

# Pre-Graphic Communications

Department of Technology



Name \_\_\_\_\_

## Pre-Graphic Communications

Credits in **Pre-GCOM Core & Emphasis** .....20-24  
 Credits in **Pre-GCOM Related Requirements** .....3  
**Total Credits to complete Pre-GCOM Coursework**.....23-27  
**Total Credits Needed to Begin GCOM Program**..... 60

## Dragon Core Requirements

Minimum of 42 credits. No more than two courses per area.

<b>Foundation Four (4 courses)</b>		Cr	Gr
1A	Oral Communication: *CMST 100 Speech Comm	3	_____
1B	Written Communication: ENGL 101 Comp I	3	_____
2	Critical Thinking: ECON 100 American Economy	3	_____
3	Mathematics: MATH 102 Intro to Math	3	_____

## Inner Cluster Electives/Middle Cluster (7 courses)

At least **three courses** must be Middle Cluster courses.

3	Mathematical/Symbolic Systems:	_____	_____
4	Natural Sciences:	_____	_____
5	History and Social Sciences:	_____	_____
	PSY 113 General Psych –or– SOC 110 Intro to Soc	3	_____
6	The Humanities – The Arts, Literature, & Philosophy:	_____	_____
7	Human Diversity:	_____	_____

<b>Outer Cluster (3 courses)</b>		Cr	Gr
8	Global Perspectives:	_____	_____
9	Ethical and Civic Responsibility:	_____	_____
	PHIL 312 Bus Ethics –or– PHIL 318 Profssnl Ethics	3	_____
10	People and The Environment:	_____	_____

<b>Writing Intensive Requirements (4 courses)</b>		Cr	Gr
W	(MC/OC)	_____	_____
W	(MC/OC, 300/400) PHIL 312 –or– PHIL 318	3	_____
W	(Major, 300/400) ENGL 387 Tech Report Writing	4	_____
W	(200-400 level)	_____	_____

\*This Dragon Core course must be completed before applying to the Graphic Communications program.

## Pre-GCOM Related Requirements (3 cr)

MATH 127	College Algebra	3	_____
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Date \_\_\_\_\_

## Pre-Graphic Communications Core (20 cr)

TECH 113	Engineering Graphics/CAD	3	_____
CSIS 115	Intro to Mac OS X	1	_____
GCOM 150	Survey of Graphic Communications	1	_____
GCOM 152	Design for Graphic Comm I	3	_____
GCOM 216	3D Modeling	3	_____
GCOM 255	Beginning Computer Graphics	3	_____
GCOM 266	Introduction to Multimedia	3	_____
MC 230	Photography	3	_____

## 3D Graphics Emphasis (3-4 cr)

MC 251	Desktop Video –or–	3	_____
FILM 172	Video Product (3 cr) –and corequisite–	4	_____
	FILM 100 Technical Training: VP 1 (1 cr)		

## Digital Design & Production Emphasis (3 cr)

GCOM 252	Design for Graphic Comm II	3	_____
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## Interactive Multimedia Emphasis (0 cr)

For Interactive Multimedia Emphasis students, the CSIS 212 or CSIS 311 course will be taken after the completion of GCOM 366 and GCOM 368.

## About Pre-Graphic Communications

The Pre-Graphic Communications (Pre-GCOM) program is a series of 100- and 200-level foundation courses students must complete before they are admitted to the Graphic Communications (GCOM) program. Within these courses, students explore all three emphasis areas in the Graphic Communications major, and be able to make an informed decision on which one they would like to pursue. The Pre-Graphic Communications program is designed to develop the necessary insight, skills, and knowledge base needed to become a successful Graphic Communications major.

Pre-Graphic Communications students may **not** register for **upper-level** courses within Graphic Communications until they have applied, and been accepted, to the Graphic Communications program.

## Completing Pre-Graphic Communications

Pre-Graphic Communications students must complete **all** of the required 100- and 200-level courses in the major with a **“C” or above** (which includes core, emphasis, and related requirements) and have an **overall GPA of at least 2.5** before they can apply for admission to the GCOM program. When applying for admission, students must state the GCOM emphasis they intend to pursue. (See **Admission to the Graphic Communications Program** section on the reverse side for more information.)

