Your creativity is powerful. Through art and design, you change the world within you and around you. You offer new perspectives to reveal hopeful possibilities. You innovate to address the unique challenges and opportunities of our time.

You shift culture. You shape the future.

We are here to support your vision, to create a home for it. We are skilled makers. We are original, critical thinkers. We are leaders and collaborators. We are global citizens. We design the future. And so do you.
Your Community

shape shift
"It was very important to me to get a solid academic education in addition to art. A lot of the art schools I looked at wanted me to declare what my focus would be when I entered. And I just wasn’t ready to commit to one medium. The Stamps School fixed that problem for me by allowing me to take literally every kind of class imaginable."

Paris Glickman, BFA student

"Being in the studio... it’s my home. It’s where I need to be."

Isabella Comai, BFA student
### Big University

Connect to the diversity and resources of a world-class university

<table>
<thead>
<tr>
<th><strong>19 schools and colleges</strong></th>
<th><strong>275 degree programs</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1,500+ student clubs and organizations</strong></td>
<td>A global network of <strong>575,000+ alumni</strong></td>
</tr>
<tr>
<td>One of the top 5 public universities in the US</td>
<td>#1 public research university in the US</td>
</tr>
<tr>
<td>#10 LGBTQ-friendly university campus</td>
<td>More than <strong>30 student entrepreneurship groups</strong></td>
</tr>
<tr>
<td>18 residence halls where 97% of freshmen live</td>
<td>200+ study abroad programs</td>
</tr>
<tr>
<td>Students from every state and 122 nations</td>
<td>#1 best and most collaborative US college</td>
</tr>
</tbody>
</table>

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### Small School

A close-knit community of 600+ students, faculty, and staff

"When I came into the Stamps program, I was kind of in my little niche. However, through the Stamps courses, through the mentoring of my professors, I’ve definitely had the opportunity to take risks and broaden my perspective as a designer."

**Cody Cai, BFA student**

"I came to Stamps because the resources here are vast. I love art but I’m also really interested in computer science, so I decided to pursue a dual degree in Art and Design and Computer Science (LSA)."

**Beiatrix Pedrasa, BFA student**
Student Groups

With over 1,500 student organizations at U-M, the Stamps School is home to a number of active student orgs, including:

- **Stamps in Color**, promoting diversity, equity, and inclusion on campus and beyond
- **IDSA**, supporting professional development for student industrial designers
- **AIGA**, fostering the graphic design community at Stamps
- **Ceramics Club**, community-building and nonprofit fundraising through the creation and sale of handmade pottery
- **Michigan Animation**, creating and appreciating animation
- **Digital Fabrication Club**, exploring twenty-first-century modes of digital making

What will you join? What will you start?

“There are just so many resources that I’d never been exposed to before. Stamps gives me so many chances and opportunities to grow.”

**Tina Ji**, BFA student
How We Work

Concept and media work hand-in-hand at Stamps.

“Having a larger conceptual goal or theme gives shape to everything you’re learning from a formal perspective. It gives you a reason and a motivation to put your skills into action.”

Kelly Murdoch Kitt, Stamps professor

“Working with fellow students who are as eager as I am about working on a project has been a great experience. I really learned so much about organizing events and big exhibitions.”

Megan Gizzi, BA student, on working with Witt Artist in Residence Pinar Yoldas

Business-minded students get start-up support and mentoring through Innovate Blue

100% of Stamps students participate in community-based work

New Additions
State-of-the-art studio facilities include traditional and digital fabrication methods
You Are Welcome Here

Stamps is home.
You are safe here.
You are supported.
You are heard.

“If we’re not challenging our students to think more deeply about the complex issues of race, class, or gender, they can’t rise to the task of really positively informing our world.”

Marianetta Porter, Stamps professor and inclusive teaching liaison

“In order for diversity to be more than just a buzzword, it needs to be understood more — which can only come from more discussion, even when it may be controversial. As a result, we’ll all become bilingual or, better yet, polyglots.”

