Graphic Information Technology, MS

ESGITMS

Program description

Degree awarded: MS Graphic Information Technology
The MS program in graphic information technology provides students the opportunity to study within the various areas of graphics and cross-media design. Courses offered provide students with a working knowledge of the technology and management required in the diverse graphic industries. Possible course tracks include cross-media design, user experience and user interface, front-end web design and development, and the business of design.

This program prepares students to be industry leaders who develop and manage content through numerous communication and distribution modes. Creative and comfortable with complex digital technology, graduates are innovative problem-solvers prepared for leading roles in the rapidly evolving graphics industry.

At a glance

- **College/School:** Ira A. Fulton Schools of Engineering
- **Location:** Polytechnic or Online

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:

Applied Science (Graphic Information Technology), BAS

Applied Science (Internet and Web Development), BAS

Graphic Information Technology, BS

Graphic Information Technology (Full-Stack Web Development), BS

[Graphic Information Technology (User Experience), BS](#)

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](#).

Degree requirements

30 credit hours and a portfolio, or
30 credit hours and a thesis, or
30 credit hours including the required applied project course (GIT 593)

Required Core (3 credit hours)
GIT 537 Current Issues in Cross Media Production (3)

Electives or Research (18--24 credit hours)

Other Requirement (3 credit hours)
GIT 500 Research Methods (3)

Culminating Experience (0--6 credit hours)
GIT 593 Applied Project (3) or
GIT 599 Thesis (6) or
portfolio (0)

Additional Curriculum Information
Students select an applied project, thesis or portfolio for the culminating experience. The culminating experience selected determines how many electives or research credit hours the student needs to take to complete 30 credit hours for the program.

Note that the thesis option is only available to on-campus students.

Admission requirements

Applicants must fulfill the requirements of both the Graduate College and the Ira A. Fulton Schools of Engineering.

Applicants are eligible to apply to the program if they have earned a bachelor's degree or master's degree from a regionally accredited institution in a related field such as graphic design, web design and development, photography, videography, motion graphics and visual effects, or user experience design.

Applicants must have a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in their first bachelor's degree program or in the last 60 hours of their first bachelor's degree program; or a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in nine semester hours of graduate coursework from a U.S. institution;

or a cumulative GPA of 3.00 (scale is 4.00 = "A") in an applicable conferred master's degree program from a regionally accredited college or university.

All applicants must submit:

1. graduate admission application and application fee
2. official transcripts
3. personal statement
4. professional resume
5. writing sample
6. proof of English proficiency

Additional Application Information
An applicant whose native language is not English must provide proof of English proficiency regardless of their current residency.

Global Launch at ASU offers an online alternative to standardized testing for international students who are seeking admission to ASU and need proof of English proficiency.

Unofficial transcripts may be submitted at the time of application. If admitted, applicants must then submit official transcripts to ASU Admission Services.

If the applicant does not meet the minimum GPA requirements, the application may still be considered. In certain cases, demonstrated aptitude through professional experience or additional postbaccalaureate education is considered.

Tuition information

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

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.

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:

- Analyze current cross-media research to determine appropriate standards for application to proposed solutions.

- Build client- and audience-centered design solutions through the synthesis of best practices and research data.
- Conduct industry-relevant research and communicate results effectively to diverse audiences.

Career opportunities

This degree program prepares graduates for management positions in diverse graphic technology industries, such as:

- art director
- creative director
- cross-media designer
- digital asset manager
- digital media artist
- front-end designer or developer
- motion graphics artist
- pre-media, digital printing and publishing designer
- social media content creator
- user experience designer
- UX/UI engineer

Contact information

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