Applied Science (Graphic Information Technology), BAS

TSGITBAS

Program description

The cross-media nature of the graphics industry requires tomorrow's graduates to understand the full spectrum of visual design and production as well as current business practices.

The BAS program with a concentration in graphic information technology prepares students to become visual design technologists with skills in front-end web design and development, printing and digital publishing, commercial photography and video production, and motion graphics and visual effects. This is an intensive program of study emphasizing theory and hands-on laboratory practice.

The graphic information technology program allows students who have an applicable AAS from an accredited institution to transfer 60 credit hours toward a Bachelor of Applied Science degree at ASU. Students pursuing this degree may have more than 60 credit hours to complete in order to obtain their Bachelor of Applied Science upon transfer to ASU. Students who have earned an Associate of Applied Science degree from a regionally accredited Arizona community college may be eligible to transfer up to 75 credits toward the Bachelor of Applied Science degree. Students should work with their academic advisor to ensure their courses will meet degree requirements.

This major is eligible for the Western Undergraduate Exchange program at the following location: Polytechnic campus. Students from Western states who select this major and campus may be eligible for reduced nonresident tuition at a rate of 150% of Arizona resident tuition plus all applicable fees. Students should click the link for more information and eligibility requirements of the WUE program.

At a glance

• College/School: Ira A. Fulton Schools of Engineering

• Location: Polytechnic or Online, ASU Local

• Second language requirement: No

Required courses (Major Map)

2024 - 2025 Major Map (on-campus) 2024 - 2025 Major Map (online) Major Map (Archives)

Concurrent program options

Students pursuing concurrent degrees (also known as a "double major") earn two distinct degrees and receive two diplomas. Working with their academic advisors, students can create their own concurrent degree combination. Some combinations are not possible due to high levels of overlap in curriculum.

Accelerated program options

This program allows students to obtain both a bachelor's and master's degree in as little as five years. It is offered as an accelerated bachelor's plus master's degree with:

Graphic Information Technology, MS

Acceptance to the graduate program requires a separate application. Students typically receive approval to pursue the accelerated master's during the junior year of their bachelor's degree program. Interested students can learn about eligibility requirements and how to apply.

Admission requirements

General university admission requirements:

All students are required to meet general university admission requirements.

<u>First-year</u> | <u>Transfer</u> | <u>International</u> | <u>Readmission</u>

Additional requirements:

Students applying to this program must have completed an AAS degree in a similar field, such as animation, desktop publishing, digital arts, digital photography, e-learning design, game technology, graphic design, video production technology or web design.

Tuition information

When it comes to paying for higher education, everyone's situation is different. Students can learn about <u>ASU tuition and financial aid</u> options to find out which will work best for them.

Change of Major Requirements

Students interested in changing to this Bachelor of Applied Science degree must have completed a related Associate of Applied Science degree at a regionally accredited university in a similar program, such as graphic design, animation, visual communication, web design and development, commercial photography and video.

A current ASU student must have a minimum cumulative ASU GPA of 2.00.

Students should visit the <u>Change of Major form</u> for information about how to change a major to this program.

Attend online

ASU Online

ASU offers this program in an online format with multiple enrollment sessions throughout the year. Applicants may view the program's ASU Online page for program descriptions and to request more information.

ASU Local

It is now possible to earn an ASU degree with <u>ASU Local</u>, an integrated college experience in which students take advantage of in-person success coaching and programming experiences on site while completing one of 130+ undergraduate online degree programs, all of which come with online faculty interaction and tutoring support.

Transfer options

ASU is committed to helping students thrive by offering tools that allow personalization of the transfer path to ASU. Students may use MyPath2ASU® to outline a list of recommended courses to take prior to transfer.

ASU has <u>transfer partnerships</u> in Arizona and across the country to create a simplified transfer experience for students. These pathway programs include exclusive benefits, tools and resources, and they help students save time and money in their college journey.

Program learning outcomes

Program learning outcomes identify what a student will learn or be able to do upon completion of their program. This program has the following program outcomes:

- Synthesize technical information into written and visual documentation for cross-media projects.
- Sketch solutions to cross-media problems utilizing industry-standard workflows.
- Implement appropriate industry-standard tools and techniques for managing complex cross-media projects.

Global opportunities

Global experience

Students learn intercultural applications of design and technology skills through hands-on learning and cultural engagement opportunities in an international setting. Through the rich educational and interpersonal experiences inherent in study abroad, students learn to thrive in a global environment.

With over 300 <u>Global Education program opportunities</u> available, students are able to tailor their experience to their unique interests and skill sets. Whether in a foreign country, in the U.S. or online, students build communication skills, learn to adapt and persevere, and are exposed to research and internships across the world, increasing their professional network.

Students earn ASU credit for completed courses, while staying on track for graduation, and may apply financial aid and scholarships toward program costs.

A resume enhanced by the valuable study abroad experience will impress prospective employers, and it will also help the student stand out should they decide to pursue advanced study.

Career opportunities

The graphic information technology program prepares graduates for technical and management positions in visual design in such diverse areas as:

- art direction
- commercial photography and video production
- front-end web design and development
- graphic design
- motion graphics, animation and game art
- premedia, digital printing and publishing
- production management
- quality assurance of graphic and visual design products
- technical and digital media production
- user experience and user interface design
- video editing
- visual design

Example job titles and salaries listed below are not necessarily entry level, and students should take into consideration how years of experience and geographical location may affect pay scales. Some jobs also may require advanced degrees, certifications or state-specific licensure.

Career	*Growth	*Median salary
Animator 🌼	8.2%	\$98,950

Art Director 🌼	6.1%	\$105,180
Film Editor 🧆	9.4%	\$63,520
Graphic Designer	3.3%	\$57,990
Photographer	4.1%	\$40,170
Web Developer 🌼	17.0%	\$78,580

^{*} Data obtained from the Occupational Information Network (O*NET) under sponsorship of the U.S. Department of Labor/Employment and Training Administration (USDOL/ETA).



Contact information

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