



Curriculum Committee Agenda

Wednesday, April 17, 2019, 3:00 p.m.
Loft Conference Room – Drescher Hall 300-E

Members:

Brenda Antrim, <i>Chair</i>	Guido Davis Del Piccolo	William Konya	Lee Pritchard
Jennifer Merlic, <i>Vice Chair</i>	Christina Gabler	Jae Lee	Lydia Strong
Eve Adler	Gary Huff	Jing Liu	Toni Trives
Wynn (Robert) Armstrong	Eric Hwang (A.S. Rep)	Estela Narrie	Audra Wells
Jason Beardsley	Maral Hyeler	Dana Nasser	A.S. Representative
Sheila Cordova	Sasha King	Yvonne Ortega	

Interested Parties:

Clare Battista	Susan Caggiano	Stacy Neal	Scott Silverman
Maria Bonin	Rachel Demski	Patricia Ramos	Esau Tovar
Patricia Burson	Vicki Drake	Isabel Rodriguez (A.S. President)	Tammara Whitaker
Dione Carter	Kiersten Elliott	Estela Ruezga	

Ex-Officio Members:

Nathaniel Donahue

(Information items are listed numerically; action items are listed alphabetically)

- I. Call to Order and Approval of Agenda
- II. Public Comments *(Two minutes is allotted to any member of the public who wishes to address the Committee.)*
- III. Announcements
- IV. Approval of Minutes 3
- V. Chair’s Report

- VI. Information Items
 - 1. Redesign of the Student Experience

(Courses: Non-Substantial Changes)

 - 2. ANTHRO 14 Sex Gender and Culture
 - 3. ART 21A Figure Drawing I
 - 4. ART 21B Figure Drawing II
 - 5. ART 33 Figure Painting
 - 6. CIS 4 Business Information Systems with Applications
 - 7. CIS 30 Microsoft Excel
 - 8. CIS 32 Microsoft Access
 - 9. CIS 37 Microsoft Word
 - 10. CIS 39 MS Outlook - Comprehensive Course
 - 11. CIS 54 Web Development and Scripting
 - 12. CS 5 Programming Logic
 - 13. CS 7 Programming for Non-Computer Science Majors
 - 14. CS 50 C Programming
 - 15. CS 53A iOS Development with Swift
 - 16. CS 53B iOS Mobile App Development

- 17. CS 55 Java Programming
- 18. CS 56 Advanced Java Programming
- 19. CS 79C Compute Engines in Amazon Web Services
- 20. CS 79D Security in Amazon Web Services
- 21. CS 79E Best Practices in Amazon Web Services
- 22. CS 80 Internet Programming
- 23. CS 81 Javascript Programming
- 24. CS 85 PHP Programming
- 25. MATH 20 Intermediate Algebra

VII. Action Items

(Courses: New)

- a. PRO CR 26 Exercise Programming for Special Populations.....6

(Courses: Substantial Changes)

- b. ANIM 1 Storytelling (changed: course discipline name, number - was “ET 2”) 8
- c. ANIM 2 2D Animation Fundamentals (changed: course discipline name/number - was “ET 19A”; catalog description, SLOs)..... 10
- d. ANIM 21 Advanced 2D Animation (changed: course discipline name, number - was “ET 23”; catalog description, SLOs) 12

(Courses: Distance Education)

- e. PRO CR 10 Introduction to Kinesiology 14

(Programs: New)

- f. Animation Foundation Certificate of Achievement21

(Programs: Revisions)

- g. Changes to degrees and certificates as a result of courses considered on this agenda
- h. 2D Animation Certificate of Achievement..... 30
- i. 3D Animation Certificate of Achievement..... 39
- j. 3D Production Certificate of Achievement..... 48
- k. Animation Certificate of Achievement 57
- l. Visual Development Certificate of Achievement 69
- m. Website Creator Certificate of Achievement 86
- n. Website Development Management Certificate of Achievement 93

VIII. New Business

IX. Old Business

X. Adjournment

Please notify Jennifer Merlic (x4616), Brenda Antrim (x3538), or Rachel Demski (x4649) if you are unable to attend this meeting.



Curriculum Committee Minutes

Wednesday, April 3, 2019, 3:00 p.m.
Loft Conference Room – Drescher Hall 300-E

Members Present:

Brenda Antrim, <i>Chair</i>	Guido Davis Del Piccolo	William Konya	Lydia Strong
Jennifer Merlic, <i>Vice Chair</i>	Christina Gabler	Jae Lee	Toni Trives
Eve Adler	Gary Huff	Jing Liu	Audra Wells
Wynn (Robert) Armstrong	Eric Hwang (A.S. Rep)	Dana Nasser	
Jason Beardsley	Maral Hyeler	Yvonne Ortega	
Sheila Cordova	Sasha King	Lee Pritchard	

Members Absent:

Estela Narrie

Others Present:

Lisa Collins	Helen LeDonne	Lauren Movius	Josh Sanseri
Rachel Demski	Jennifer Mason	Deborah Perret	Scott Silverman
Vicki Drake	Eric Minzenberg		

(Information items are listed numerically; action items are listed alphabetically)

I. Call to Order and Approval of Agenda

The meeting was called to order at 3:07 pm. Motion to approve the agenda with no revisions.

Motion made by: Jing Liu; **Seconded by:** Dana Nasser

Y: 18; N: 0; A: 1 (Gary Huff)

(Toni Trives was not present for vote.)

II. Public Comments

None

III. Announcements

None

IV. Approval of Minutes

Motion to approve the minutes of the March 20 meeting with no revisions.

