

The seal of Moorpark College is a circular emblem. It features a central chalice with a flame rising from it. A scroll is draped over the top of the chalice. The words "MOORPARK COLLEGE" are inscribed around the perimeter of the seal, and the year "1967" is at the bottom. The seal is rendered in a light gray, semi-transparent style.

**MOORPARK
COLLEGE**

2015-2016
GENERAL CATALOG ADDENDUM

The following information includes corrections, additions, and approval status updates of courses and programs that occurred post 2015-2016 Catalog production.

STUDENT LEARNING DIVISIONS/DEPARTMENTS

PAGE: 4

COMMENTS*

Revised Dean Name: Dean Kim Hoffmans to
Dean Norman Marten

Revised Dean Name: Dean Patricia Ewins to
Dean John Loprieno

COURSE IDENTIFICATION NUMBERING SYSTEM (C-ID)

PAGE: 70

COMMENTS*

Corrected: ARTS 220 | MM M10 to
ARTS 250 | MM M10

APPENDIX XVIII SMOKING POLICY

PAGE: 294

COMMENTS*

Revised: Appendix XVIII Smoking Policy

VCCCD Smoking Policy

In the interest of the health and welfare of students, employees, and the public, smoking is banned during any instructional, programmatic, or official district or college function, in all District vehicles, in all District buildings, and within twenty feet of the exit or entrance of any building. Individual colleges may adopt a more restrictive policy.

Moorpark College Smoking Policy

In the interest of the health and welfare of students, employees and the public, smoking/tobacco/vaping is not permitted anywhere on the Moorpark College campus, except in some parking lots (see below).

All smoking/tobacco/vaping in and on Moorpark College facilities is expressly prohibited. Violators shall be subject to appropriate disciplinary action – see Student Code of Conduct.

As of August 2015, smoking/tobacco/vaping shall be allowed, with the exception of handicap areas, in the following areas only: parking lots B, F (designated area only), and PA.

Questions regarding this policy shall be directed to the President or his/her designee.

NOTE: Beginning August 2016 Moorpark College will be 100% Tobacco Free.

BIOLOGICAL SCIENCES

PAGE: 114

COMMENTS*

Added AS-T Degree: Biology AS-T

**ASSOCIATE IN SCIENCE IN BIOLOGY
FOR TRANSFER DEGREE**

The Associate in Science in Biology for Transfer (AS-T) is intended for students who plan to transfer and complete a bachelor's degree in Biology at a CSU campus. Students completing this AS-T degree are guaranteed admission to the CSU system but not necessarily to a particular campus or major of choice. Students should consult with a counselor for more information on admission to specific universities and their transfer requirements as individual schools may require different or additional course work to that listed for the AS-T in Biology.

To earn an AS-T in Biology, students must:

1. Complete 60 semester or 90 quarter CSU transferable units.
2. Obtain a minimum grade point average (GPA) of at least 2.0 in all CSU transferable coursework. While a minimum of 2.0 is required for admission, some transfer institutions and majors may require a higher GPA.
3. Complete 35 specified major units. All courses in the major must be completed with a grade of C or better or a "P" if the course is taken on a "pass-no-pass" basis (Title 5 § 55063). Even though a "pass-no-pass" is allowed, it is highly recommended that students complete their major courses with a grade.
4. Obtain certification of the Intersegmental General Education Transfer Curriculum for Science, Technology, Engineering, Math (IGETC for STEM) or the California State University General Education-Breadth for Science, Technology, Engineering, Math (CSU GE-Breadth for STEM) pattern.

REQUIRED CORE	UNITS
Complete the following courses (10 Units):	
BIOL M02A/M02AH General Biology I/Honors	5.0
BIOL M02B General Biology II	5.0
UNITS from LIST A	15.0
<u>UNITS from PHYSICS REQUIREMENT</u>	<u>10.0</u>
TOTAL UNITS	35.0

LIST A - Complete the following courses (15 Units):

CHEM M01A/M01AH	General Chemistry I/Honors	5.0
CHEM M01B	General Chemistry II	5.0
MATH M25A/M25AH	Calculus with Analytic Geometry I/Honors	5.0