Amy Kamdem Wandji, Stamps BFA student, co-founder of Stamps in Color

More: stamps.umich.edu/about/dei
Stamps students show their work at Stamps Gallery, an 8,000-square-foot public space located in the heart of downtown Ann Arbor.

In addition to an active exhibition space, students learn about exhibition design and curation — and have a built-in venue for networking with professional visiting artists and designers.

“The Stamps Gallery is more than an exhibition space. It’s an incubator for new ideas.”
Srimoyee Mitra, Stamps Gallery director
Penny Stamps Speaker Series

Bringing the world’s best creative innovators to Stamps students. Every. Single. Week.

“This is an opportunity for Stamps students to start to build their network with the professional world. We’ve had great success with having our students intern with many of our speakers.”

Chrisstina Hamilton, director of Visitors Programs

“Recent speakers:

Author Lemony Snicket - Daniel Handler
Nike Shoe Designer - Wilson Smith
Artist/Activist Collective - Pussy Riot
Congressman - John Lewis (pictured)
Children’s Book Illustrator - Brian Selznick
Poet - Claudia Rankine
Dancer and Choreographer - Bill T. Jones
Filmmaker - Oliver Stone
Graphic Designer - Stefan Sagmeister
Performance Artist - Marina Abramovic
Photographer - Vik Muniz
Graphic Designer - Louise Fili
Architect - Bjarke Ingels
Creator of Fantastic Machines - Francois Delaroziere
Cartoonist - Lynda Barry
Typographic Designers - Matthew Carter and Roger Black
Interaction Designer - Massimo Banzi
Fashion Designer - Zandra Rhodes
Filmmaker and Painter - Julian Schnabel
Perfumier - Sissel Tolaas
Director and Playwright - Robert Wilson
Installation Artist - Mary Sibande
Social Justice Activist - Chelsea Manning
Painter and Collagist - Wangechi Mutu
Industrial Designer - Tim Brown
Composer - Philip Glass
Photographer - Sally Mann
Animator - PES
Cartoonist - Alison Bechdel

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Students work closely with 60+ internationally recognized faculty.

“I’m learning so much. I’m meeting kind and talented artists and designers who have made wonderful careers. I’m working with professors who are engaging and challenging, and I’m collaborating with other students who are uniquely smart and wicked talented.”

Willie Filkowski, Interarts BFA student

Recent Faculty Accomplishments:

Sophia Brueckner awarded artist residency at Autodesk Pier 9

David Chung’s work placed in Whitney Permanent Collection

Phoebe Gloeckner’s Diary of a Teenage Girl wins Best First Motion Picture Feature

Holly Hughes wins Award for Performance and Activism

John Marshall, PhD was featured in Wired, FastCo, and Dezeen

Anne Mondro receives National Alzheimer’s Caregiving Award, “Expressive Arts” category

Franc Nunoo-Quarcoo’s work placed in permanent collections of Cooper Hewitt Smithsonian Design Museum

Sunyoung Park, PhD awarded NSF grant for design research

Endi Poskovic awarded US Senior Fulbright Scholar Grant

Stephanie Rowden radio stories featured on Re:Sound and BBC Radio 4

Pulitzer Prize winner David Turnley chosen as Best New Filmmaker

Omar Sosa Tzec, PhD researches the role of delight in interface design

Read more Stamps faculty news at: stamps.umich.edu/news
Our Open Art & Design Curriculum...

Explore the possibilities at curriculum-designer.com

→ allows you to customize your education
→ encourages social responsibility and global citizenship
→ gives you experience in cross-disciplinary collaboration
→ emphasizes critical thinking and creative problem-solving

“The program was perfect for me. I loved not just focusing on making alone but including conceptual thinking as an important part of the curriculum.”

Elizabeth Redmond, BFA student

The Stamps BFA

The Stamps BFA is different.
Steeped in both studio and academic efforts, work by Stamps BFA students is informed, captivating, with a “bleeding edge” quality. Our BFA students make work about a world they’ve developed deep knowledge of. Work that makes a difference.

Dual Degrees with
→ College of Engineering
→ School of Music, Theatre & Dance
→ School of Information
→ School of Kinesiology
→ College of Literature, Science, and Arts
→ School of Nursing
→ Taubman College of Architecture
→ Ross School of Business

Other options at Stamps

BFA in Interarts Performance*
For students with interests in both performance and art and design.