## B.S. Degree in Graphic Communications

The following information is a brief description of the Graphic Communications (GCOM) program and its requirements. Please see the *Graphic Communications Handbook* for a complete description of Graphic Communications and its emphasis areas and policies; including applying for program admission, registering for courses, and graduation requirements.

### Graphic Communications and Its Related Disciplines

Graphic Communications, while dealing with design, focuses more on the production and technology aspects of the graphics industry. A degree in Graphic Design focuses more on design and aesthetics, incorporating the fine arts and art history courses into the degree. A Mass Communications degree is more involved with content and placement of mass media, such as public relations and advertising, journalism, and photojournalism.

### Graduating with a Graphic Communications Degree

Upon graduation, the student will receive a Bachelor of Science degree in Graphic Communications, with an emphasis in either *3D Graphics*, *Digital Design and Production*, or *Interactive Multimedia*. Graduates of this program are skilled in many of the areas within the graphics industry. This background provides graduates experiences in computer graphics, multimedia, photography, printing, advertising, graphic design, presentation graphics, television, CAD, and computer animation.

The Graphic Communications degree with an emphasis in *3D Graphics* focuses on technical illustration, 3D modeling, and animation and simulations. Within this emphasis students take classes using software such as AutoCAD, Final Cut Pro, 3D StudioMax, MAYA, Pro Tools, and Photoshop. Classes include video and audio production. An emphasis in *Digital Design and Production* involves primarily the Adobe Photoshop, Illustrator, and InDesign software. Classes are focused on using the software to design graphics and layouts, create new graphics and images, and manipulate and enhance images. Classes include prepress and print production. An emphasis in *Interactive Multimedia* focuses on web and multimedia. Within this emphasis students take classes using software such as Flash, Dreamweaver, Final Cut Pro, and Photoshop. Classes include PHP/SQL and JavaScript.

### Declaring a Graphic Communications Major

Before declaring a Graphic Communications major, students must first complete the Pre-Graphic Communications program. Once completed, students must apply for admission to the Graphic Communications program.

## Admission to Graphic Communications Program

Beginning Fall 2008, MSUM students pursuing a Graphic Communications major must apply for admission to the Graphic Communications program. Admission to the program enables students to register for upper-level courses within the GCOM major and to pursue a B.S. degree in Graphic Communications.

The *student-initiated Application for Admission* must be approved by the Graphic Communications program advisors. The student's application must provide evidence that:

1. The student has earned a **"C" or above** in all Pre-Graphic Communications coursework. *(This includes any coursework accepted into the Pre-Graphic Communications program by transfer).*
2. The student's **overall GPA is at least 2.5** at the time of application for admission.
3. The student has completed (or is currently enrolled in) the 60<sup>th</sup> semester credit.
4. The student has completed (or is currently enrolled in) the required MSUM or accepted equivalent transfer coursework. *(Which includes all Pre-GCOM Core, Emphasis, and Related Requirements as well as CMST 100.)*

### SUGGESTED COURSE SEQUENCING FOR GCOM Pre-Graphic Communications

#### First Year in Pre-Graphic Communications – Fall Semester

GCOM 150 (1 cr)	GCOM 152 (3 cr)	CSIS 115 (1 cr)
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#### First Year in Pre-Graphic Communications – Spring Semester

GCOM 266 (3 cr)	TECH 113 (3 cr)	CMST 100 (3 cr)
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#### Second Year in Pre-Graphic Communications – Fall Semester

GCOM 216 (3 cr)	GCOM 255 (3 cr)	MATH 127 (3 cr)
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#### Second Year in Pre-Graphic Communications – Spring Semester

MC 230 (3 cr)	*GCOM 252 (3 cr)	**MC 251 (3 cr) or FILM 172 & 100 (4 cr)
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\*Digital Design & Production Emphasis only

\*\*3D Graphics Emphasis only

## Find Out More About Graphic Communications

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### Or visit the Graphic Communications website:

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