**PHYSICS REQUIREMENT: Select and complete one
Physics sequence with corresponding labs (10 Units):**

PHYS M10A	General Physics I	4.0
PHYS M10AL	General Physics I Lab	1.0
PHYS M10B	General Physics II	4.0
PHYS M10BL	General Physics II Laboratory	1.0

OR

PHYS M20A	Mechanics of Solids and Fluids	4.0
PHYS M20AL	Mechanics of Solids and Fluids Lab	1.0
PHYS M20B	Thermodynamics, Electricity and Magnetism	4.0
PHYS M20BL	Thermodynamics, Electricity and Magnetism Laboratory	1.0

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COMMENTS*

Added Certificate of Achievement: Pre-Allied Health
Certificate of Achievement

**PRE-ALLIED HEALTH CERTIFICATE OF
ACHIEVEMENT**

To earn a Pre-Allied Health Certificate of Achievement students must complete 21 specified units. This program prepares the student for entry into many health professional programs. These courses provide some of the prerequisites for advanced training in the medical field for occupations such as nursing, dental hygiene, physical therapy, occupational therapy, medical laboratory technicians, and radiological sciences. To earn this certificate of achievement, students must complete the required courses with a "C" grade or higher.

REQUIRED CORE	UNITS
Complete the following courses (13 Units):	
ANAT M01 Human Anatomy	4.0
MICR M01 General Microbiology	5.0
PHSO M01 Human Physiology	4.0
UNITS from LIST A	5.0
<u>UNITS from LIST B</u>	<u>3.0</u>
TOTAL UNITS	21.0

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LIST A – Select and complete one chemistry course from the courses listed below (5 Units):

CHEM M01A/M01AH	General Chemistry I/Honors	5.0
CHEM M11	Foundations of General, Organic, and Biochemistry	5.0

LIST B – Select and complete one social science course from the courses listed below (3 Units):

ANTH M02	Cultural Anthropology	3.0
COMM M01	Public Speaking	3.0
PSY M01/M01H	Introduction to Psychology/Honors	3.0
SOC M01/M01H	Introduction to Sociology/Honors	3.0

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COMMENTS*

Renumbered Course: From BIOL M11A to BIOL M13
 Revised Course Title: From Introduction to Biotechnology & Molecular Biology I to Introduction to Biotechnology & Molecular Biology

BIOL M13 – INTRODUCTION TO BIOTECHNOLOGY & MOLECULAR BIOLOGY 4 UNITS

Prerequisites: None

Class Hours: 3 lecture, 3 lab

Examines the role of molecular biology in the manufacturing of commercial pharmaceutical and agricultural products. Introduces students to basic biotechnology laboratory skills, including documentation, safety, and solution and buffer preparation. Develops student proficiency in aseptic techniques, spectrophotometry, molecular biology techniques, and electrophoresis. (Formerly BIOL M11A.) (Same as BIOT M10.) Applies to Associate Degree. Transfer credit: CSU; UC

BIOTECHNOLOGY

PAGE: 119

COMMENTS*

Corrected CoA Required Courses: Biotechnology Manufacturing Operator (Removed "OR" between BIOL M13 and BIOT M02A)

BIOTECHNOLOGY MANUFACTURING OPERATOR CERTIFICATE OF ACHIEVEMENT

The Biotechnology Manufacturing Operator Certificate of Achievement offers fundamental skills often needed for entry level positions in biotechnology manufacturing.

To earn a Certificate of Achievement for Biotechnology Manufacturing Operator, students must complete 12-13 specified units.

REQUIRED COURSES		UNITS
BIOL M01	Introduction to Biology	4.0
OR		
BIOL M02A	General Biology I	5.0
BIOT M10	Introduction to Biotechnology & Molecular Biology	4.0
OR		
BIOL M13	Introduction to Biotechnology & Molecular Biology	4.0
BIOT M02A	Environmental Control and Process Support	2.0
OR		
BIOL M12A	Environmental Control and Process Support	2.0
BIOT M02B	Manufacturing: Quality Control and Validation	2.0
OR		
BIOL M12B	Manufacturing: Quality Control and Validation	2.0
TOTAL UNITS		12.0 – 13.0

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COMMENTS*

Renumbered Course: From BIOT M01A to BIOT M10
Revised Course Title: From Introduction to
Biotechnology & Molecular Biology I to Introduction to
Biotechnology & Molecular Biology

