

See Yourself @ CCSU!

Earn a

Bachelor of Science degree in



Graphics Technology

Career Tracks:

NETWORKING INFORMATION TECHNOLOGY
INTERACTIVE COMPUTER GRAPHICS TECHNOLOGY

CONTACT: dharavathh@ccsu.edu

75CY
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50CY
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25C
100K
25CM
100Y
25CY
100M

We are [AT]

<http://www.ccsu.edu/cegt/programs/dpgtBS.html>

See our Lab [AT]

<http://www.flickr.com/photos/ccsu-graphics/>



Contact Address:

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Associate Professor

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Computer Electronics and Graphics Technology Department
Copernicus Hall - Room NC125 GRAPHICS/PRINT MEDIA LAB

Central Connecticut State University (CCSU)

New Britain, CT 06050

Tel. (860) 797 - 5797

Program revision

Bachelor of Science (B.S.) in Digital Printing & Graphics Technology to

B.S. in Graphics Technology

Career Tracks:

**Networking Information Technology, &
Interactive Computer Graphics Technology**

PROGRAM DESCRIPTION

Over the past two and a half decades, the printing industry (*graphic arts/graphic communications*) has been revolutionized by the influx of technology. As part of the graphic communications group of industries, it is ranked among the largest in the United States. Technology, workflow, management strategy, markets and customer expectations have changed. These changes have resulted in both opportunities and challenges and have created a need for college graduates who understand the entire digital graphics and print media process and possess the competencies necessary to manage print and non-print media related operations. Introduction of the internet led to the digital revolution dramatically changing the way we interact and communicate. In this scenario, print is just one of many media channels which consumers can access.

The value and role of printing continues to change as new technology is introduced in the industry. Today, the use of print is merged across multiple digital media communications channels, such as: web, mobile, and tablet publishing. Due to advancements in computer networking and web enabled media workflow automation technologies, graphics and print media have become a powerful multi-channel marketing and communications tool. Greater technical competence and expertise is required to control and manage the technologies and resources used in the graphics and print media industry.

The industry market segments like digital pre-media, photography, animation, video, web publishing, printing and packaging, and multimedia are merged together to create many new career opportunities. The degree program (B.S. in Graphics Technology) will prepare graduates for careers in the digital

graphics, print media, and associated industries specializing in: Internet, eMedia, 2D/3D Animation, 3D Printing, Game development, Visual effects, Interactive media, Transmedia, Motion media, Media workflow automation, Commercial Printing, Digital Printing, Package Printing, Advertising/Display Graphics, Photography, Direct Marketing Technologies and Imaging. This program prepares its students to be managers who are leaders, motivators, and communicators, and can deal with business issues ranging from policy information to production efficiency.

The B.S. in Graphics Technology is the only print based program in New England and continues

to serve local and regional industries with graduates. This program covers: Digital pre-media, digital printing, color reproduction, digital photography, graphic management information systems, press and post-press operations, as well as science and analytical mathematics, supplemental computer related courses, business and management courses round out the curriculum. All of the courses allow digital media content to be created and shared via computer-based publications, printed materials, interactive formats, as well as emerging digital media technologies.

The faculty that delivers this program, along with department leadership and an active Industrial Advisory Board, are committed to identifying emerging technologies and incorporating them into the curriculum as industry changes. The program requires 44 credit hours of university core courses. In addition to meeting university core curriculum requirements, students must complete 52 credit hours of major core requirements, students must select one of two career tracks (15 credit hours) to complete the 120 credit hour program (B.S. in Graphics Technology).

CAREER OUTCOMES

The majority of our graduates are employed by the industry as: Network enabled Media Technologists, Workflow Analysts, Integrated Media Graphic Designers, Web content creators, Management trainees, Production Supervisors, Job Planners and Estimators, Customer Service Representatives, Pre-media Technologists, and Digital Media Color Quality Coordinators. Some of the program graduates are owners of digital graphics, print and non-print media businesses.