Motion made by: Sasha King; **Seconded by:** Christina Gabler

Y: 15; N: 0; A: 4 (Eve Adler, Gary Huff, Maral Hyeler, Jae Lee)

(Toni Trives was not present for vote.)

V. Chair’s Report

All courses and program revisions were approved at the 3/26 Senate meeting. Reminder that we will have the next Curriculum meeting April 17, directly after Spring Break, so please be aware your Representative review plate will be very full that Monday when everyone returns from break.

VI. Information Items

1. Redesign of the Student Experience

Guido provided an update that the last mapping day (March 29) is now the second to last mapping day. After trying to assemble teams of counselors and curriculum

representatives to finish 20 remaining programs, it was determined it would make more sense to have one final mapping day – save the date for May 31. Maps will not be coming through Curriculum in Spring 2019 (the last Curriculum meeting is May 29). Will need the first part of Phase 2 done before publishing course sequences – may have a better timeline estimate at the next Curriculum meeting on April 17.

(Courses: Non-Substantial Changes)

2. CIS 1 Introduction to Computer Information Systems
3. COUNS 1 Developing Learning Skills
4. CS 40 Operating Systems
5. CS 41 Linux Workstation Administration
6. CS 75 Network Protocols and Analysis
7. CS 78 Secure Server Installation Administration
8. VAR PE 11A In-Season Intercollegiate Strength and Conditioning
9. VAR PE 11B Off-Season Intercollegiate Strength and Conditioning

VII. Action Items

(Courses: New)

- a. ~~COSM 50S~~ 50R Written Preparation For ~~Barbers~~ Barbering State Board Exam
(Prerequisite: A student must possess a Cosmetology license or have completed 1250 hours in barbering and have completed COSM 31A, 38, and 50A)
Motion to approve COSM 50R with change to course number/name and minor revisions
Motion made by: Jennifer Merlic; **Seconded by:** Maral Hyeler
The motion passed unanimously.

Motion to approve COSM 50R prerequisites, rearranged to read: “COSM 31A, 38, and 50A; AND possession of a cosmetology license or completion of 1250 hours in barbering” to clarify a student must complete the courses plus either the license or hours
Motion made by: Audra Wells; **Seconded by:** William Konya
The motion passed unanimously.

- b. ~~COSM 77A~~ 77 Barbering (Prerequisite: A student must possess a Cosmetology license or have completed 1250 hours in barbering and have completed COSM 31A and 38)
Motion to approve COSM 77 with change to course number and minor revisions
Motion made by: Toni Trives; **Seconded by:** Jason Beardsley
The motion passed unanimously.

Motion to approve COSM 77 prerequisites, rearranged to read: “COSM 31A and 38; AND possession of a cosmetology license or completion of 1250 hours in barbering” to clarify a student must complete the courses plus either the license or hours
Motion made by: Dana Nasser; **Seconded by:** William Konya
The motion passed unanimously.

- c. ~~COSM 77B~~ 78 Barbering 2 (Prerequisite: A student must possess a Cosmetology license or have completed 1250 hours in barbering and have completed COSM 50A.)
Motion to approve COSM 78 with revision to course number and minor revisions
Motion made by: Eric Hwang; **Seconded by:** Audra Wells
The motion passed unanimously.

Motion to approve COSM 78 prerequisites, rearranged to read: “COSM 50A; AND possession of a cosmetology license or completion of 1250 hours in barbering” to clarify a student must complete the course plus either the license or hours
Motion made by: Christina Gabler; **Seconded by:** Gary Huff
The motion passed unanimously.

(Courses: Substantial Changes)

- d. GEOL 5 Historical Geology with Lab (Updated: Course Objectives, Textbooks, Lab Content, Sample Assignments, SLOs)
Motion to approve GEOL 5 with minor additional revisions, and to move GEOL 5 to “Non-Substantial Changes”; following committee discussion, changes to GEOL 5 were determined to be non-substantial, but as it was listed as an action item, and to avoid delay in passing the course, it was voted on
Motion made by: Guido Davis Del Piccolo; **Seconded by:** Dana Nasser
The motion passed unanimously.
- e. PHOTO 2 Basic ~~B&W~~ Black and White Darkroom Techniques (Updated: Course Name, Catalog Description, Methods of Evaluation)
Motion to approve PHOTO 2 with additional revision to course name and minor revisions
Motion made by: Eric Hwang; **Seconded by:** Jae Lee
The motion passed unanimously.

(Courses: Distance Education)

- f. ANTHRO 2 Cultural Anthropology
Motion to approve ANTHRO 2 distance education component with minor revisions.
Motion made by: Dana Nasser; **Seconded by:** Jae Lee
The motion passed unanimously.
- g. GEOG 26 Introduction to Remote Sensing
Motion to approve GEOG 26 distance education component with minor revisions.
Motion made by: Sheila Cordova; **Seconded by:** Eve Adler
The motion passed unanimously.
- h. GIS 27 Applications in GIS
Motion to approve GIS 27 distance education component with minor revisions.
Motion made by: Guido Davis Del Piccolo; **Seconded by:** Jae Lee
The motion passed unanimously.
- i. MEDIA 3 Global Media
Motion to approve MEDIA 3 distance education component with minor revisions.
Motion made by: Toni Trives; **Seconded by:** Lee Pritchard
The motion passed unanimously.

(Courses: Deactivation)

- j. CIS 62B Flash II
Motion to deactivate CIS 62B
Motion made by: Dana Nasser; **Seconded by:** William Konya
The motion passed unanimously.

VIII. New Business

None

IX. Old Business

None

X. Adjournment

The meeting was adjourned at 4:21 pm.