BIOT M10 – INTRODUCTION TO BIOTECHNOLOGY & MOLECULAR BIOLOGY 4 UNITS

Prerequisites: None

Class Hours: 3 lecture, 3 lab

Examines the role of molecular biology in the manufacturing of commercial pharmaceutical and agricultural products. Introduces students to basic biotechnology laboratory skills, including documentation, safety, and solution and buffer preparation. Develops student proficiency in aseptic techniques, spectrophotometry, molecular biology techniques, and electrophoresis. (Formerly BIOT M01A.) (Same as BIOL M13.) Applies to Associate Degree. Transfer credit: CSU; UC

BUSINESS ADMINISTRATION

PAGE: 122
COMMENTS*

Revised AS Degree: Business Administration AS
(Revised TOTAL UNITS from 25-26 to 25, Revised
REQUIRED COURSES, Revised LIST A)

ASSOCIATE IN SCIENCE IN BUSINESS ADMINISTRATION DEGREE

Study in business leads to a wide range of opportunities in a variety of industries such as banking, health care/biotechnology, law, entertainment, defense, computer/electronics, and education, as well as in government agencies and not-for-profit organizations. Students completing the Associate in Science in Business Administration degree program will expand their knowledge of the fundamentals of business/organizational operations as preparation for entering or advancing in positions within these same industries and organizations. This degree program may also be appropriate for those planning to transfer into a business program at a college or university outside the CSU system.

To earn an Associate in Science in Business Administration, students must complete 25 specified units, the college's General Education requirements and/or elective units for a minimum of 60 units.

In addition to General Education Degree Requirements, complete the following:

REQUIRED COURSES		UNITS
Complete the following courses (16 Units):		
BUS M30	Introduction to Business	3.0
BUS M31	Introduction to Management	3.0
BUS M33	Business Law	3.0
BUS M37	Marketing	3.0
CIS M16	Introduction to Information Systems	4.0
UNITS from LIST A		3.0
UNITS from LIST B		6.0
TOTAL UNITS		25.0

LIST A - Select and complete one (1) course (3 units) from the following:

ACCT M01	Introduction to Accounting	3.0
ACCT M110	Financial Accounting	3.0

LIST B - Select and complete two (2) courses (6 units) from the following:

ACCT M120	Managerial Accounting	3.0
BUS M32	Entrepreneurship and Small Business Management	3.0
BUS M35	Sales Techniques 3.0	
BUS M39	Business Communication	3.0
BUS M40	International Business	3.0
BUS M41	Principles of Retailing	3.0
ECON M01	Principles of Microeconomics	3.0
ECONM02/M02H	Principles of Macroeconomics/Honors	3.0
Any course from LIST A not already used		

CNSE

PAGE: 136

COMMENTS&

Added CNSE: Technical Support Specialist Certificate of Achievement

**CNSE: TECHNICAL SUPPORT SPECIALIST
CERTIFICATE OF ACHIEVEMENT**

To earn a Certificate of Achievement in CNSE: Technical Support Specialist, students must complete a minimum of 17-21 units. The Technical Support Specialist program offers training in the fundamentals of computer hardware, networking, and software applications. The program is oriented towards hands-on courses in order to prepare students for employment in the computer service and support industry. Computer support specialists provide technical assistance, support, and advice to customers and other users. This occupational group includes technical support specialists and help-desk technicians. In addition, this program could also serve as a starting point for certifications and/or degrees in computer science, computer networking, and computer information systems including professional certifications offered by Microsoft and Cisco.

REQUIRED COURSES (13 Units)	UNITS
CNSE M01 Networking Fundamentals	4.0
CNSE M05 Fundamentals of Computer Networking	4.0
CNSE M30 MS Windows Administration	3.0
CNSE M55 Linux Networking and System Administration	3.0
UNITS from LIST A	2.0 - 4.0
UNITS from LIST B	2.0 - 4.0
TOTAL UNITS	17.0 – 21.0

**LIST A - Select and complete one (1) course
(2-4 units) from the following:**

CNSE M06 Fundamentals of IT Essentials	4.0
CNSE M59 Windows Desktop Support	2.0

**LIST B - Select and complete one (1) course
(2-4 units) from the following:**

CS M10A Introduction to Computer Programming Using Structured C++	4.0
CS M10J Introduction to Computer Programming Using Java	4.0
CNSE M58 MySQL-PHP Web Database Fundamentals	2.0
CNSE M67 VMware vSphere Fundamentals	3.0
CNSE M82 Introduction to Network Security	2.0

