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 graduates 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

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 will determine how many electives or research credit hours the student will need 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 of a 3.00 cumulative GPA (scale is 4.00 = "A") in the last 60 hours of their first bachelor's degree program, or applicants must have a minimum of a 3.00 cumulative GPA (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. one letter of recommendation (two is preferred)
4. professional resume
5. GRE scores
6. personal statement
7. proof of English proficiency
**Additional Application Information**

An applicant whose native language is not English (regardless of current residency) must provide proof of English proficiency.

**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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