Santa Monica College

Course: NEW or Reinstatement PRO CR 26 - Exercise Programming for Special Populations

Course Cover	
Discipline	PRO CR-PROFESSIONAL COURSES-KINESIOLOGY
Course Number	26
Full Course Title	Exercise Programming for Special Populations
Catalog Course Description	This course is designed to provide the student with the environment to explore and discuss various modalities by which fitness assessment and prescription may be adapted to accommodate individuals with specific needs. Topics that will be explored include but are not limited to: general principles of exercise testing and prescription, holistic approaches to assessment and prescription, variables of exercise testing and prescription, exercise adherence, neuromuscular and skeletal conditions, metabolic conditions, respiratory conditions, cardiovascular conditions, and behavioral & psychological conditions. Regarding each of these conditions, we will explore the condition itself, the role of exercise in the disease/condition process (prevention, treatment, management), challenges these cases might pose to exercise assessment and prescription, and potential adaptations.
Rationale	To prepare students to transfer or transition into the field of exercise, health and wellness with a solid foundation of knowledge and skills to work with safely with clients.
Proposed Start	Year: 2020 Semester: Spring
Proposed for Distance Ed	No
Proposed for Global Citizenship	No
Course Unit/Hours	
Variable Hour Exist	NO
Credit Hours	Min: 3.00
Weekly Lecture Hours	Min: 2.00 (Sem: 36)
Weekly Laboratory Hours	Min: 3.00 (Sem: 54)
Weekly Arranged Hours	Min: 0
Total Semester Instructional Hours	90.00
Total Outside-of-Class Hours	72.00
Repeatability	May be repeated 0 time(s)
Grading Methods	Letter Grade or P/NP
Transfer/General Ed	
Transferability	Transfers to UC (pending review), CSU
Program Applicability	
Designation	Credit - Degree Applicable
Proposed For	AA-T Degree -KIN
Pre/Corequisites & Advisories	
Pre/Corequisite: KIN PE 3	
Course Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Convey verbally and in writing an understanding of the fundamental principle of physical fitness.	
2. Demonstrate an understanding of general principles of exercise assessment and prescription.	

3. Conduct an intake interview, risk stratification and baseline fitness assessment.	
4. Design exercise programming for a special populations client that is indicated and safe within recommended parameters.	
Course Content	
50%	Lecture
40%	Applied/Practicum
10%	Student led
Total: 100%	
Lab Content	
100%	8 in-class Practicals: Risk stratification, Exercise adherence, Diabetes & Obesity, Respiratory Conditions, Chronic Pain States, Osteoporosis, TBI/Spinal Cord Injury, Sensory Impairment
Total: 100%	
Methods of Presentation	
Methods	Field Experience Group Work Lecture and Discussion Visiting Lecturers
Methods of Evaluation	
Methods	<ul style="list-style-type: none"> • 20% - Class Participation • 20% - Class Work • 20% - Quizzes • 20% - Simulation • 20% - Written assignments • 100% - Total
Appropriate Textbooks	
Textbooks such as the following are appropriate:	
Formatting Style	APA
Textbooks	
1. Durstine, Moore & Painter . <i>ACSM's Exercise Management for Persons with Chronic Diseases and Disabilities</i> , 4th ed. Champaign, IL: Human Kinetics, 2016, ISBN: 9781492529323.	
Sample Assignment	
Case studies, Popular Media to Scientific literature critique, Reading quizzes, Practicals	
Student Learning Outcomes	
1. Students will be able to discuss the health related benefits of physical activity and exercise. 2. Students will express in writing and verbally the general principles of exercise assessment. 3. Students will express in writing and verbally the general principles of exercise programming. 4. Students will be able to conduct a client assessment and risk-stratify according to ACSM guidelines.	
Minimum Qualification	
Minimum Qualifications:	Physical Education (Masters Required) - In addition to Masters in subject matter. Holds American College of Sports Medicine (ACSM) certification specific to area of expertise, at the minimum, ACSM-CES.
Library	
List of suggested materials has been given to librarian?	Yes
Library has adequate materials to support course?	No

Santa Monica College
Course Outline for ANIMATION 1, Storytelling

Course Title: Storytelling Units: 3.00
 Total Instructional Hours (usually 18 per unit): 54
 Total Outside-of-Class Hours: 108
 Hours per week (full semester equivalent) in Lecture: 3.00 In-Class Lab: 0 Arranged:
 Date Submitted: May 2011
 Date Updated: March 2019
 Transferability: Transfers to CSU
 Degree Applicability: Credit - Degree Applicable
 Prerequisite(s): None
 Corequisite(s): None
 Skills Advisory(s): None

I. Catalog Description

This introductory course prepares students to create effective stories for entertainment projects through an understanding of the fundamentals of storytelling and story structure. Covering a broad history of story from cave paintings to video games, the course will explore Jungian archetypal figures and motifs as well as the evolution of hero myth narratives. Emphasis will be placed on the social and cultural impact of modern storytelling.

II. Examples of Appropriate Text or Other Required Reading: (include all publication dates; for transferable courses at least one text should have been published within the last five years)

1. The Writer's Journey: Mythic Structure for Writers, 3rd, Vogler, Christopher, Michael Wiese Productions © 2007, ISBN: 978-1932907360

III. Course Objectives

Upon completion of this course, the student will be able to:

1. Analyze and discuss the history of storytelling.
2. Compare and contrast the function of the story in different cultures.
3. Recognize and apply the breakdown of story formula.
4. Identify and define the elements of an effective story.