Central Connecticut State University

1615 Stanley Street
New Britain, Connecticut 06050-4010

School of Engineering, Science and Technology

Department of
Computer Electronics & Graphics Technology

Effective:

Name/ID:

PROPOSED

Address:

B.S. in Graphics Technology

General Education

Study Area I - Arts and Humanities (9)

Literature (I**)	3
Art 120 - Design I	3
	3

Study Area II - Social Sciences (9)

ECON 200 or ECON 201	3
History (I**)	3
	3

Study Area III - Behavioral Sciences (6)

TM 190 (I)	3
	3

Study Area IV - Natural Scientific (6)

PHYS 111 w/lab	3
CHEM 161	3

Skill Area I - Communication Skills (6)

ENG 105 or ENG 110*	3
ENGR 290	3

Skill Area II - Mathematical (6)

STAT 104 *	3
Math 116 or Math 123	3

Skill Area III - Foreign Language

3 sequential years of one foreign language at the high school level

_____ passed the foreign language exam.

_____ Completed 112 or 114 foreign language courses

_____ completed above 112 or 114 foreign language course demonstration of native proficiency in a language other than English

Skill Area IV - Univ. Requirements (2-3)

PE 144 Fitness/ Wellness	2
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Total General Education 44

Major Requirements

	52	Fall	Sp
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GRT 112	Digital Imaging-Graphic Tech.	3	x	
GRT 212	Graphic Arts Processes	3	x	
GRT 242	Digital Color Cross-Media Workflow	3	x	
GRT 272	Packaging Technology	3		
GRT 342	Screen & Speciality Print Mfg.	3		
GRT 352	Color Management & Analysis	3		x - e
GRT 362	Est. & Sched. for Graphics Tech	3		x - o
GRT 422	Print & Package Distribution	3		
GRT 442	Print Production	3		x - e
GRT 462	Workflow Automation	3		

Related Requirements

CS 110	Intro to Internet Programming	3	x	x
CET 113 (FYE)	Intro to Information Processing	3	x	x
CEGT 200	Seminar	1	x	x
CEGT 400	Internship & Senior Seminar	3	x	x
TM 190	Global Quality Mgt Systems (SA II)		x	x
TM 362	Leading Project Teams	3	x	x
AC 210 or AC211	Industrial Acct or Financial Acct	3	x	x
MGT 295	Fund. Of Management	3	x	x
MKT 295	Fund. Of Marketing	3	x	x

Students must select one track

Networking Information Technology (NIT) Track (15 cr):

- CET 179 Basic Network Admin
- CET 229 Hardware Arch.
- CET 249 Intro to Networking Tech.
- CET 349 Network Routing
- CET 339 Computer Sys. Admin

Interactive Computer Graphics Technology (ICGT) Track (15 cr):

- CS 113 Intro to Computers
- GRT 222 2D Animation
- GRT 232 Intro to 3D Animation
- GRT 332 Adv. 3D Animation
- GRT 432 Cust & Develop in Animation Tech

Free elective to meet 120 credits:

Program Requirements:	111	Elective Credits:	9
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TOTAL CREDITS: 120

Double counting Restriction - Of the courses taken in the major and minor/concentration, a total of two courses may be counted to fulfill the Study Areas portion of the general education program.

RESIDENCY REQUIREMENTS: A minimum of 30 credits at CCSU with 15 credits in the Major and 9 credits in the Minor or Concentration (total of 24 in Major).

