the following week—we will contact you via email.
Name:
Year + Major:
Favorite artist:
Email + Local Phone:
Do you participate in the BAMPFA Work-Study Program? (Please circle one): Yes / No

Applications due at 5pm on Friday, February 12th, 2016. Interviews will be held

Why do you want to join the BAMPFA Student Committee?

How did you hear about the BAMPFA Student Committee?

We are comprised of several specialized subcommittees, including Social Media, Marketing, Zine, and SC Picks Films. Each requires members with unique interests and aptitudes. If you are selected to join, what skills do you hope to share with us? Be specific and feel free to share both technical skills and interests.

If you would like to do so, attach no more than three relevant samples that showcase the skills and interests you mentioned above. These samples can be anything from visual art to a demonstration of your technological ability or marketing know-how. Please note that this is an optional submission; it is in no way required.

If you have participated in other relevant projects, academic or otherwise, that you would like us to take into consideration, please briefly describe what they were and your role in carrying out the project.

Each semester we create events and programs to connect UC Berkeley students to BAMPFA. If you had the opportunity to create such an event, what would you do? Assume that you have a budget of \$1500 and try to work within those means. Hint: take into consideration that all of our events tie in to BAMPFA (and art or film) in some way. Think about how best to engage the UC Berkeley student body and how you would promote this event. Have fun with this and be bold!

Take this space to share anything else we should know about you. Don't be shy.

Applications are due Friday, February 2nd, 2016 at 5pm. We recommend that applicants submit their application to our online submission form or via email to bampfasc@gmail.com. If necessary, you may drop off supplementary materials at the museum's front desk.