IV. Methods of Presentation:

Lecture and Discussion , Observation and Demonstration

V. Course Content

<u>% of course</u>	<u>Topic</u>
10%	The fundamentals of three-act story structure – beginning, middle, and end
10%	Pictorial history of early man - cave paintings and tombs
10%	Pictorial history of modern man - paintings, perspective and photography
20%	Oral tradition from the early man to modern society
20%	The written story from the ancient world to modern media
20%	Cinematic storytelling
10%	Modern story structures and processes
100%	Total

VI. Methods of Evaluation: (Actual point distribution will vary from instructor to instructor but approximate values are shown.)

<u>Percentage</u>	<u>Evaluation Method</u>
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10 %	Class Participation
30 %	Final exam
60 %	Written assignments - 5 Assignments
100 %	Total

VII. Sample Assignments:

1. Using a traditional three-act story structure of Establishment, Conflict and Resolution, document a personal experience that had a profound impact on your life.
2. Using drawings or photographs, create a beat board to visually convey the major points of your personal story.

VIII. Student Learning Outcomes

1. Students will exhibit strong academic behaviors including regular attendance, timeliness, participation in class activities and adherence to the College Honor Code.
2. Students will demonstrate mastery of the course content by creating an effective original story idea that is applicable to one of the modern forms of entertainment.

Santa Monica College
Course Outline for ANIMATION 2, 2D Animation Fundamentals

Course Title: 2D Animation Fundamentals Units: 3.00
 Total Instructional Hours (usually 18 per unit): 90
 Total Outside-of-Class Hours: 72
 Hours per week (full semester equivalent) in Lecture: 2.00 In-Class Lab: 2.00 Arranged: 1.00
 Date Submitted: May 2011
 Date Updated: March 2019
 Transferability: Transfers to CSU
 Degree Applicability: Credit - Degree Applicable
 Prerequisite(s): None
 Corequisite(s): None
 Skills Advisory(s): None

I. Catalog Description

This introductory course provides a basic overview of the tools used in the creation of 2D digital animation. Through lectures and hands-on projects, students will learn the core principles of 2D animation and be introduced to 2D animation software. This course serves as a foundation for advanced courses in 2D and 3D animation.

II. Examples of Appropriate Text or Other Required Reading: (include all publication dates; for transferable courses at least one text should have been published within the last five years)

1. Cartoon Animation (The Collector's Series), Preston Blair; Walter Foster,, - © 1994
2. Animation from Pencils to Pixels: Classical Techniques for the Digital Animator, Tony White, Focal Press © 2006

III. Course Objectives

Upon completion of this course, the student will be able to:

1. Apply the basic principles of animation to individual projects.
2. Understand the natural rules of gravity and physics as they apply to animation.
3. Analyze and exaggerate realistic movement.
4. Demonstrate a working knowledge of the digital animation production process.

IIIb. Arranged Hours Objectives:

Upon completion of this course, the student will be able to:

1. Become proficient with the use of digital input devices such as a Wacom tablet or Cintiq monitor.
2. Become proficient with the use of digital animation software.

IV. Methods of Presentation:

Other (Specify) , Lecture and Discussion , Observation and Demonstration

Other Methods: Screenings

IVb. Arranged Hours Instructional Activities:

Online instructor-provided resources

V. Course Content

<u>% of course</u>	<u>Topic</u>
10%	Overview of animation production
30%	Analyzing movement and natural forces
60%	Analyzing and applying the 12 core principles of 2D animation
100%	Total

Vb. Lab Content:

<u>% of course</u>	<u>Topic</u>

100%	In class exercises
100%	Total

VI. Methods of Evaluation: (Actual point distribution will vary from instructor to instructor but approximate values are shown.)

<u>Percentage</u>	<u>Evaluation Method</u>
10 %	Quizzes
60 %	Projects - 6 projects
10 %	Class Participation
20 %	Final Project
100 %	Total

VII. Sample Assignments:

1. Create a two second digital animation of a bouncing ball utilizing the principles of stretch and squash, arcs, and slow-in/slow-out.
2. Use a sample of beat-driven music to animate a motion cycle that hits the beat on the extreme poses. The cycle should utilize one of the 12 principles of animation.

VIII. Student Learning Outcomes

1. Exhibit strong academic behaviors including regular attendance, timeliness, participation in class activities, and adherence to the College Honor Code.
2. Create content that demonstrates an understanding of the core principles of 2D animation.

Santa Monica College
Course Outline for ANIMATION 21, Advanced 2D Animation

Course Title: Advanced 2D Animation Units: 3.00
 Total Instructional Hours (usually 18 per unit): 90
 Total Outside-of-Class Hours: 72
 Hours per week (full semester equivalent) in Lecture: 2.00 In-Class Lab: 2.00 Arranged: 1.00
 Date Submitted: May 2011
 Date Updated: February 2019
 Transferability: Transfers to CSU
 Degree Applicability: Credit - Degree Applicable
 Prerequisite(s): None
 Corequisite(s): None
 Skills Advisory(s): ANIM 20

I. Catalog Description

This advanced 2D animation course is an in-depth analysis of emotion and acting principles as applied to a digital character. Emphasis will be placed on creating convincing performance animation in which characters think, feel, and speak.

II. Examples of Appropriate Text or Other Required Reading: (include all publication dates; for transferable courses at least one text should have been published within the last five years)

1. Character Animation Crash Course!, Eric Goldberg, Silman-James Press © 2008
2. The Animator's Survival Kit, Williams, R, Farrar, Straus and Giroux © 2012
3. Online resources provided by the instructor.

