



Graphic Communications Technology

Major Requirements (2022-2023)

78 credit hours minimum

- [TEC 100](#): Professional Development in Technology
- [TEC 116](#): Intro Technical Drawing & Constraint-Based Solid Modeling
- [TEC 150](#): Graphic Communications Technology
- [TEC 151](#): Introduction to Computer Systems Technology
- [TEC 152](#): Digital Media Applications
- [TEC 250](#): Graphic Media Composition
- [TEC 253](#): Image Capture and Editing
- [TEC 257](#): Print Media Production
- [TEC 270](#): Managing Technological Systems
- [TEC 313](#): Quality Systems for Technology
- [TEC 317](#): Computer Generated Imagery
- [TEC 320](#): Project Management
- [TEC 330](#): Applied Economic Analysis for Technologists
- [TEC 352](#): Prepress Technology
- [TEC 354](#): Print Production Planning and Profitability
- [TEC 356](#): Graphic Communication Business Practices
- [TEC 358](#): E-Publishing Management
- [CHE 102](#): Chemistry and Society
- [MAT 120](#): Finite Mathematics
- [MQM 100](#): Statistical Reasoning
- [PHY 105](#): Fundamentals of Physics
- [PSY 110](#): Fundamentals of Psychology

Choose one of the two concentration areas (9 credit hours)

Marketing Graphics Technology

- [TEC 350](#): Package Design and Production
- [TEC 351](#): Cross-Media Technology
- [TEC 353](#): Color Management

Web Content Management

- [TEC 283](#): Information and Imaging Technologies
- [TEC 319](#): Graphical Software Interfaces
- [TEC 378](#): E-Commerce

Graphic Communications Technology elective (choose 3 credit hours, not previously taken)

- [TEC 283](#): Information and Imaging Technologies
- [TEC 319](#): Graphical Software Interfaces
- [TEC 350](#): Package Design and Production
- [TEC 351](#): Cross-Media Technology
- [TEC 353](#): Color Management
- [TEC 370](#): Supply Chain Logistics
- [TEC 378](#): E-Commerce
- [TEC 398A02](#): Professional Practice: Internship in Technology
- [ACC 131](#): Financial Accounting
- [COM 160](#): Introduction to Mass Media
- [ECO 101](#): Principles of Microeconomics



Graphic Communications Technology Career Opportunities

The program blends digital media and print media technology to design and produce integrated products that use photography, video, 3D animation, augmented reality, and digital print technology. The graphic communications industry produces graphic packaging, websites, advertisements, signage and decor, interactive publications, and much more. Graphic Communications Technology graduates become technical creative and management professionals in a variety of markets.

Graduates of the Graphic Communications Technology program are in high demand, with 95% securing employment within 3 months of graduation.

Skills & Knowledge Developed in this Field of Study

Would you like to work making visual things? That's what you'll be doing in the graphic communications. Students engage in hands-on problem-solving projects with cutting edge technology related to the production of digital publishing, digital media, and print technology. Students also develop project management and business skills.

Salary Information

The starting salary range for the previous year was \$30,000 and \$50,000. *Salary data is compiled from alumni surveys and graduate exit surveys. The salary range reported is dependent upon location and does not reflect the entire compensation package offered.*

Employment Opportunities

Career Titles

Graduates of the graphic communications technology program are actively recruited for leadership roles. Initial placement positions include the following:

- Account Coordinator
- Account & Project Manager
- Account Manager
- Associate Global Business Developer
- Business Development Associate
- Ecommerce Manager
- Front-End Developer
- Graphic Production Artist
- Graphic Specialist
- In-Bound Sales Representative
- Media Developer
- Pre-media Technologist
- Print Estimator
- Producer
- Project Manager
- Regional Sales Representative
- Structural Package Designer
- Technical Graphic Designer
- Web-to-Print Specialist

Employers Who Have Hired Our Graduates

- Active
- BFC
- Brandmuscle
- CL Graphics
- Curtis 1000
- GFX International, LLC
- Groupon
- IMAGINE
- iNET Marketing
- Johnson & Quin
- Leo Burnett
- Liberty Creative Solutions
- LSC Communications
- Martin One Source
- Nosco
- OEC Graphics
- Powderkeg
- Quad Graphics
- Quantum Ink Company
- R.R. Donnelley
- Sgco
- SGS International, Inc.
- Specialty Print Communications
- TBWA/WORLDHEALTH
- Verizon