EDUCATION

PAGE: 153

COMMENTS*

Added AA-T Degree: Elementary Teacher Education AA-T

**ASSOCIATE IN ARTS IN ELEMENTARY TEACHER
EDUCATION FOR TRANSFER**

The Associate in Arts in Elementary Teacher Education for Transfer (AA-T) is intended for students who plan to transfer and complete a bachelor's degree in Liberal Studies, Integrated Teacher Education, or a major deemed similar at a CSU campus. Students completing this AA-T degree are guaranteed admission to the CSU system, but not necessarily to a particular CSU campus or major of their choice. Students should consult with a counselor for more information on university admission and transfer requirements as this AA-T in Elementary Teacher Education may not be the best option for students intending to transfer to a particular CSU campus or to a college or university that is not part of the CSU system. To earn an AA-T in Elementary Teacher Education, students must:

1. Complete 60 semester or 90 quarter CSU transferable semester units.
2. Obtain a minimum grade point average (GPA) of at least 2.0 in all CSU-transferable coursework. While a minimum of 2.0 is required for admission, some majors may require a higher GPA.
3. Complete 50 specified major units. All courses in the major must be completed with a grade of C or better or a "P" if the course is taken on a "pass-no-pass" basis (Title 5 § 55063). Even though a "pass-no-pass" is allowed, it is highly recommended that students complete their major courses with a grade.
4. Obtain certification of the California State University General Education-Breadth pattern (CSU GE-Breadth) or the Intersegmental General Education Transfer Curriculum (IGETC for CSU) pattern.

NOTE: Although the IGETC pattern is permissible for the Associate Degree for Transfer, MATH M10 is NOT an approved course for the IGETC pattern, therefore it's recommended that the student complete the CSU GE-Breadth pattern for this degree or complete a transferable math course that is approved for the IGETC, as part of the completion of the IGETC.

REQUIRED CORE	UNITS
Select and complete the following courses (40 units):	
BIOL M01 Introduction to Biology	4.0
CD M02 Human Development: Infancy through Adolescence	3.0
COMM M01 Public Speaking	3.0
EDU M02 Introduction to Elementary Teaching	3.0
ENGL M01A/M01AH English Composition/Honors	4.0
ENGL M01B/M01BH Literature: Critical Thinking and Composition/Honors	4.0
GEOG M03/M03H World Regional Geography/Honors	3.0
GEOL M121 Earth Science with Lab	4.0
HIST M07A Social and Political History of the United States I	3.0
HIST M20A World History I	3.0
MATH M10 Mathematics for Elementary Teachers	3.0
POLS M03/M03H American Government and Politics	3.0
UNITS from SCIENCE REQUIREMENT	4.0
UNITS from LIST A	3.0
UNITS from LIST B	3.0
TOTAL UNITS	50.0

SCIENCE REQUIREMENT - Select one science course with a corresponding lab (4 units):

CHEM M12/M12H Introductory Chemistry I/Honors	4.0
PHSC M01 Principles of Physical Science	3.0
AND	
PHSC M01L Principles of Physical Science Lab	1.0
PHYS M01 Descriptive Physics	3.0
AND	
PHYS M01L Descriptive Physics Lab	1.0

LIST A - Select one course from the following (3 units):

COMM M25 Introduction to Rhetorical Criticism	3.0
ENGL M01C/M01CH Critical Thinking and Composition/Honors	3.0
PHIL M05 Critical Thinking and Analytic Writing	3.0

LIST B - Select one course from the following (3 units):

ARTH M10/M10H Art Appreciation/Honors	3.0
MUS M08 Music Appreciation	3.0
THA M01 Introduction to Theatre	3.0

FILM STUDIES

PAGE: 170

COMMENTS*

Revised Course Title: From Contemporary American Film to Contemporary American Cinema