BA in Art and Design
For students interested in a more in-depth academic pursuit, with a survey of art and design courses.

*BFA in Interarts Performance is a joint program with the School of Music, Theatre & Dance.
The Stamps School's approach to academic advising is a one-of-a-kind experience.

Our personal approach ensures that students can create a curricular path that is tailored to their individual creative interests and long-term goals.

While Stamps freshmen are busy grounding themselves in foundational coursework, assigned advisors meet with students no fewer than three times during the first year. In these meetings, advisors make sure that students understand the expectations and rigors of a U-M education, help to build influential faculty mentorships, and pave the way for strong career preparation and a productive creative practice.

"Stamps is the perfect place for an entrepreneur in the art and design field. It's so rare for an arts school to be located on a campus that provides the opportunity to explore so many other fields."

Keefer Edwards, Stamps BFA student
International Experience

"It was incredibly eye-opening to go overseas and work with a culture that's so different from my own. I don't think I could've learned this any other way."

Ian Crowley, BFA student

100% of Stamps students have an international experience.

“Stamps is one of the only schools I know of where International Experience is required. Becoming an artist/designer is about altering your perspective. It's also about understanding the context of your creative work in relation to the world around you. There's no better way to learn this than immersing yourself in another culture.”

Sandra Wiley, director of International Engagement
Community Collaborations

“Design and Build a Straw Bale House
Students in Professor Joe Trumpey’s Green Building course designed and built an eco-friendly house from scratch at U-M’s Biological Station in Pellston, Michigan.”

“Finding solutions with the homeless
Students in the Stamps course Experimental Architecture designed and built a low-cost, 90-square-foot structure that addresses the challenges faced by a local homeless community: space constraints, access to electricity, and lack of shelter and heat.”

“This wasn’t simply a design class, it was a design and build class. The students really got the concept of design and the reality of building it. We provided the purpose, but they provided the possibility.”

Tate Williams, co-founder of the homeless community Camp Take Notice

“After the students get out of the classroom and into the world at-large, we see ourselves as a true art and design community. We see the role we play in creating that community.”

Franc Nunoo-Quarcoo, Stamps professor

“Detroit Connections
Engagement courses through the Stamps Detroit Connections program allow students to bus weekly to partner schools in Detroit to lead making activities, conduct workshops, and collaborate on art and design projects.”
Senior Projects

During your senior year you’ll have the opportunity to bring all of your experiences together with:

→ dedicated work space
→ engaged faculty members to help you realize your goals
→ the option of taking one year to complete a self-directed thesis project through the Integrative Project course elective.

“I learned how to work as an independent artist, to really be in charge of my own project for the long term, to be able to budget, plan, and give my work the time to grow conceptually.”

Alexa Borromeo, BFA student

“During my senior year, I experienced a whole new level of confidence about myself and my work. I’ve switched from asking for permission to saying, ‘this is really what I want to do.’”

Emily Coleman, BFA student
Senior Studios

BFA students who elect to take the Integrative Project (IP) course receive dedicated studio space to create thesis work.

“The studio courses at Stamps allowed me to explore my interests in many fields of art and design over four years, from animation to illustration to packaging design and more. Each course I took taught me essential skills and sparked ideas that eventually led me to my thesis project.”

Elise Haadsma, BFA student
Your Career

Stamps School alumna Candy Chang reimagines public spaces to help us make sense of our lives. After losing someone she loved, she created the Before I Die public art project inviting people to share their personal aspirations in public space. Since then, over 1,000 Before I Die walls have been created by people in more than seventy countries. Chang has also completed public projects in New Orleans, Hong Kong, Las Vegas, and New York City. Her work has been exhibited in the Venice Biennale and the Smithsonian Cooper-Hewitt National Design Museum, and she is a TED Senior Fellow, a Tulane Urban Innovation Fellow, and a World Economic Forum Young Global Leader.
The demand for a creative workforce has never been higher.

