The internships give students specific access to industry-related job positions that have recently run the gamut from graphic design opportunities to product development coordination to website development. A requirement for graduation in this major, the internships have proven to be a valuable addition for student portfolios and resumes.

The Grafx Club takes on all types of graphics-related projects in conjunction with campus organizations including the production of such things as event materials (flyers, posters, brochures), textile printing such as t-shirts and other wearables and specialty items such as coffee mugs, water bottles or can koozies. Production is handled in the program’s well-equipped graphics lab where current print devices, computer technology and software resides for student use.

Check out the Grafx Club on Facebook! - Facebook.com/GrafxClub

This program is accredited by Graphic Technologies Department of Technology University of Northern Iowa
Graphic technologies is the study of technology needed to produce the millions of imaged products that are used in all aspects of our lives including both print and non-print media. Examples of these products are magazines, books, newspapers and packaging, as well as electronic media such as web sites, interactive video, and digital imaging.

**GRAPHIC TECHNOLOGIES**

*four year undergraduate Bachelor of Science Degree*

**THE GRAPHIC COMMUNICATIONS INDUSTRY IS ONE OF THE TOP TEN LARGEST INDUSTRIES IN THE UNITED STATES. IT IS A RAPIDLY GROWING INDUSTRY THAT INCLUDES MORE THAN 50,000 INDIVIDUAL COMMERCIAL FACILITIES DISPERSED THROUGHOUT ALL FIFTY STATES. THERE ARE MORE PRINT SHOPS IN THE UNITED STATES THAN THERE ARE MCDONALD’S IN THE WORLD.**

**PROGRAM HIGHLIGHTS!**

› The combination of lecture and hands-on activities provides students a broad understanding of the field
› Small class sizes allow you to receive a better education with more personal attention from your professors
› Internships, co-ops and design projects allow you to learn from and network with industry professionals.
› Dedicated faculty who have strong professional relations with industry and potential employers of program graduates

In addition to learning about technology, the Department of Technology’s graphic technologies program includes the study of management and supervision necessary to properly operate successful business enterprises. All imaging processes and methods are presented through laboratory activities, discussion, observation and formal study. Study will also include subjects such as:

› The creation of web sites for industry and organizations including eCommerce, interactive training and augmented reality.
› The creation of animation for scientific visualization.
› The study of data management and manipulation for high-end digital printing processes.

**CHECK OUT SOME POSITIONS HELD BY OUR RECENT GRADUATES!**

- Graphic designer
- Web developer
- Image capture specialist
- Digital photographer
- Pre-flight / Pre-press technician
- Job planner/coordinator
- Production scheduler
- Database administrator
- Project estimator
- Account executive
- Customer service
- Plant/production manager
- Quality control manager
- Distribution supervisor
- Print supervisor