

# Curriculum - Graphic Information Technology, BS

Catalog Year: 2026 - 2027 **General Studies Gold**

Degree: Bachelor of Science, BS

College/School: [Ira A. Fulton Schools of Engineering](#)

Plan Code: TSGITBS

Minimum credit hours: 120

Upper division minimum credit hours: 45

Requirement	Minimum Grade	Credit Hours
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## Graphic Information Technology Core

<b>GIT 135 Graphic Communications</b>		3
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<b>GIT 210 Communication Technology</b>		3
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<b>GIT 230 Digital Illustration in Publishing</b>	C	3
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<b>GIT 250 Introduction to Commercial Print</b>	C	3
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<b>GIT 413 Professional Portfolio Design and Presentation</b>	C	3
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<b>GIT 480 Senior Project</b>		3
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## Graphic Information Technology Focus Areas

<b>Upper Division Visual Effects (VFX)</b>	C	21
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<b>GIT 312 Computer Animation and Motion Graphics</b>		
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<b>GIT 314 Multimedia Design, Planning and Storyboards</b>		
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<b>GIT 315 Digital Video Techniques</b>		
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<b>GIT 334 Image Editing and Manipulation</b>		
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<b>GIT 384 Commercial Photography</b>		
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Requirement	Minimum Grade	Credit Hours
<p><b>GIT 411 Visual Narrative in Motion Graphics</b> or <b>GIT 490 Advanced Commercial Photography</b> or <b>GIT 415 Advanced Digital Video Techniques</b></p>		
<p><b>GIT 445 360 Production</b> or <b>GIT 490 Advanced Commercial Photography</b> or <b>GIT 415 Advanced Digital Video Techniques</b></p>		
<p><b>OR</b> Upper Division Interaction Design and Development (IDD)</p>		
<p><b>GIT 337 Web Content Design</b></p>		
<p><b>GIT 340 Information Design and Usability</b></p>		
<p><b>GIT 414 Advanced Web Coding</b></p>		
<p><b>GIT 417 Interaction Scripting</b></p>		
<p><b>GIT 418 Advanced Interaction Scripting</b></p>		
<p><b>GIT 420 Prototype and Wireframe Design</b></p>		
<p><b>GIT 435 Website and E-Commerce Strategies</b></p>		
<p><b>GIT 211 3D Media Production</b></p>		
<p><b>OR</b> <b>GIT 215 Introduction to Web Authoring</b></p>		
<p>GIT 211 is required for Visual Effects (VFX); and GIT 215 is required for Interactive Design and Development (IDD).</p>	C	3
<p><b>GIT Electives</b></p>		
<p><b>GIT 484 Internship</b></p>		
<p><b>OR</b> Upper Division <b>GIT Elective</b></p>		3
<p>Upper Division <b>GIT Elective</b></p>		15
<p><b>GIT Elective</b></p>		6

Requirement	Minimum Grade	Credit Hours
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## Graphic Information Technology Major GPA

**Check:** Minimum 2.0 Major GPA

## Math, Science, and Interdisciplinary Studies Requirements

**HSE 101 Introduction to Human Systems Engineering (SOBE)**

**OR PSY 101 Introduction to Psychology (SOBE)**

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**MAT 117 College Algebra (MATH)**

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## ASU 101 or College-Specific First-Year Seminar

ASU 101 or college-specific equivalent First-Year Seminar required of all first-year students.

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**ASU 101-TPS The ASU Experience**

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## First-Year Composition

**ENG 101 First-Year Composition AND ENG 102 First-Year Composition**

**OR ENG 105 Advanced First-Year Composition**

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**OR ENG 107 First-Year Composition AND ENG 108 First-Year Composition**

## Notes

All baccalaureate degree students must fulfill [university graduation requirements](#), including a minimum of 120 credit hours, with at least 45 credit hours in upper-division courses.

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All undergraduate students must complete [General Studies requirements](#).

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[Mathematics Placement Assessment](#) score determines placement in first mathematics course.

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Students should work with their academic advisor, and consider course prerequisites, in order to complete all degree requirements in four years.

General Studies designations listed next to courses were valid for the 2026 - 2027 academic year. Please refer to the course catalog for current General Studies designations at time of class registration. General Studies credit is applied according to the designation the course carries at the time the class is taken.