FILM M31 – CONTEMPORARY AMERICAN CINEMA 3 UNITS

Prerequisites: None

Recommended Prep: FILM M10

Class Hours: 3 lecture

Analyzes works of contemporary American cinema, examining theme and focus, industrial practices (conglomerate and indie), narrative presentations, selected genres, cultural representations (gender, race, class and sexuality). Examines key filmmakers and movements. (Formerly HUM M06.) Applies to Associate Degree. Transfer credit: CSU; UC

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COMMENTS*

Revised Course Title: From Contemporary World Film to Contemporary Global Cinema

FILM M32 – CONTEMPORARY GLOBAL CINEMA 3 UNITS

Prerequisites: None

Recommended Prep: FILM M10

Class Hours: 3 lecture

Introduces contemporary global cinemas to include the examination of genres, themes, styles, and industrial practices. Emphasizes cultural, economic, and political influences as artistically determining factors. Explores film and cultural theories such as transnationalism, global and local cinema, and Orientalism. (Formerly HUM M05.) Applies to Associate Degree. Transfer credit: CSU; UC

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COMMENTS*

Revised Course Title: From Film Directors to Directors and Genres

FILM M41 – DIRECTORS AND GENRES 3 UNITS

Prerequisites: None

Recommended Prep: FILM M10

Class Hours: 3 lecture

Provides a focused study on the careers of selected cinema and media "auteurs" (directors) and examines their body of work in artistic, social, historical, and industrial terms. Examines recurring genres, themes, motifs, techniques, and aesthetic choices that define various directors' signature visual styles. Applies to Associate Degree. Transfer credit: CSU; UC

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COMMENTS*

Revised Course Title: From Images of Women in Film to Women in Cinema

FILM M51 – WOMEN IN CINEMA 3 UNITS

Prerequisites: None

Recommended Prep: FILM M10

Class Hours: 3 lecture

Examines the intersections of gender, race, class and sexuality in American and/or international film using critical and historical perspectives. Surveys the economic, historical, and social influences upon these representations from early cinema to the present, focusing primarily on images of women. Analyzes women's filmmaking, images of masculinity, and various "screen sexualities." Introduces a variety of film theories and analytical perspectives. (Formerly HUM M18). Applies to Associate Degree. Transfer credit: CSU; UC

GAME DESIGN

PAGE: 174

COMMENTS[&]

Added Associate in Science in Game Design

ASSOCIATE IN SCIENCE IN GAME DESIGN

The Game Design program is designed to prepare students for freelance careers and/or entry-level employment as independent game developers or with game design and development companies. Students explore creative, technical, critical, and design-based solutions to real world issues in order to meet the rigors of a dynamically evolving array of game-oriented professions. To earn an Associate in Science in Game Design, students must complete 34-37 specified units, plus General Education Degree Requirements. In addition to General Education degree requirements, complete the following:

REQUIRED CORE	UNITS
Complete the following courses: (28-31):	
MM M10 Introduction to Digital Media	3.0
MM M40 3D Fundamentals	3.0
GAME M101 Introduction to Game Design	3.0
GAME M102 Game Design Technologies	3.0
GAME M110 Game Theory and Mechanics	3.0
GAME M115 Game Level Design	3.0
MM M50 Interactive Design	3.0
GAME M201 Game Prototyping	3.0
GAME M80 Internship in Game Design	1.0 - 4.0
GAME M210 Game Design Studio	3.0
<u>UNITS from ELECTIVE COURSES</u>	<u>6.0</u>
TOTAL UNITS	34.0 – 37.0

ELECTIVE COURSES

Select and complete 2 courses (6 Units):

GAME M205 Mobile Game Development	3.0
GR M27 Image Editing	3.0
OR	
PHTC M33 Image Editing	3.0
ART M40 Beginning Illustration	3.0
ARTH M13 History of Art: Modern through Contemporary	3.0
BUS M37 Marketing	3.0
BUS M38 Advertising	3.0
GR M10 Design and Society	3.0
FTVM M11 Introduction to Media Writing	3.0
MUS M03 Introduction to Music Technology	3.0
MM M20 Web Design	3.0

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COMMENTS[^]

Added Certificate of Achievement: Game Design

GAME DESIGN CERTIFICATE OF ACHIEVEMENT

The Game Design program is designed to prepare students for freelance careers and/or entry-level employment as independent game developers or with game design and development companies. Students explore creative, technical, critical, and design-based solutions to real world issues in order to meet the rigors of a dynamically evolving array of game-oriented professions. To earn a Certificate of Achievement in Game Design, students must complete 21 specified units.

