to support mental and physical health in hospitals, schools, and community programs.

**Neuroscientist Studying Music Perception** - Researches how the brain processes and responds to music.

**Recording Technology Developer** - Designs tools for audio production, mixing, and distribution.

**Sound Editor** - Uses science and technology to manipulate sound waves, clean audio, and enhance recordings for podcasts, film, marketing, and media.

**Sound Engineering Technician** - Captures and refines live and recorded audio for concerts, broadcasts, and media.

**Vocal Coach** - Trains singers in safe, effective vocal techniques for stage, studio, and broadcast.





# MUSIC

## Career Spotlights

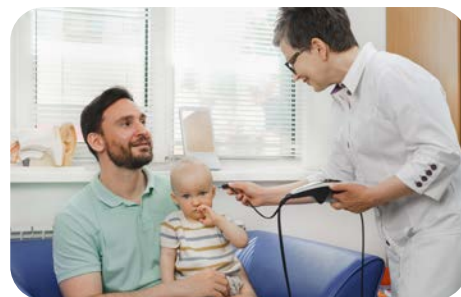
### A DAY IN THE LIFE: **COMPOSER**

I start my day sketching melodies at the piano and then orchestrate them using music software to bring the ideas to life. In the afternoon, I meet with directors or clients to make sure the music fits their vision and adjust themes as needed. By evening, I'm in the studio recording musicians to capture the final score for a film, commercial, or concert. *This career is great if you're disciplined, imaginative, and emotionally expressive.*



### A DAY IN THE LIFE: **AUDIOLOGIST**

I spend my day testing patients' hearing using specialized equipment and explaining the results in clear, simple terms. I fit and program hearing aids, help clients learn how to use them, and give advice on protecting their hearing in daily life. I often work with children, older adults, or musicians, making every appointment unique. *This career is best for someone who is empathetic, detail-oriented, and enjoys solving problems with both science and care.*



### A DAY IN THE LIFE: **PODCAST SOUND ENGINEER**

I begin by setting up microphones and recording software, making sure every host and guest sounds clear. During recording, I monitor levels and step in if there's background noise or a technical glitch. Afterward, I edit out pauses, balance the audio, and add music or effects before publishing the final episode. *This career is ideal if you're detail-oriented, tech-savvy, and enjoy shaping conversations into polished, professional stories.*





# STEAM

STEAM careers show how creativity, collaboration, critical thinking, and communication are essential in traditional STEM fields. From engineering and science to data analysis and product design, these careers use arts-integrated skills to innovate, connect with audiences, and solve real-world problems.

## SCIENCE & RESEARCH

- **Astrophysicist** – Uses physics, data, and visual modeling to study stars and galaxies.
- **Biomedical Engineer** – Designs medical devices, applying both technical expertise and human-centered design.
- **Climate Data Analyst** – Uses data visualization to communicate trends to policymakers and the public.
- **Environmental Scientist** – Studies ecosystems and uses visual storytelling to share solutions.
- **Genetic Counselor** – Explains complex genetic information using creative and empathetic communication.
- **Marine Biologist** – Researches aquatic life and uses photography and illustration to communicate findings.

## ENGINEERING & TECHNOLOGY

- **Civil Engineer** – Plans infrastructure projects, blending technical precision with aesthetic and cultural considerations.
- **Game Developer** – Designs interactive experiences that combine programming, storytelling, and visual design.
- **Industrial Engineer** – Optimizes systems and processes, using creative approaches to improve efficiency.
- **Mechanical Engineer** – Designs machines and systems, using creativity to prototype solutions and collaborate with diverse teams.
- **Robotics Engineer** – Builds and programs robots, incorporating design thinking and choreographed movement.
- **Software Developer** – Creates applications and systems, merging coding skills with user-centered design.
- **UX/UI Designer** – Creates intuitive digital interfaces by blending technical function with visual clarity.

## ARCHITECTURE & DESIGN INTEGRATION

- **Architectural Engineer** – Combines engineering and design for sustainable, functional, and beautiful structures.
- **Geospatial Analyst** – Uses mapping, data, and visual design to analyze spatial information for planning, architecture, and design projects.
- **Industrial Product Designer** – Develops tools and products with equal focus on usability and aesthetics.
- **Landscape Architect** – Designs outdoor spaces that balance science, environment, and art.

## MATH & DATA

- **Data Scientist** – Analyzes large datasets and transforms findings into visual stories.
- **Financial Analyst** – Interprets financial data and presents insights visually for stakeholders.
- **Operations Research Analyst** – Solves logistical problems with creative modeling and presentation.
- **Statistician** – Applies mathematical models to real-world challenges, communicating results clearly.





# STEAM

## Career Spotlights

### A DAY IN THE LIFE: **URBAN PLANNER**

I design city layouts, transportation systems, and community spaces that need to be safe, functional, and inspiring. Each project involves working with architects, engineers, and local residents to make spaces that people truly enjoy using. *This career is best for someone who can imagine how places could look and feel better, enjoys solving big-picture problems with creative solutions, and values blending beauty with usability.*



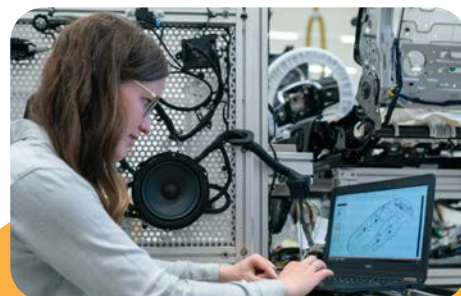
### A DAY IN THE LIFE: **BIOMEDICAL ENGINEER**

I design medical devices like prosthetics or imaging equipment and often work directly with both scientists and patients to refine each solution. My day includes testing prototypes, analyzing data, and collaborating with doctors to make sure the products truly improve patient care. *This career is best for someone who loves blending science with imagination, enjoys designing solutions that feel both functional and human-centered, and sees creative potential in solving health challenges.*



### A DAY IN THE LIFE: **PRODUCT DESIGNER**

I take new products from concept to creation by sketching ideas, building prototypes, and gathering feedback from users. My job is to make sure each design balances artistic vision with function, cost, and market appeal before it launches. *This career is best for someone who sees the world as full of things that could be improved, enjoys innovating with style and purpose, and loves creating products people will want to use every day.*





# YOUR FUTURE

You've just explored more than 175 careers that connect creativity and academics – but this is only the beginning. Every career starts with curiosity, and every skill you're building in school can grow into something meaningful.

As you think about your future, remember that your creativity is one of your greatest strengths. The way you solve problems, express ideas, and make connections through the arts will help you stand out in any field.

There's no single path or perfect plan. Careers grow and change just like you do. What matters most is staying curious, trying new things, and finding ways to combine what you love with what you're good at.

Where will your creativity take you next?





# My Creative Career Map

Use this page for personal reflection and exploration. Think about what you've learned from this guide. What caught your attention? What surprised you? Which careers sound exciting – or worth exploring further?

*Imagine. Explore. Create.*

# WHERE CREATIVITY MEETS CAREER



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