Over 80 percent of Stamps students end up working in creative positions right after graduation. Through networking, workshops, internships, faculty mentorships, strong alumni networks, and individual career advising, Stamps grads enter post-college life ready for work.

“Networking and internships are a vital part of preparing for graduation. Career counseling starts in your first year. It’s my job to set you up and help you find your way.”

John Luther, career development Coordinator
Land Your Dream Job

Recent industry placements:

- Apple
- Twitter
- IBM
- Google
- Ralph Lauren
- Wired
- Pepsi
- LUNAR
- Amazon.com
- National Geographic
- Le Brun
- Disney
- Marvel
- Call of Duty
- Netflix
- Smithsonian
- Nickelodeon

Entrepreneurial efforts:

- I started my own business in color correction for feature films.
- I spent a year in the Peace Corps doing graphic design in Zambia.
- I'm now the founder & chief designer of Plae, a company that designs customizable children's shoes.
- I am a fashion photographer in New York, New York. My photos have been in Elle, Cosmo, Seventeen, Surface, and Glitterati magazines.
- I opened a painting studio in Detroit and sell my work at national galleries.
- I am the arts coordinator at an afterschool youth program.
- I'm an art consultant with the Carrie Fell Gallery in Vail, Colorado, where I also get to ski and snowboard.
- I created a designer clothing brand that produces hand-dyed and embroidered apparel.
Creative Work

Photo by Stamps
BFA student
Nicholas Williams
Sagas
Audiovisual performance

"Through coinciding sound and projected visuals, Sagas addresses ideas such as linguistic phenomena and the ultimate failure of communication."
John Chaney
Initial Response
Multimedia installation: plaster and augmented reality (AR)
Ellie Ploch
No Harm, No Fowl
Oil on canvas

Kalli Kouf
This Is Not A Landscape
Weaving with steel wire and fishing line. Video projection.
creative work

Raj Brueggemann
The World is Ours
Short animated film

Henry Parker
Hents
Tent design

Eszter Boldog
Thirteen
Digital illustration
creative work

Carly Fox
Voici est ma Vie
Multimedia installation

shape

Bianca Ng
A Better Conversation With Myself
Black ink, paper
creative work

Sydney Markus
Combustion Oxidation
Sculpture: ceramic, neon, copper, and brass

Emily Schumer
In / Authentic Noise
Multimedia installation

shift
shift
shift
shift
Gina Garavalia
The Wishing Stone
Concept art

“*The Wishing Stone* is an animated television series concept about family, friendship, and perseverance in the face of adversity. The project is presented as a 100+ page book containing concept art, character and environment designs, storyboards, color keys, and process sketches accompanied by description of the characters, setting, and story.”

Margot Robert
Tier Tower

In this Stamps course, students design, build, and publish their first video game for iOS, creatively interpreting the theme of a labyrinth. Each student has two weeks to design, build, test, and publish to the Apple app store. Each student is individually responsible for the art, code, and soundtrack of his/her game.

Ian McGreevy
Ghostly Host

Video Games

shape

shift

57

shift

56

creative work
Emma Covode
Floppy Phallics
Silicone

“Floppy Phallics investigates the connections between western norms of masculinity and the design of firearms.”

Beth Reeck
Dudeltopf
Smoke-fired ceramics

Jacob Saphier
Twelve Knives
Hand-made knives
Danielle Battaglia
Quintessence: Visualizing a Torodial Universe
3D model

"An attempt to discover the great order of all things. Studying the theories of Plato, Stephen Hawking, Albert Einstein, and others on subjects such as black holes, white holes, wormholes, sacred geometry, Klein surfaces, physics, higher dimensions, and space-time, I have come up with a form that could be the basic design of our universe: a torus. To visualize this concept I installed this 3D model in the MIDEN, a 3D virtual space where one can experience the model on a new level, by moving through the space in three dimensions."

Anina Dassa
Both/And Performance

"Creative work..."

Shadowland
Multimedia video
Students in a Stamps foundation course design a shadow theater in the video studio that uses three stages with interactive lens-based materials, color, and form.
Carisa Bledsoe
Can I Get In Your Head? Performance
“Part of a site-specific mini series looking at intersections of identities and perspectives.”

