Graphic Technology, B.A.

Graphic Technology, B.A.

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	•	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
TECH CM 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 CM 1016	Computer Aided Design and Drafting	2
TECH 2405	Introduction to Packaging; 3D Design and Package Prototyping	3
	Hours	14
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
UNIFI/General Education or	University Flactives	3
	University Electives	3

	Total Hours	120
	Hours	15
ENGR 4500	Senior Design	3
TECH 4184	Digital Imaging II	3
TECH 4101	Communications	3
TECH 4161	Digital Graphic	3
Spring UNIFI/General Education or University Electives		6
	Hours	16
	Ι	
	Estimating and Management	
TECH 4093/5093	Graphic Communications	3
UNIFI/General Education or University Electives		13
Fall		
Senior		