III. Course Objectives

Upon completion of this course, the student will be able to:

1. Develop character performances by analyzing dialogue tracks and story beats.
2. Animate digital characters using the principles of timing, posing and staging.
3. Create believable character performances that display thought and emotion.

IIIb. Arranged Hours Objectives:

Upon completion of this course, the student will be able to:

1. Become proficient with the use of digital input devices such as a Wacom tablet or Cintiq monitor.
2. Become proficient with the use of digital animation software such as DigiCel Flipbook

IV. Methods of Presentation:

Lab , Lecture and Discussion

IVb. Arranged Hours Instructional Activities:

Online instructor-provided resources

V. Course Content

<u>% of course</u>	<u>Topic</u>
20%	Principles of character animation; developing character performances.
30%	Analysis of emotion and character acting.
20%	Applying the principle of squash and stretch to character reactions.
30%	Camera staging and character posing.
100%	Total

Vb. Lab Content:

<u>% of course</u>	<u>Topic</u>
100%	In-class exercises.

100%	Total
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VI. Methods of Evaluation: (Actual point distribution will vary from instructor to instructor but approximate values are shown.)

<u>Percentage</u>	<u>Evaluation Method</u>
50 %	Projects - 5 Projects
20 %	Class Participation
30 %	Final Project
100 %	Total

VII. Sample Assignments:

1. Using only silhouettes, create character poses that express sadness, joy, anger and fear.
2. Use an 8 second dialog audio file to lip-synch and animate a character speaking with anger.

VIII. Student Learning Outcomes

1. Exhibit strong academic behaviors including regular attendance, timeliness, participation in class activities, and adherence to the College Honor Code.
2. Demonstrate mastery of the course content by creating effective 2D character animations for portfolio development.

Santa Monica College
Course: DE for non-DE course PRO CR 10 - Introduction To Kinesiology

Course Cover	
Discipline	PRO CR-PROFESSIONAL COURSES-KINESIOLOGY
Course Number	10
Full Course Title	Introduction To Kinesiology
Catalog Course Description	This course provides an overview of the scope, history, and philosophy of the profession of Kinesiology. Included is an in-depth look at requirements and preparation for employment opportunities.
Rationale	Increase accessibility and expand student population with DE offering. This course is required in KIN AA and KIN ADT programs. As introductory course would also function to assist students in selecting exercise (kin) related major direction.
Proposed Start	Year: 2019 Semester: Fall
Proposed for Distance Ed	Yes
Proposed for Global Citizenship	No
Course Unit/Hours	
Variable Hour Exist	NO
Credit Hours	Min: 3.00
Weekly Lecture Hours	Min: 3.00 (Sem: 54)
Weekly Laboratory Hours	Min: 0
Weekly Arranged Hours	Min:
Total Semester Instructional Hours	54.00
Total Outside-of-Class Hours	108.00
Repeatability	May be repeated 0 time(s)
Grading Methods	Letter Grade or P/NP
Transfer/General Ed	
Transferability	Transfers to UC, CSU
Program Applicability	
Designation	Credit - Degree Applicable
Proposed For	AA Degree -Kinesiology Physical Education
Course Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Demonstrate an understanding of the scope of the field of kinesiology and the requirements of the associated professions.	
2. Explain the requirements of obtaining the proper credentials and degrees in the field.	
3. Demonstrate an understanding of the history of physical education and kinesiology.	
4. Demonstrate an understanding of the future prospects of professions associated with the field.	
Course Content	
10%	Field of Kinesiology
20%	History of the profession
15%	Sport programs, profession, and problems
20%	Concepts of fitness programs
20%	Physical Education
15%	Sport humanities, exercise physiology, motor learning, and kinesiology
Total: 100%	
Methods of Presentation	

Methods	Lecture and Discussion Visiting Lecturers
Other Methods	Demonstrations and written materials Guest speakers DVDs Directed programs PowerPoint presentations
Methods of Evaluation	
Methods	<ul style="list-style-type: none"> • 25% - Exams/Tests Midterm exam • 25% - Final exam • 25% - Projects • 25% - Quizzes • 100% - Total
Appropriate Textbooks	
Textbooks such as the following are appropriate:	
Formatting Style	APA
Textbooks	
1. Siedentop, D.. <i>Introduction to Physical Education, Fitness and Sport</i> , 8th ed. Mountain View, CA: Mayfield Publishing Company, 2016, ISBN: ISBN 10: 9814577456.	
2. Hoffman,J.Shirl. <i>Introduction to Kinesiology</i> , 4 ed. Human Kinetics, 2013, ISBN: 978-1450434324.	
Sample Assignments	
<ol style="list-style-type: none"> 1. Write a paper about your research of a profession related to the field. Observe and interview someone already working in the profession and research the requirements (education, certificates, licenses, etc.). 2. Create a new type of sport or work-out that would last at least 45 minutes. Since most people don't enjoy exercising, this new sport/work-out must have an element of fun. Specify the rules, modifications for special needs, equipment, etc. for sports. Specify the exercises, equipment, reps and sets, etc. for the work-outs. 	
Student Learning Outcomes	
1. Demonstrate their understanding of the history of physical education and the influences on the field through written materials.	
2. Discuss fitness, kinesiology, and physical education using correct terminology and principles.	
Minimum Qualification	
Minimum Qualifications:	Physical Education (Masters Required)
Library	
List of suggested materials has been given to librarian?	No
Library has adequate materials to support course?	Yes
Distance Ed	
Distance Education Application	
Delivery Methods	Online/Classroom Hybrid Fully Online
Distance Education Quality	
Quality Assurance	<p>Course objectives have not changed</p> <p>Course content has not changed</p> <p>Method of instruction meets the same standard of course quality</p> <p>Outside assignments meet the same standard of course quality</p> <p>Serves comparable number of students per section as a traditional course in the same department</p> <p>Required texts meet the same standard of course quality</p>
Additional Considerations	Evaluation methods are in place to produce an annual report to the Board of Trustee on activity in offering this course or section following the guidelines to Title 5 Section 55317 (see attachment) and to review the impact of distance education on this program through the program review process specified in accreditation standard 2B.2.

