Graphic Technology B.A.

Graphic Technology Major

The B.A. Graphic Technology major requires a minimum of 120 total hours to graduate. This total includes UNIFI/General Education requirements and the following specified major requirements, plus university electives, easily allowing students to double major and/or minor in other disciplines.

The Graphic Technology major provides students with theoretical and hands-on experiences in the graphic communication industry and related disciplines. The Graphic Technology program is accredited by Accrediting Council for Collegiate Graphic Communications, Inc. (accgc.org).

Required:

CS 1100	Web Development: Client-Side Coding	3
ENGLISH 1005	College Writing and Research	3
ENGLISH 3772/5772	Technical Writing for Engineering Technologists	3
PHIL 1560	Science, Technology, and Ethics (STE)	3
ENGR 1000	Introduction to Engineering & Professional Practice	3
CONSTR 1015	Introduction to Sustainability	3
TECH 1055	Graphic Communications Foundations	3
TECH 1024	Engineering Design with CAD	3
TECH 2070	Digital Pre-Media	3
TECH 2119	Computer Applications in Technology	3
TECH 2405	Introduction to Packaging; 3D Design and Package Prototyping	3
TECH 3131/5131	Technical Project Management	3
TECH 3150/5150	Graphic Communications Imaging	3
TECH 3169	Digital Imaging	3
TECH 3405	Packaging Design, Structure, and Production	3
TECH 4093/5093	Graphic Communications Estimating and Management I	3
TECH 4161	Digital Graphic Communications	3
TECH 4184	Digital Imaging II	3
TECH 4187	Applied Industrial Supervision and Management	3
ENGR 4500	Senior Design	3
Recommended Electives:		
TECH 3179 Cooperative Education		
Total Hours		**60**

Four-Year Plan

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This is a sample plan of study with a suggested sequencing of classes for the major. University electives may be applied to earn additional academic majors, minors, or certificates. Students should regularly meet with their academic advisor to plan their specific semester schedule to include UNIFI/General Education program and/or university elective hours required.

Course	Title	Hour
Freshman		
Fall		
UNIFI/General Education or University Electives		9
ENGR 1000	Introduction to Engineering & Professional Practice	3
TECH 1055	Graphic Communications Foundations	3
	Hours	**15**
Spring		
UNIFI/General Education or University Electives		6
CONSTR 1015	Introduction to Sustainability	3
PHIL 1560	Science, Technology, and Ethics (STE)	3
TECH 2070	Digital Pre-Media	3
	Hours	**15**
Sophomore		
Fall		
UNIFI/General Education or University Electives		6
CS 1100	Web Development: Client-Side Coding	3
TECH 1024	Engineering Design with CAD	3
TECH 2405	Introduction to Packaging; 3D Design and Package Prototyping	3
	Hours	**15**
Spring		
UNIFI/General Education or University Electives		9
TECH 2114	Making Cool Stuff	3
TECH 2119	Computer Applications in Technology	3
	Hours	**15**
Junior		
Fall		
UNIFI/General Education or University Electives		9
TECH 3169	Digital Imaging	3
ENGLISH 3772/5772	Technical Writing for Engineering Technologists	3
	Hours	**15**
Spring		
TECH 3131/5131	Technical Project Management	3
TECH 3150/5150	Graphic Communications Imaging	3
TECH 3405	Packaging Design, Structure, and Production	3
TECH 4187	Applied Industrial Supervision and Management	3

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UNIFI/General Education or University Electives		3
Hours		**15**
Senior		
Fall		
UNIFI/General Education or University Electives		12
TECH 4093/5093	Graphic Communications Estimating and Management I	3
Hours		**15**
Spring		
UNIFI/General Education or University Electives		6
TECH 4161	Digital Graphic Communications	3
TECH 4184	Digital Imaging II	3
ENGR 4500	Senior Design	3
Hours		**15**
Total Hours		**120**

Learning Outcomes

Graphic Technology, B.A.

Program Educational Objectives (PEOs):

- Strive to become successful professionals in graphic communication and related fields.

- Advance personal and professional ethics by embracing both professional and societal responsibilities, while actively seeking leadership roles.

- Pursue lifelong learning opportunities to enhance and broaden their technical and professional skills, which may involve obtaining advanced certifications and actively participating in peer groups.

- Demonstrate a strong commitment to sustainable development for the betterment of society.

Student Learning Outcomes (SLOs):

- Integrate design and functionality into graphic communications products, optimizing user experience and adoption.

- Impact production efficiency and product quality across a variety of media by applying knowledge of graphic communications materials, technologies, and practices.

- Contribute to graphic communications project teams for design, production, and management.

- Recognize and practice legal and ethical responsibilities concerning the creation, use, and distribution of graphic communications assets or products.

- Communicate ideas through written, visual, and oral mediums to a wide range of audiences.

- Research and apply new information to solve graphic communications design, production, and management problems.

- Apply tools and principles in graphic communications business development and production management.

Related Programs

- Communication Minor

- Interactive Digital Studies B.A.