Graphic Information Technology (User Experience), BS

Program Description

The BS program in graphic information technology with a concentration in user experience is designed to provide students with an interdisciplinary foundation in design, research and communication, to prepare them for the rapidly growing area of user experience.

The concentration provides students with a conceptual understanding and applied skills in methods of gathering user information, analyzing data and communicating through visual design technologies. Although its disciplinary home and primary focus is graphic information technology, the concentration includes courses from the fields of human systems engineering and technical communication in order to provide students with the multiple perspectives and complementary skills needed for user experience work.

At a Glance

- **College/School:** [Ira A. Fulton Schools of Engineering](#)
- **Location:** Polytechnic campus or online, [ASU Local@Los Angeles](#)
- **Additional Program Fee:** Yes
- **Second Language Requirement:** No
- **First Required Math Course:** MAT 170 - Precalculus
- **Math Intensity:** Moderate

Required Courses (Major Map)

[2021 - 2022 Major Map (On-campus)](#)
[2021 - 2022 Major Map (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:

- Graphic Information Technology, MS
- Technology (Graphic Information Technology), MSTech
- User Experience, MS

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

Admission Requirements

**General University Admission Requirements:**
All students are required to meet general university admission requirements.

[Freshman](#) | [Transfer](#) | [International](#) | [Readmission](#)

Change of Major Requirements

A current ASU student has no additional requirements for changing majors.

Students should refer to [https://changemajor.apps.asu.edu](https://changemajor.apps.asu.edu) for information about how to change a major to this program.

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](#).

Transfer Options

ASU is committed to helping students thrive by offering tools that allow personalization of the transfer path to ASU. Students may use [MyPath2ASU™](#) to outline a list of recommended courses to take prior to transfer.

ASU has transfer partnerships in Arizona and across the country to create a simplified transfer experience for students. These pathway programs include exclusive benefits, tools and resources, and help students save time and money in their college journey. Students may learn more about these programs by visiting the admission site: [https://admission.asu.edu/transfer/pathway-programs](https://admission.asu.edu/transfer/pathway-programs).
Global Opportunities

Global Experience
With over 250 programs in more than 65 countries (programs vary in length, from one week to one year), study abroad is possible for all ASU students wishing to gain global skills and knowledge in preparation for a 21st century career. Students earn ASU credit for completed courses, while staying on track for graduation, and they may apply financial aid and scholarships toward program costs.

https://goglobal.asu.edu/

Career Opportunities

Graphic information technology graduates who have some expertise in user experience have numerous career opportunities in areas such as user experience research, user-centered design, information design, interaction design, information architecture, content strategy and usability analysis.

Career examples include but are not limited to those shown in the following list. Advanced degrees or certifications may be required for academic or clinical positions.

<table>
<thead>
<tr>
<th>Career</th>
<th>*Growth</th>
<th>*Median Salary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Graphic Designer</td>
<td></td>
<td>$53,380</td>
</tr>
<tr>
<td>Human Factors Engineer ♻</td>
<td>10.1%</td>
<td>$88,950</td>
</tr>
<tr>
<td>Technical Writer ♻</td>
<td>7.4%</td>
<td>$74,650</td>
</tr>
<tr>
<td>Web Developer ♻</td>
<td></td>
<td>not available</td>
</tr>
</tbody>
</table>

* Data obtained from the Occupational Information Network (O*NET) under sponsorship of the U.S. Department of Labor/Employment and Training Administration (USDOL/ETA).

🌞 Bright Outlook  🌿 Green Occupation

Contact Information

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