	<p>Determination and judgments about the equality of the distance education course were made with the full involvement of the faculty as defined by Administrative Regulation 5420 and college curriculum approval procedures.</p> <p>Adequate technology resources exist to support this course/section</p> <p>Library resources are accessible to students</p> <p>Specific expectations are set for students with respect to a minimum amount of time per week for student and homework assignments</p> <p>Adequately fulfills "effective contact between faculty member and student" required by Title 5.</p> <p>Will not affect existing or potential articulation with other colleges</p> <p>Special needs (i.e., texts, materials, etc.) are reasonable</p> <p>Complies with current access guidelines for students with disabilities</p>
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Guidelines and Questions for Curriculum Approval of a Distance Education Course

Student Interactions

Student-Instructor Interaction	Weekly class discussions on course related topics and individual feedback to students on projects. Instructors will initiate and respond to email with the students in a timely manner.
Student-Student Interaction	Threaded discussions each week among the students. Regular feedback on each other's projects and papers will be required of the students.
Student-Content Interaction	Students will watch online video, assess their activity levels, explore related fields and careers. These will be weekly assignments that correspond with each chapter.

Online class activities that promote class interaction and engagement	Brief Description	Percentage of Online Course Hours
Online Lecture	Online lectures and corresponding quizzes " based on specific topics within the text book	20%
Videos	Students will watch and respond to videos following course content as laid out in the textbook.	10%
Discussion	Instructor and students will discuss topics related to the course.	15%
Project Presentation	Career specific projects " Students will gather information about specific subfields within Kinesiology and report back to the class. These assignments will be layered and allow students to interject with feedback at various points in the semester.	15%
Threaded Discussions	Threaded discussions, virtual presentations, where students will present to each other their projects and assignments. Each student will be required to try two or three of the students projects and give feedback on each one. Students will also give feedback on papers.	40%

Describe how content will be organized and delivered in the interest of achieving course outcomes/objectives (e.g. what are the methods of instruction being used, technologies used, approximate time schedule, necessary instructional materials.)

The course will be divided into 3-4 main sections with 2-3 weekly modules in each of the main sections. Within these modules there will be a weekly quiz based on text or an article reading, an assignment that applies and/or integrates the theme in the section, and a discussion where each student will respond to a main prompt and 2 comments within assigned discussion group. The projects will be woven into the main sections with guidelines and due dates outlined in the syllabus and on the course management software, for example Canvas.

Describe the technical qualifications an instructor would need and the support that might be necessary for this course to be delivered at a distance (e.g. the college's existing technology, CCCConfer certification, other specialized instructor training, support personnel, materials and resources, technical support, etc.)

Instructors must be trained in using the course management software (i.e. Canvas), and preferably have additional online pedagogical training (i.e. @One).

Describe any student support services one might want or need to integrate into the online classroom for this course (e.g. links to counseling, financial aid, bookstore, library, etc.)

Access to the Career Center faculty and staff to consult with regarding career choices in the field. Links to DSPPS, Counseling, Library, Center for Wellness and Wellbeing, and Health Center.

Describe how the design of the course will ensure access for students with disabilities including compliance with the regulations of Section 508 of the Rehabilitation Act.

All course video and audio will be captioned. All images and page formatting will comply for visually impaired students.

Using one of the course objectives, describe an online lesson/activity that might be used in the course to facilitate student learning of that objective. Be sure the sample lesson/activity includes reference to the use of online teaching tools (such as drop box or threaded discussion, or multimedia such as Articulate, Flash, Jing, etc.).

Objective #1 Demonstrate an understanding of the scope of the field of kinesiology and the requirements of the associated professions. This would be a module in the course that would include a discussion topic, a content quiz, and an application assignment. The discussion topic will be a TedEd talk that students will watch and post their replies to the prompt. They will interact with other group mates discussing the profession and talk content. The content quiz will relate to the chapter on kinesiology and associated professions.

Part three in the text book. Assignment: Part 1: Develop interview questions. Part 2: Interview someone in one of the field. Part 3: Summarize in writing their findings.

Students will share their findings on a Google document so that all the students have contact information for the professions.

Assessment Best Practices

20%-**Sport specific final project (sport and area of interest combined)** - This assignment requires in depth analysis of a specific sport examined through the lens of one of the disciplines in Kinesiology. Students will be asked to creatively submit their information in the form of a video, PowerPoint, or any other means of delivery.

10%-**Career specific flier** - Students will research various subfields within Kinesiology and report back to the class about their findings.

20%-**Quizzes** - Students will be quizzed on various topics in the field and history of Kinesiology and instructors will give students feedback on their results.

20%-**Weekly Discussions** - Interactive assignments requiring students to articulate their thoughts about various topics including related current events. Additionally, students will be required to respond to various classmates' posts to show an adequate level of engagement.

