Graphic Information Technology (User Experience), BS

ESGITUEBS

Program Description

The user experience concentration is designed to provide graphic information technology majors 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 of, 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

- **Additional Program Fee:** Yes
- **Second Language Requirement:** No
- **First Required Math Course:** MAT 170 - Precalculus
- **Math Intensity:** Moderate

Required Courses (Major Map)

2019 - 2020 Major Map
Major Map (Archives)

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://students.asu.edu/changingmajors for information about how to change a major to this program.

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>4.2%</td>
<td>$48,700</td>
</tr>
<tr>
<td>Human Factors Engineer</td>
<td>9.7%</td>
<td>$85,880</td>
</tr>
<tr>
<td>Technical Writer</td>
<td>11.0%</td>
<td>$70,930</td>
</tr>
<tr>
<td>Web Developer</td>
<td>15.0%</td>
<td>$67,990</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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