Joshua Kochis
Tree Story
Wood, plaster, steel, acrylic, and oil paint on canvas

Kevin Dunnell
Plywood, laminate
CAD skills were used to design and cut parts for this laminated plywood table.

Zoe Andersen
The Little Luminary
Short film

Eric Lim
Fairy Cave: the First Expedition
Mixed media: board game
Jaclyn Caris

Let’s Cross Over

App for iOS and Android

“A book and an app that were inspired by my study abroad in Florence, Italy. The book is a travel guide and journal meant for other study-abroad students to use while traveling in Florence. The app is for travelers anywhere in the world and allows users to document all their trips through journal entries and pictures.”

Ariana Wescott and Chris Dankovich

Until Later, Take Care

Connected through the Prison Creative Arts Project, Chris and Ariana spent a year writing and getting to know one another.

Jong Hoon Kim

Things, Not Objects

Buttero vegetable tanned cow leather
Stephanie Casing
Finding Beauty In An Ugly Situation: A series of works assuaging my fear of illness in loved ones
Paper, photography

“Brain scans and transmission electron micrograph images lend themselves to beautiful possibilities. These works are my attempt to come to terms with the possibility of illness in my family and friends.”

Sonia Tagari
Corporeal
Multi-media installation
“Corporeal is an investigation of self through medical records and diagnostic imaging.”
Samantha Levy
**Biophilia**
Screenprints
“A series of screenprinted zines and prints to gratify human beings’ fascination with the strange, humorous, unbelievable, or grotesque. The project emulates feelings surrounding the Age of Exploration — everyone rushing to expose the next great species, to reveal something to the public that they had never seen.”

Emily Thomas
**veg out**
Ink, digital, and plantable seed paper
“A collection of illustrated plantable seed paper recipe postcards which aim to de-stigmatize vegan and gluten-free dietary lifestyles.”

Hye In Jung
**A&D/Abroad**
Visual identity system
A&D/Abroad is a redesign of the visual communication system for the Stamps School International Experience program.
Stephanie O’Neil
Discover the Epigenome: An Illustrative Display of Molecular Epigenetics
“A visualization of the tissue environment altering due to the growth of cancer cells using 3D printed sculptures and scientific illustration.”

Nicole Cischke
The World Below
2D video game
The World Below is influenced by Filipino mythology and folklore.

Anica Presley
Impetus
Digital and photolithographic prints

Raj Brueggemann
Punk Science
Character design and illustration series

Nicole Cischke
The World Below
2D video game
The World Below is influenced by Filipino mythology and folklore.

“The Fibonacci sequence is a series of numbers found in nature. Each drawing uses the sequence to celebrate the beauty of these natural patterns.”
Diane Thach

Dress

Paper receipts, shoelaces, ribbon
“I was working at a cafe where we were required to print out receipts for the customers, who then threw them away. I hated how wasteful that was and decided to use them to make a dress, turning the waste into something both useful/functional, and beautiful.”

Margaret Hitch

TEDx U of M 2014

Poster design

Carlo Lorenzetti

Chair

Plywood

Constanza McKinstry
The Inside Counts

Sculptural objects
“The Inside Counts is an installation that consists of sculptural objects and photographs that explore my symbiotic relationship with Polycystic Ovarian Syndrome.”

Rachael Cross

ArtBot

Arduino, charcoal

A motion- and light-activated robot that creates charcoal drawings.
**Mary Sterling Rountree**
*False Facades and Adulteress*
Sterling silver, fine silver, enamel

**Hanna Sakakibara**
*Trust Me*
Stainless steel, carbon steel, wood

**Jessica French**
*Mythological Birds*
Digital prints on photo paper
Shaili Das
Cement cast components combine with wood to create gardens.