* **Placement Exam**

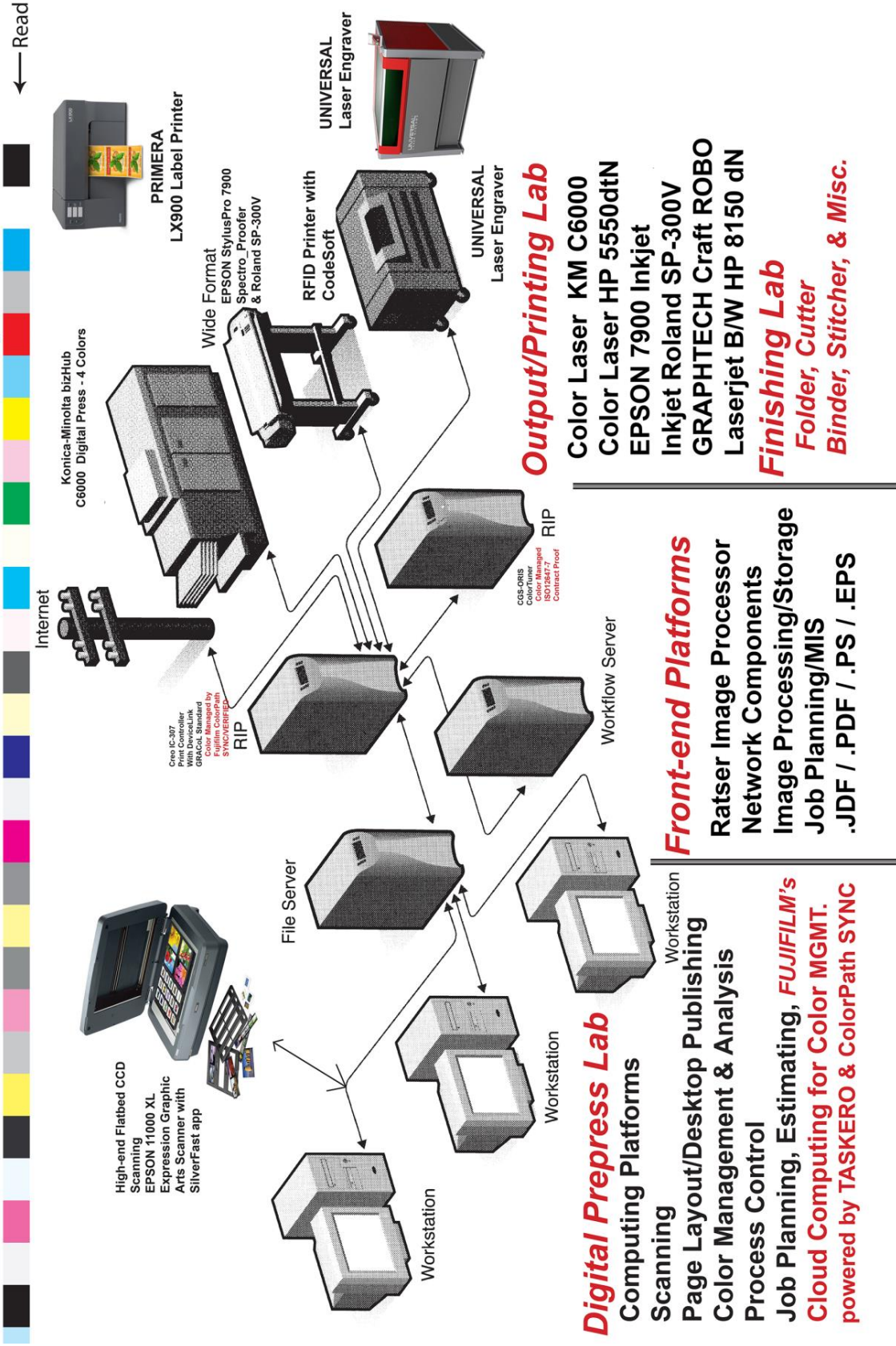
GRAPHICS TECHNOLOGY WORKFLOW MODEL NC125 GRAPHICS LAB

Present Workflow of Graphics Technology at CCSU

Designed/Implemented by: Dr. Haji Naik Dharavath

powered by HYBRID Front-End Systems / HYBRID Workflow

[Creo IC-307 + CGS-ORIS CertifiedWeb\ColorTuner\PressMatch +
EFI Metrix-2013 + FUJIFILM's Cloud Taskero\ColorPath\SYNC\VERIFIED +
Roland VersaWorks + RFID Me + CodeSoft + KM ColorCare]



graphics technology, moves beyond DESIGN!



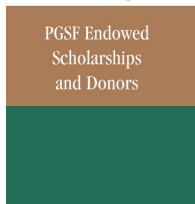
Scholarship Opportunities

for Graphics Technology

Step into the world of graphics ...



Central Connecticut State University
New Britain, CT 06050



ppcne



Private Donors/Foundations
Scholarships



Awarded by:

The Printing & Graphic Scholarship Foundation **(PGSF)**

Graphic Communications Scholarship Fund of New England **(GCSFNE)**

Electronic Document Systems Foundation **(EDSF)**

The Foundation of Flexography Technical Association **(FFTA)**

**We strive to move your
creativity beyond DESIGN!**

For more information, contact: dharavathh@ccsu.edu





**step into the world of
graphics @ CCSU**

