Potential Questions for Artists:
• Tell me about yourself.
• Talk a bit about your undergraduate experience.
• How did the foundation program at Alfred prepare you as a critical artist?
• What is your artistic medium of choice? Why that medium?
• Have you always been focused in this particular area?
• Why do you want to go into this field? Is art a passion for you?
• How much experience have you had in organizing a show? Setting up your work?
• Whose work do you relate to most? Who inspires you?
• What was the last show you attended?
• Do you enjoy collaboration work? Working in teams?
• What do you expect of others in a team environment?
• Describe for me your more significant leadership experience. How have you effectively worked in a team situation?
• Where do you see your work taking you?
• Have you thought about graduate school? If so, where? In what?
• If you could picture yourself 5, 10 years from now, where would you be and what would you be doing?
• If you were awarded a grant of say... $2000 for a major art project, how would you use the money?
• Do you have a vision for your work?
• How do you think/want other people to respond to your art?
• Do you see yourself in your artwork? How?
• What do you think your work stands for?
• Are your ideas readily conveyed?
• Do you feel confident speaking and writing about what it is you do?
• What are some quality advertisements, commercials, or publications you feel are successful in communicating an idea or concept?
• Describe the ideal working atmosphere.
• What do you consider to be some of your greatest strengths and weaknesses?
• Describe some important goals you have achieved.
• What are your short-range and long-range goals and how do you expect to achieve them?
• What are your behaviors that inspire or motivate others?
• How would others describe you? Your work ethic/habits?
• What methods do you use to organize your time?
• Tell me about a time when you have felt pulled in all directions and how you handled it.
• What motivates/inspires your work?
• How do you know when you have achieved success?
• How do you measure your level of success/achievement?
• Describe yourself in one word. Why that word?
• How would you want me to remember you?
• What else do you think I should know about you?
• Why do you believe that you could handle this position?
• Do you have any questions for me?

Technical questions for Graphic Design candidates:
• What software was used on portfolio pieces? Describe the printing process required?
• What software programs have you worked in and how well do you know each of them?
• Which software are you proficient in? (Look for skills in Adobe Illustrator, PhotoShop, PowerPoint, and either Quark or PageMaker)
• Which design related computer programs do you feel the most comfortable with?
• Tell me about your PC/Computer, Mac, and writing skills.
• How long have you been surfing the Internet? Do you feel comfortable with it? What are your favorite Websites?
• How familiar are you with production processes and designing a job to be printed?
• What is the difference between RGB and CMYK colors?
• Describe a trap and why it is important.
• When doing page layout, do you know how to do the formatting, such as tabs and style sheets?
• What do you know about prepress? Have you prepared digital files for a printing service, for web publishing, for CD publishing?
• To control production costs, we often develop one- or two-color publications. Describe how you might make the most of such a limited palette.
• Describe your process for generating design ideas for a project. I’m particularly interested in how you develop an understanding of audience, message, and purpose and then implement this understanding in your designs.
• To determine creative thinking and problem solving abilities; how you approach design projects
• What was the objective with the design being shown? If it was printed and distributed, was it successful in meeting its goal?
• How do you start the creative process?
• How do you get inspired creatively with a new assignment?
• Do you prefer that your client give you quite specific design ideas or leave the entire design process up to you?
• Have you ever had an assignment that was heavily art directed—meaning that it was necessary to come forth with revised concepts and modifications several times? Are you comfortable with this or do you insist on hitting the home run with the first effort?