Hannah Mabie
Chromatic Fluidity
Oil on canvas

Emily Mylrea
Hybridity
Oil on canvas
“Pulling from the traditions of globally distinct tattoo cultures, this set of ‘flash’ uses ink on paper to illuminate the limitations imposed on creative expression through culturally constructed definitions of artwork.”
Grace Martinez
With Borders: Latinas in Detroit
Clay

Andrea Levy
Herbin
3D printed in PLA plastic, cardboard

Ben Leigh
Bob 1937-2013
Mixed media
Emma Berger
*Drop the Needle*
Intaglio, woodblock, ink, and watercolor
“These etchings expand on the existing culture of screen-printed gig posters. The prints are signed by the bands and auctioned off to support Brandi Carlile’s Looking Out Foundation and Charity: Water.”

Alicia Kovalcheck
*Anatomy*
Laser-cut wood
“Anatomy is a puzzle and learning tool for all ages. For children, it offers the chance to develop hands-on understanding of how our bodies work. For adults, it makes a fun gift.”
Zack Moscot
5G Individualized Eyewear
Wood, vaneer, 3D printing
“The project uses handcrafted and digital fabrication techniques to generate ergonomically designed frames using consumers’ individual facial and head measurements. With a balance of hand and digital craft, 5G Individualized Eyewear uses individual parametric measurements to create frames designed to fit each person.”

Samantha Machover
Apes
Acrylic, brayer on paper
A series of acrylic paintings illustrating the primates at Virunga National Park in Congo.

Erin Murray
Face Necklace
Ceramic and silver

Erin Murray
Baby Teapot
Porcelain

Erin Murray
Apes
Acrylic, brayer on paper

Zack Moscot
5G Individualized Eyewear
Wood, vaneer, 3D printing
"The project uses handcrafted and digital fabrication techniques to generate ergonomically designed frames using consumers' individual facial and head measurements. With a balance of hand and digital craft, 5G Individualized Eyewear uses individual parametric measurements to create frames designed to fit each person."
creative work

Audrey Smith and Kalli Kouf
Wearable
Ronan Lynam

Duck & Friends

Digital prints

“A series of personified animal portraits satirizing our narcissistic fascination with human portraiture.”

Corinn Lewis

Camp Take Notice

Branding system

“Camp Take Notice is a democratically self-governing community of homeless people in Ann Arbor. It was important to me to create a visual language that Camp Take Notice could use to tell its story. I was inspired by Ghanaian Adinkra symbols and hobo symbols from the early 1900s.”
How To Get In

50%: Your Portfolio
50%: Your Academics

“I looked at other art schools, but they often seemed narrow. There’s not much else you can take besides art classes. I liked being at U-M and being able to pursue my interests in literature and the sciences as well.”

Ben Schneider, BFA student

“Stamps School of Art & Design and the University of Michigan have created an opportunity to lead the academic conversation in art and design in this country.”

A re-accreditation review of the Stamps School by the National Association of Schools of Art and Design (NASAD) elicited this response from the review team.

Apply Now!
stamps.umich.edu/apply

▸ Deadlines:
- Early – November 1
- Regular – February 1

▸ Contact us:
Penny W. Stamps School of Art & Design • 2000 Bonisteel Blvd, Ann Arbor, MI 48109-2069
734 764 0397 • stamps-admissions@umich.edu • stamps.umich.edu

University of Michigan Regents
Michael J. Finland, Grand Blanc
Mark S. Schlissel, (ex officio)
Margaret M. Thomas, Bad Axe
Mark S. Schlissel, (ex officio)
Melanie Lyter, Renaissance

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The University of Michigan, as an equal opportunity/education institution, complies with all applicable federal and state laws regarding nondiscrimination and affirmative action. The University of Michigan is committed to a policy of equal opportunity for all persons and does not discriminate on the basis of race, color, national origin, age, marital status, sex, sexual orientation, gender identity, gender expression, disability, religion, height, weight, or veteran status in employment, educational programs and activities, and admissions. Inquiries or complaints may be addressed to the Senior Director for Institutional Equity, and Title IX/Section 504/ADA Coordinator, Office for Institutional Equity, 2072 Administration Services Building, Ann Arbor, Michigan 48109-1432, 734-763-0235, TTY 734-647-1388, institutional.equity@umich.edu. For other University of Michigan information call 734-764-1817.