

Graphic Communications (Graphic Design),
Bachelor of Science in Technology	

Name:	
ID:	

Catalog 2024-25

This academic degree map is a term-by-term course schedule designed for you to graduate in four years. The sample schedule below serves as a general guideline to building a full-time schedule for each term. Earning a degree requires that you complete (1) the required General Education courses, (2) the course requirements of your major and (3) any requirements PSU has designated for a Bachelor degree. Courses and special notes are specified to keep you on track to graduate in four years. Where open elective is listed, it means that you may take a course of your choosing, perhaps a course in an area outside of your major, but be sure to discuss this with your advisor.

This map is not a substitute for academic advisement – contact your advisor if you have any questions throughout the term and as you begin planning for the next. The University Catalog is also available as a resource with a complete list of requirements for all degrees offered at PSU.

Recommended 4-years to graduation plan

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Code	Semester 1 - FRESHMAN YEAR	Credit	NOTES	Code	Semester 2 - FRESHMAN YEAR	Credit	NOTES
GC 100	Intro to Graphic Communications	3		GC 142	Photo Editing Software	3	
GC 230	Graphic Design Fundamentals	3		GC 200	User Experience Research	3	
GC 240	Page Layout Software	3		GC 330	Typography and Layout	3	
ENGL 101	English Composition (SGE) ⁰¹⁰	3	C or better	COMM 207	Speech Communication (SGE) ⁰²⁰	3	
UGS 150	Gorilla Gateway (SGE) ⁰⁷⁰	2		Bucket 030	Math & Statistics (SGE) ⁰³⁰	3	
	TOTAL CREDIT HOURS	14			TOTAL CREDIT HOURS	15	
	Semester 3 - SOPHOMORE YEAR	Credit	1		Semester 4 - SOPHOMORE YEAR	Credit	1
GC 141	Illustration Software	3		GC 270	Intro to Packaging Graphics	3	
GC 333	Advanced Graphic Design	3		GC 340	Motion Graphics Software	3	
GC 350	Printing Technologies	3		GC 430	Inclusive Design	3	
Bucket 040	Natural & Physical Sciences (SGE) ⁰⁴⁰	4-5		ENGL 299	Intro to Research Writing (SGE) ⁰¹⁰	3	C or better
Bucket 060	Arts and Humanities (SGE) ⁰⁶⁰	3		Bucket 050	Social & Behavioral Sciences (SGE) ⁰⁵⁰	3	
	TOTAL CREDIT HOURS	16-17			TOTAL CREDIT HOURS	15	
	Semester 5 - JUNIOR YEAR	Credit	1		Semester 6 - JUNIOR YEAR	Credit	1
GC 210	Mobile Photo/Video Fundamentals	3		GC 301	Graphics Career Development	2	
GC 221	Web User Experience	3		GC 535	Branding Strategy	3	
GC 342	Print File Prep and Preflighting	3		300+	GC Elective	3	
100+	Graphic Design Support Course	3		300+	GC Elective	3	
Bucket 070	Institutionally Designated (SGE) ⁰⁷⁰	3		100+	Graphic Design Support Course	3	
Bucket 070	Institutionally Designated (SGE) ⁰⁷⁰	1					
	TOTAL CREDIT HOURS	16			TOTAL CREDIT HOURS	14	
	JUNIOR YEAR: Summer	Credit	1				
GC 600	Graphics Internship	3					
	TOTAL CREDIT HOURS	3					
	Semester 7 - SENIOR YEAR	Credit	1		Semester 8 - SENIOR YEAR	Credit	1
GC 530	Publication Design	3		GC 690	Senior Project	3	
GC 630	Portfolio Management	3		300+	GC Elective	3	
300+	GC Elective	3		100+	Open Elective	3	
Bucket 060	Arts and Humanities (SGE) ⁰⁶⁰	3		Bucket 050	Social & Behavioral Sciences (SGE) ⁰⁵⁰	3	
100+	Open Elective	3					
	TOTAL CREDIT HOURS	15			TOTAL CREDIT HOURS	12	

Writing to Learn: Typically one from general education and one in major coursework.

Systemwide General Education (SGE) Key

010 English 050 Social & Behavioral Sciences
020 Communications 060 Arts & Humanities
030 Math & Statistics 070 Institutionally Designated
040 Natural & Physical Sciences