

# HOW TO CONNECT @ DUKE FOR

# DEMAN

DUKE ENTERTAINMENT MEDIA & ARTS NETWORK

The lists below is a representative sample of some of the arts focused groups that align with DEMAN initiatives. Duke has over 600 organizations that can be searched at [dukegroups.com](https://dukegroups.com) or via contacting the [University Center Activities & Events \(UCAE\) office](#) directly for more information. The largest programming and media body on campus is the [Duke University Union](#).

Some categories have a large number of groups on campus (for example dance, improv, and acapella) and thus are not fully represented below. Use the sites above for more details. Many of the groups noted below span the Duke campus and are applicable beyond the undergraduate population.

## GENERAL

### [Arts Annex](#)

The Arts Annex houses rehearsal, studio, and programming spaces for student artists and organizations.

### [Arts Theme House](#)

An SLG dedicated to the enjoyment and promotion of all art forms.

### [ArtsConnect](#)

Designs 1-hour arts-related workshops for afterschool programs at the Emily K Center.

### [Artstigators Facebook Page](#)

Group that hosts fun arts-related pop-ups, workshops, and events on and off-campus.

### [Center for Documentary Studies](#)

This center promotes the pursuit of the documentary arts and emphasizes the role of individual artistic expression in advancing societal goals.

### [Chamber Music](#)

Group for those who are interested in showcasing musical skills in string quartet, piano trio, vocal duet, etc.

### [The Chronicle](#)

The Chronicle is a student-run newspaper of the Duke community.

### [Design for America Duke \(DFA\)](#)

DFA enables collaboration across Duke and the greater Durham area to elucidate the power of design.

### [Duke Asian American Theater](#)

This group stages readings, showcases, plays, and musicals aimed at informing audiences about Asian American culture, history, and current issues.

### [Duke University Arts \(duARTS\)](#)

duARTS is the umbrella organization for the arts on campus. It promotes student arts events, media, and collaboration within the arts.



### [Duke Chamber Players](#)

Duke Chambers Players create music ranging from Pops! to classical. They aim to engage both Duke and the surrounding Durham community.

### [Duke University Union's Student Broadcasting](#)

Duke University's student-run broadcasting network.

### [Djembe Ensemble](#)

Duke's West African Drumming group whose music is played not only for fun, but also to tell stories.

### [Duke in Los Angeles](#)

Spring semester program with an internship at a Hollywood film, television, or production company.

### [Duke Performances](#)

Duke Performances offers 60-70 performances in both Duke and Durham venues with artists spanning classical, jazz, Americana, independent rock, international music, theater, and dance.

### [Duke Players Productions](#)

Runs auditions, works on production crews, promotes participation in theater and produces one lab production each semester along with an orientation show for incoming freshmen.

### [Duke Wind Symphony Orchestra](#)

Orchestra composed largely of non-majors interested in performing wind and percussion instruments in concerts.

### [DUU Visual Arts Committee \(DUU VisArts\)](#)

DUU VisArts administers the Arts Annex's Hue Studios and schedules many artist workshops and studio programs.

### [Duke University Union's Freewater Productions](#)

Freewater Productions provides equipment, grants, training, production advice and guidance, and other assistance for student-produced films.

### [Jazz Program](#)

Umbrella program for Duke Jazz Ensemble that hosts concerts with popular guest Jazz artists, and Duke Jazz Combos that focuses on working in smaller groups and informal settings.

### [Hoof and Horn](#)

Theater organization that puts on three main stage and 1-2 smaller productions every year.

### [Duke University Union's Small Town Records](#)

Duke University's record label.

### [The Standard](#)

A multimedia-based digital publication that features Duke lifestyles - culture, trends, opinion - through an innovative and dynamic perspective.

### [Duke University Union's WXDU Radio Station](#)

Exists to inform, educate, and entertain both the students of Duke University and the surrounding community of Durham through quality progressive alternative radio programming.



[Hart Leadership Program: Leadership and Arts Policy Internship](#)

Provides public policy majors with \$4,000 for summer internships related to arts policy.

[Leadership and the Arts Internship in New York](#)

A popular, semester-long immersion program with 3 arts and media courses and a related internship.

[Dewitt Wallace Center](#)

The *DeWitt Wallace Center* for Media & Democracy is Duke University's hub for the study of journalism.

[Reporters Lab](#)

The Reporters' Lab explores new forms of journalism, including fact checking and structured journalism.

[SNAP Visual Communications \(SNAP\)](#)

SNAP holds training classes that teach communication skills and promotes the life sciences through media.

# DUKE LAW

[Sports and Entertainment Law Society](#)

Student run organization dedicated to exploring the legal issues and career opportunities available in sports and entertainment law.

[Video Game Law Society](#)

Student-run organization that explores emerging legal issues in the gaming industry.

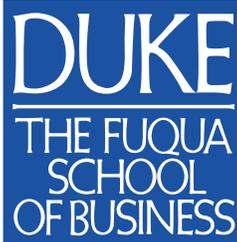
[Intellectual Property and Cyberlaw Society](#)

This society aims to provide students with guidance, information, and opportunities related to Intellectual Property and Cyberlaw.

[Court Jesters](#)

Community students wishing to develop their oratory, improvisational, and interpersonal skills in a comedic and safe setting.





### Arts Entrepreneurship Course

In this course, student teams work on specific arts-based entrepreneurial projects. Goals include creating a business plan and launching ventures in the arts.

### Coach K Center on Leadership and Ethics (COLE)

The Coach K Center on Leadership & Ethics at Duke's Fuqua School of Business draws on leadership and career insights from athletes and sports industry executives. These include a Life Chats Series on Sports and a Roundtable to explore the application of behavioral economics to understanding fan behavior.

### Fuqua Client Consulting Practicum (FCCP)

FCCP matches companies from an array of industries and nonprofit organizations with student consulting teams for collaborative real-life consulting engagements in an academic setting. The student expertise, combined with the resources of the Fuqua School, allows the FCCP to provide consultation in most functional areas and FCCP seeks a diverse array of business types, including the DEMAN fields.

### Fuqua Mentored Study Program

The Mentored Study Program matches students with a senior company official at a local start-up, non-profit, real estate development company, or venture capital firm for exposure and work on real-world issues.



**DUKE**  
THE GRADUATE SCHOOL

### Art, Art History and Visual Studies

Emphasizes the study of art, architecture and visual culture within a theoretical and historical frame.

### Master of Fine Arts in Experimental and Documentary Arts

This master program brings together two forms of artistic activity: Documentary work and experimental production in analog, digital, and computational media.

### Wired!

Explores digital visualization technologies for the study of Art and Architecture.



**DUKE**  
DIVINITY  
SCHOOL

### Duke Initiatives in Theology and the Arts (DITA)

Dedicated to showing how the arts can be enriched by theology, and theology in turn renewed through the arts.