30%-**Personal career advancement portfolio** - The portfolio will be constructed throughout the semester. The instructor will assess the level accuracy and competency of each assignment based on the specific grading criteria for that assignment. o Resume template o Completed resume o Job search o Core curriculum in Kinesiology o Professional interview

Animation (2D Animation)		Animation (3D Animation)		Animation (3D Modeling)		Animation (3D Rendering)	
1st Semester:	ET 2, Storytelling	ET 2, Storytelling	ET 2, Storytelling	ET 2, Storytelling	ET 2, Storytelling	ET 2, Storytelling	ET 2, Storytelling
	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding
	ET 24, 3D Fundamentals	ET 24, 3D Fundamentals	ET 24, 3D Fundamentals	ET 24, 3D Fundamentals	ET 24, 3D Fundamentals	ET 24, 3D Fundamentals	ET 24, 3D Fundamentals
	ET 91, Perspective Drawing	ET 91, Perspective Drawing	ET 91, Perspective Drawing	ET 91, Perspective Drawing	ET 91, Perspective Drawing	ET 91, Perspective Drawing	ET 91, Perspective Drawing
	ET 94, Color Theory and Application	ET 94, Color Theory and Application	ET 94, Color Theory and Application	ET 94, Color Theory and Application	ET 94, Color Theory and Application	ET 94, Color Theory and Application	ET 94, Color Theory and Application
Interession:	ET 61, History of Animation	ET 61, History of Animation	ET 61, History of Animation	ET 61, History of Animation	ET 61, History of Animation	ET 61, History of Animation	ET 61, History of Animation
2nd Semester:	ET 20, Visual Development	ET 20, Visual Development	ET 20, Visual Development	ET 20, Visual Development	ET 20, Visual Development	ET 20, Visual Development	ET 20, Visual Development
	GrDes 64, Digital Imaging for Design	GrDes 64, Digital Imaging for Design	GrDes 64, Digital Imaging for Design	GrDes 64, Digital Imaging for Design	GrDes 64, Digital Imaging for Design	GrDes 64, Digital Imaging for Design	GrDes 64, Digital Imaging for Design
	ET 19A, Beginning 2D Animation	ET 19A, Beginning 2D Animation	ET 19A, Beginning 2D Animation	ET 25, 3D Modeling	ET 25, 3D Modeling	ET 25, 3D Modeling	ET 25, 3D Modeling
	ET 34, Web Animation	ET 24B, 3D Character Animation	ET 24B, 3D Character Animation	ET 26, 3D Rendering	ET 26, 3D Rendering	ET 32, Digital Compositing	ET 32, Digital Compositing
Interession:	ET 72, Career Development	ET 72, Career Development	ET 72, Career Development	ET 72, Career Development	ET 72, Career Development	ET 72, Career Development	ET 72, Career Development
3rd Semester:	ET 31A, Digital Video Fundamentals	ET 31A, Digital Video Fundamentals	ET 31A, Digital Video Fundamentals	ET 31A, Digital Video Fundamentals	ET 31A, Digital Video Fundamentals	ET 31A, Digital Video Fundamentals	ET 31A, Digital Video Fundamentals
	ET 40, Digital Audio Fundamentals	ET 40, Digital Audio Fundamentals	ET 40, Digital Audio Fundamentals	ET 40, Digital Audio Fundamentals	ET 40, Digital Audio Fundamentals	ET 40, Digital Audio Fundamentals	ET 40, Digital Audio Fundamentals
	ET 19B, Advanced 2D Animation	ET 24C, Adv. 3D Character Animation	ET 24C, Adv. 3D Character Animation	ET 25B, 3D Character Creation	ET 25B, 3D Character Creation	ET 26, 3D Rendering	ET 26, 3D Rendering
	ET 75, Digital Production for 2D	ET 24D, Digital Previsualization	ET 24D, Digital Previsualization	ET 25C, 3D Character Rigging	ET 25C, 3D Character Rigging	ET 38, Digital Imaging for Design 2	ET 38, Digital Imaging for Design 2
Interession:	ET 3, Principles of Project Management	ET 3, Principles of Project Management	ET 3, Principles of Project Management	ET 3, Principles of Project Management	ET 3, Principles of Project Management	ET 3, Principles of Project Management	ET 3, Principles of Project Management
4th Semester:	ET 30, Animation Project	ET 30, Animation Project	ET 30, Animation Project	ET 30, Animation Project	ET 30, Animation Project	ET 30, Animation Project	ET 30, Animation Project
Total Units:	4	4	4	4	4	4	4
	50	50	50	50	50	50	50

