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 of the diverse graphic industries.

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 campus 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 and master's degree with:

- Applied Science (Graphic Information Technology), BAS
- Applied Science (Internet and Web Development), BAS
- Graphic Information Technology, BS
- Graphic Information Technology (User Experience), BS

Acceptance to the graduate program requires a separate application. During their junior year, eligible students will be advised by their academic departments 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

**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.

Students should note that the thesis option is only available for 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, or game art and animation.

Applicants must have a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in the last 60 hours of their first bachelor's degree program, or applicants must have a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in an applicable master's degree program.

All applicants must submit:
1. graduate admission application and application fee
2. official transcripts
3. personal statement
4. professional resume
5. official GRE scores
6. proof of English proficiency

Additional Application Information
An applicant whose native language is not English must provide proof of English proficiency regardless of current residency. Applicants should see the Graduate Admission Services website at https://admission.asu.edu/international/graduate/english-proficiency. Global Launch at ASU offers an online alternative to standardized testing for international students who are seeking admission to ASU but need proof of English proficiency: https://learnenglish.asu.edu/online/admission.

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.

Attend Online
ASU offers this program in an online format with multiple enrollment sessions throughout the year. Applicants may view the program description and request more information here.

Contact Information
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