REQUIRED CORE	UNITS
Select and complete the following courses (15 Units):	
MM M10 Introduction to Digital Media	3.0
GAME M101 Introduction to Game Design	3.0
GAME M102 Game Design Technologies	3.0
GAME M110 Game Theory and Mechanics	3.0
GAME M201 Game Prototyping	3.0
<u>UNITS from ELECTIVE COURSES</u>	<u>6.0</u>
TOTAL UNITS	21.0

ELECTIVE COURSES

Select and complete 2 courses (6 Units):

GR M27 Image Editing	3.0
OR	
PHTC M33 Image Editing	3.0
MM M40 3D Fundamentals	3.0
MM M50 Interactive Design	3.0
ART M40 Beginning Illustration	3.0
FTVM M11 Introduction to Media Writing	3.0
MUS M03 Introduction to Music Technology	3.0
GAME M205 Mobile Game Development	3.0

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COMMENTS⁺

Added New Discipline: Game Design
Added New Course: GAME M80

**GAME M80 – INTERNSHIP IN
GAME DESIGN** **1-4 UNITS**

Prerequisites: Completion of or concurrent enrollment in one course in the discipline and instructor approval
Class Hours: Hours as Arranged

Provides on-the-job learning to develop effective work habits, attitudes, and career awareness in paid or unpaid internships that are related to the discipline. Involves the development and documentation of learning objectives and the completion of an internship paper, presentation, or project. Includes both workplace supervisor and faculty adviser feedback and/or written evaluations. To take this course, contact the Career Transfer Center. Requires orientation session. Students receive one unit of credit for each 60 hours unpaid or 75 hours paid work. May enroll in up to 4 units a semester with a maximum of 16 total units of any type of work experience. Applies to Associate Degree. Transfer credit: CSU

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COMMENTS⁺

Renumbered and Renamed Discipline: From MM M70 to GAME M101

**GAME M101 – INTRODUCTION TO
GAME DESIGN** **3 UNITS**

Prerequisites: None

Class Hours: 2 lecture, 3 lab

Provides an overview of all aspects of the game industry. Introduces game design and development terminology, principles, tools, and techniques. Explores gameplay, game design production processes, play testing, game analysis, game story development, game pitches, and game design documents. Examines the history and theories of game design, explores a variety of game genres, and addresses common legal and ethical concerns in the game development industry. Uses game development tools to create simple prototypes that emphasize concepts learned during the course of the semester. (Formerly MM M70.) Applies to Associate Degree. Transfer credit: CSU; UC

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COMMENTS^{*}

Added New Course: GAME M102

**GAME M102 – GAME DESIGN
TECHNOLOGIES** **3 UNITS**

Prerequisites: GAME M101

Recommended Prep: MM M10

Class Hours: 2 lecture, 3 lab

Introduces the fundamentals, concepts, and vocabulary of computer game tools and techniques. Covers a variety of digital tools and game engines to create playable environments. Includes topics such as game design technologies, virtual world building, game flow, pacing, schooling and planning, and deployment strategies such as desktop, console, and web. Previous computer programming experience is not required. Applies to Associate Degree. Transfer credit: CSU

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COMMENTS[^]

Added New Course: GAME M110

**GAME M110 – GAME THEORY
AND MECHANICS** **3 UNITS**

Prerequisites: GAME M101

Recommended Prep: MM M10

Class Hours: 2 lecture, 3 lab

Covers the "rules of play" for game design. Applies the principles of theory and mechanics, as well as contemporary design techniques within the domain of analog game design. Applies to Associate Degree. Transfer credit: CSU

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COMMENTS[&]

Added New Course: GAME M115

GAME M115 – GAME LEVEL DESIGN 3 UNITS

Prerequisites: GAME M101

Recommended Prep: MM M10 and GAME M102 and GAME M110

Class Hours: 2 lecture, 3 lab

Introduces the process of designing video game levels on paper and quickly iterating on the designs. Explores architectural techniques and theories for game level designers to use in their own work. Connects architecture and level design in different ways that address the practical elements of how designers construct space and the experiential elements of how and why humans interact with this space. Implements final level designs using a commercial game engine to further understand how the level will be seen from the player's perspective. Applies to Associate Degree. Transfer credit: CSU

