



# Pitt State

Graphic Communications (UX/UI and Web Design), Bachelor of Science in Technology

Catalog 2024-25

Name:
ID:

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

Code	Semester 1 - FRESHMAN YEAR	Credit	NOTES
GC 100	Intro to Graphic Communications	3	
GC 221	Web User Experience	3	
GC 142	Photo Editing Software	3	
ENGL 101	English Composition (SGE) <sup>010</sup>	3	C or better
UGS 150	Gorilla Gateway (SGE) <sup>070</sup>	2	
<b>TOTAL CREDIT HOURS</b>		<b>14</b>	

Code	Semester 2 - FRESHMAN YEAR	Credit	NOTES
GC 141	Illustration Software	3	
GC 200	User Experience Research	3	
GC 230	Graphic Design Fundamentals	3	
COMM 207	Speech Communication (SGE) <sup>020</sup>	3	
Bucket 030	Math & Statistics (SGE) <sup>030</sup>	3	
<b>TOTAL CREDIT HOURS</b>		<b>15</b>	

	Semester 3 - SOPHOMORE YEAR	Credit	
GC 210	Mobile Photo/Video Fundamentals	3	
GC 240	Page Layout Software	3	
GC 320	Web Design	3	
Bucket 040	Natural & Physical Sciences (SGE) <sup>040</sup>	4-5	
Bucket 060	Arts and Humanities (SGE) <sup>060</sup>	3	
<b>TOTAL CREDIT HOURS</b>		<b>16-17</b>	

	Semester 4 - SOPHOMORE YEAR	Credit	
GC 330	Typography and Layout	3	
GC 340	Motion Graphics Software	3	
300+	GC Elective	3	
ENGL 299	Intro to Research Writing (SGE) <sup>010</sup>	3	C or better
Bucket 050	Social & Behavioral Sciences (SGE) <sup>050</sup>	3	
<b>TOTAL CREDIT HOURS</b>		<b>15</b>	

	Semester 5 - JUNIOR YEAR	Credit	
GC 270	Intro to Packaging Graphics	3	
GC 421	Interactive Web Design	3	
GC 333	Advanced Graphic Design	3	
100+	UX/UI Support Course	3	
Bucket 070	Institutionally Designated (SGE) <sup>070</sup>	3	
Bucket 070	Institutionally Designated (SGE) <sup>070</sup>	1	
<b>TOTAL CREDIT HOURS</b>		<b>16</b>	

	Semester 6 - JUNIOR YEAR	Credit	
GC 301	Graphics Career Development	2	
GC 430	Inclusive Design	3	
GC 521	Mobile UX/UI Design	3	
GC 523	Web Content Management Systems	3	
300+	GC Elective	3	
<b>TOTAL CREDIT HOURS</b>		<b>14</b>	

	JUNIOR YEAR: Summer	Credit	
GC 600	Graphics Internship	3	
<b>TOTAL CREDIT HOURS</b>		<b>3</b>	

	Semester 7 - SENIOR YEAR	Credit	
GC 350	Printing Technologies	3	
100+	UX/UI Support Course	3	
300+	GC Elective	3	
Bucket 060	Arts and Humanities (SGE) <sup>060</sup>	3	
100+	Open Elective	3	
<b>TOTAL CREDIT HOURS</b>		<b>15</b>	

	Semester 8 - SENIOR YEAR	Credit	
GC 690	Senior Project	3	
300+	GC Elective	3	
100+	Open Elective	3	
Bucket 050	Social & Behavioral Sciences (SGE) <sup>050</sup>	3	
<b>TOTAL CREDIT HOURS</b>		<b>12</b>	

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 |                                  |