PAGE: 174
COMMENTS⁺

Renumbered and Renamed Discipline: From MM M75 to GAME M201

GAME M201 – GAME PROTOTYPING 3 UNITS

Prerequisites: GAME M101

Recommended Prep: MM M10 and GAME M102 and GAME M110 and GAME M115

Class Hours: 2 lecture, 3 lab

Explores game prototyping through hands-on projects using a variety of analog and digital prototyping techniques. Covers 2D and 3D games, as well as concepts such as instruction creation, playtesting, iteration, User Interface design, and deployment. (Formerly MM M75.) Applies to Associate Degree. Transfer credit: CSU

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COMMENTS[&]

Added New Course: GAME M205

GAME M205 – MOBILE GAME DEVELOPMENT 3 UNITS

Prerequisites: GAME M101

Recommended Prep: MM M10 and GAME M102 and GAME M110 and GAME M115 and GAME M201

Class Hours: 2 lecture, 3 lab

Provides an in-depth introduction to technologies and techniques used to create mobile games. Introduces looping, decision making, objects, and events. Shows the importance of learning curves and difficulty curves in the design and development of 2D games. Explores music, sound, and graphics implementation. Covers the workflow of packaging computer game-oriented apps for software publishing marketplaces. Applies to Associate Degree. Transfer credit: CSU

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COMMENTS[&]

Added New Course: GAME M210

GAME M210 – GAME DESIGN STUDIO 3 UNITS

Prerequisites: GAME M101 and GAME M102 and GAME M110 and GAME M115 and GAME M201

Recommended Prep: MM M10 and GAME M205

Class Hours: 2 lecture, 3 lab

Emphasizes creating substantial, artistic game design concepts within an interdisciplinary team-driven environment. Covers advanced topics in game design, game programming, software project management, and indie game marketing channels. Includes design reviews, formal presentations, play testing, debugging, and job interview techniques. Includes the production of a comprehensive capstone project, corresponding web-based promotional presence, and a personal résumé and portfolio. Applies to Associate Degree. Transfer credit: CSU

GRAPHICS

PAGE: 180

COMMENTS*

Revised Course Title: From Visual Technologies to Introduction to Computer Graphics

**GR M23 – INTRODUCTION TO 3 UNITS
COMPUTER GRAPHICS**

Prerequisites: None

Class Hours: 2 lecture, 3 lab

Introduces visual technologies, concepts and principles of production used by designers and media artists.

Explores software applications as they relate to current methods of design and media arts production.

Emphasizes the development of fundamental computer skills and an understanding of the relationship between digital media and visual design. Applies to Associate Degree. Transfer credit: CSU

MULTIMEDIA

PAGE: 207

COMMENTS*

Corrected C-ID: MM M10 from ARTS 220 to ARTS 250

MM M10 – INTRODUCTION TO DIGITAL MEDIA 3 UNITS

Prerequisites: None

Recommended Prep: Eligibility for ENGL M01A

Class Hours: 2 lecture, 3 lab

C-ID: ARTS 250

Introduces visual technologies, concepts and principles of design and production used by designers and media artists. Explores software applications as they relate to current methods of design and media arts production for print, screen, animation, interactivity, and 3D design. Investigates the historical and conceptual relationship between art, media, and technology. Applies to Associate Degree. Transfer credit: CSU

NURSING SCIENCE

PAGE: 218

COMMENTS+

Renumbered Course: From NS M60C to NS M40

NS M40 – LABOR & DELIVERY ROOM NURSING 2 UNITS

Prerequisites: None

Class Hours: 2 lecture

Develops the knowledge, skills, and attitudes required of nurses in promoting a safe labor and delivery. Develops critical thinking and clinical reasoning in caring for the intrapartum patient. Utilizes a systematic approach to assessment and prioritization of nursing care for the intrapartum woman and the fetus. This course is intended for nursing students who have completed their obstetric theory and clinical rotation, registered nurses or licensed vocational nurses. (Formerly NS M60C.) Does NOT apply to Associate Degree.

PHOTOGRAPHY

PAGE: 222

COMMENTS⁺

Revised Certificate: Photography Certificate of Achievement (Revised REQUIRED COURSES, Revised TOTAL UNITS from 17.5 to 21.5)

PHOTOGRAPHY CERTIFICATE OF ACHIEVEMENT

To earn a Certificate of Achievement in Photography, students complete 21.5 specified units. This program is designed for students to acquire the skills necessary to enter the very competitive profession of photography. Instruction is provided in both black and white and color photography, analog and digital technologies, along with mastery of the latest equipment.

REQUIRED COURSES	UNITS
PHOT M10 Beginning Photography	3.0
PHOT M20 Intermediate Photography	3.0
PHOT M30A Advanced Photography I	3.0
PHOT M40 History of Photography	3.0
PHTC M31A Studio Lighting I	2.0
PHTC M33 Image Editing	3.0
OR	
GR M27 Image Editing	3.0
PHTC M35 Introduction to Photojournalism	3.0
PHTC M50 Laboratory Practice in Photography I	1.5
TOTAL UNITS	21.5

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COMMENTS^{*}

Renumbered Course: From PHTC M31 to PHTC M31A
 Revised Course Title: From Studio Lighting to Studio Lighting I

PHTC M31A – STUDIO LIGHTING I 2 UNITS

Prerequisites: PHOT M10 or Suitable portfolio

Class Hours: 0.5 lecture, 4.5 lab

Introduces basic studio lighting techniques and principles utilizing artificial light sources as used in commercial and fine art photographic applications. Emphasizes the control and quality of light. Includes still life and studio portraiture. (Formerly PHTC M31.)
 Applies to Associate Degree. Transfer credit: CSU

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COMMENTS^{*}

Revised Course Title: From Basic Photojournalism to Introduction to Photojournalism

PHTC M35 – INTRODUCTION TO PHOTOJOURNALISM 3 UNITS

Prerequisites: PHOT M10 or Suitable portfolio

Class Hours: 2 lecture, 3 lab

Introduces aspects of film and digital photography applicable to documentary, multimedia, film, mass communication, broadcast and print journalism. Concentrates on translating ideas to images for reproduction in print and multimedia presentations. Stresses storytelling and lighting techniques and explores philosophical, historical and ethical issues in the field of photojournalism. Introduces professional photographic practices. (Formerly PHOT M35). Applies to Associate Degree. Transfer credit: CSU; UC

DISCONTINUED DEGREES AND CERTIFICATES*

Please refer to the 2015-16 College Catalog for current program information or meet with a Counselor to discuss alternative options.

Discontinued Degrees

- Astrophysics, A.S. Degree
- Business Accounting, A.S. Degree
- Business Management, A.S. Degree
- Business Sales & Marketing, A.S. Degree
- Health Information Management, A.S. Degree
- Mathematics, A.A Degree
- Music, A.A. Degree
- Multimedia: Multimedia Animation, A.S. Degree
- Multimedia: Multimedia Broadcast, A.S. Degree
- Multimedia: Multimedia Business, A.S. Degree
- Multimedia: Multimedia Communication, A.S. Degree
- Multimedia: WWW Design, A.S. Degree
- Photojournalism, A.S. Degree
- Physical Education: Human Performance, A.A., Degree
- Theatre Arts: Directing, A.A. Degree

Discontinued Certificates

- Child Development: Infant/Toddler, Certificate of Achievement
- Child Development: Master Teacher, Certificate of Achievement
- Child Development: Preschool, Certificate of Achievement
- Child Development: School Age Child Care, Certificate of Achievement
- Child Development: Site Supervisor, Certificate of Achievement
- Child Development: Teacher Permit, Certificate of Achievement
- Multimedia: Multimedia Animation, Certificate of Achievement
- Multimedia: Multimedia Broadcast, Certificate of Achievement
- Multimedia: Multimedia Business, Certificate of Achievement
- Multimedia: Multimedia Communication, Certificate of Achievement
- Multimedia: WWW Design, Certificate of Achievement
- Music: Choral Conducting, Certificate of Achievement
- Music: Instrumental Conducting, Certificate of Achievement
- Music: Vocal Performance, Certificate of Achievement
- Photojournalism, Certificate of Achievement
- Sales and Marketing, Certificate of Achievement
- Therapeutic Massage, Certificate of Achievement