Animation (Digital Effects)		Animation (Game Design)		Animation (Visual Development)		Digital Media (CoA, A.S.)	
1st Semester:	ET 2, Storytelling	ET 2, Storytelling	ET 2, Storytelling	ET 2, Storytelling	ET 2, Storytelling	ET 2, Storytelling	ET 2, Storytelling
	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding
	ET 24, 3D Fundamentals	ET 24, 3D Fundamentals	ET 24, 3D Fundamentals	ET 24, 3D Fundamentals	ET 24, 3D Fundamentals	ET 3, Principles of Project Management	ET 3, Principles of Project Management
	ET 91, Perspective Drawing	ET 91, Perspective Drawing	ET 91, Perspective Drawing	ET 91, Perspective Drawing	ET 91, Perspective Drawing	ET 18, Digital Storyboarding	ET 18, Digital Storyboarding
	ET 94, Color Theory and Application	ET 94, Color Theory and Application	ET 94, Color Theory and Application	ET 94, Color Theory and Application	ET 94, Color Theory and Application	ET 31A, Digital Video Fundamentals	ET 31A, Digital Video Fundamentals
Interession:	ET 61, History of Animation	ET 61, History of Animation	ET 61, History of Animation	ET 61, History of Animation	ET 61, History of Animation	ET 31B, Digital Video Editing	ET 31B, Digital Video Editing
2nd Semester:	ET 20, Visual Development	ET 20, Visual Development	ET 20, Visual Development	ET 20, Visual Development	ET 20, Visual Development	ET 32, Digital Compositing	ET 32, Digital Compositing
	GRDES 64, Digital Imaging for Design	GRDES 64, Digital Imaging for Design	GRDES 64, Digital Imaging for Design	GRDES 64, Digital Imaging for Design	GRDES 64, Digital Imaging for Design	ET 40, Digital Audio Fundamentals	ET 40, Digital Audio Fundamentals
	ET 63, Digital Tracking & Integration	ET 13, 2D Game Prototyping	ET 13, 2D Game Prototyping	ET 21A, Character Design	ET 21A, Character Design	ET 41, Digital Audio Editing	ET 41, Digital Audio Editing
	ET 72, Career Development	ET 42, Principles of Game Development	ET 42, Principles of Game Development	ET 38, Digital Imaging for Design 2	ET 38, Digital Imaging for Design 2	or	or
Interession:	ET 31A, Digital Video Fundamentals	ET 72, Career Development	ET 72, Career Development	ET 72, Career Development	ET 72, Career Development	ET 41M, Digital Music Production	ET 41M, Digital Music Production
3rd Semester:	ET 40, Digital Audio Fundamentals	ET 31A, Digital Video Fundamentals	ET 31A, Digital Video Fundamentals	ET 31A, Digital Video Fundamentals	ET 31A, Digital Video Fundamentals	ET 60, Post Production Project	ET 60, Post Production Project
	ET 33, Advanced Digital Compositing	ET 40, Digital Audio Fundamentals	ET 40, Digital Audio Fundamentals	ET 40, Digital Audio Fundamentals	ET 40, Digital Audio Fundamentals	ET 94, Color Theory and Application	ET 94, Color Theory and Application
	ET 64, Digital Effects 1	ET 15, Beginning 3D Level Design	ET 15, Beginning 3D Level Design	ET 21B, Environment Design	ET 21B, Environment Design	FILM 1, Introduction to Cinema	FILM 1, Introduction to Cinema
Interession:	ET 3, Principles of Project Management	ET 44, Game Design/Play Mechanics	ET 44, Game Design/Play Mechanics	ET 21C, Prop and Vehicle Design	ET 21C, Prop and Vehicle Design	GR DES 64, Digital Media for Design 1	GR DES 64, Digital Media for Design 1
4th Semester:	ET 30, Animation Project	ET 3, Principles of Project Management	ET 3, Principles of Project Management	ET 3, Principles of Project Management	ET 3, Principles of Project Management	GR DES 71, Motion Graphics 1	GR DES 71, Motion Graphics 1
Total Units:	4	4	4	4	4	GR DES 71B, Motion Graphics 2	GR DES 71B, Motion Graphics 2
	50	50	50	50	50	Total Units:	44

Concentrations: Total Units 50		3D Rendering		3D Modeling		3D Animation	
2D Animation	ET 19A, Beginning 2D Animation	ET 25, 3D Modeling	ET 25, 3D Modeling	ET 13, 2D Game Prototyping	ET 13, 2D Game Prototyping	ET 19A, Beginning 2D Animation	ET 19A, Beginning 2D Animation
	ET 19B, Advanced 2D Animation	ET 26, 3D Rendering	ET 26, 3D Rendering	ET 15, Beginning 3D Level Design	ET 15, Beginning 3D Level Design	ET 19B, Advanced 2D Animation	ET 19B, Advanced 2D Animation
	ET 30, Animation Project	ET 30, Animation Project	ET 30, Animation Project	ET 30, Animation Project	ET 30, Animation Project	ET 30, Animation Project	ET 30, Animation Project
	ET 34, Web Animation	ET 32, Digital Compositing	ET 32, Digital Compositing	ET 42, Principles of Game Development	ET 42, Principles of Game Development	ET 34, Web Animation	ET 34, Web Animation
	ET 75, Digital Production for 2D	ET 38, Digital Imaging for Design 2	ET 38, Digital Imaging for Design 2	ET 44, Game Design/Play Mechanics	ET 44, Game Design/Play Mechanics	ET 75, Digital Production for 2D	ET 75, Digital Production for 2D
3D Animation	ET 19A, Beginning 2D Animation	Digital Effects	Digital Effects	Game Design	Game Design	ET 19A, Beginning 2D Animation	ET 19A, Beginning 2D Animation
	ET 24B, 3D Character Animation	ET 30, Animation Project	ET 30, Animation Project	ET 13, 2D Game Prototyping	ET 13, 2D Game Prototyping	ET 24B, 3D Character Animation	ET 24B, 3D Character Animation
	ET 24C, Adv. 3D Character Animation	ET 32, Digital Compositing	ET 32, Digital Compositing	ET 15, Beginning 3D Level Design	ET 15, Beginning 3D Level Design	ET 24C, Adv. 3D Character Animation	ET 24C, Adv. 3D Character Animation
	ET 24D, Digital Previsualization	ET 63, Digital Tracking & Integration	ET 63, Digital Tracking & Integration	ET 30, Animation Project	ET 30, Animation Project	ET 24D, Digital Previsualization	ET 24D, Digital Previsualization
	ET 30, Animation Project	ET 64, Digital Effects 1	ET 64, Digital Effects 1	ET 42, Principles of Game Development	ET 42, Principles of Game Development	ET 30, Animation Project	ET 30, Animation Project
Total Units:	3	4	4	4	4	4	4
	50	50	50	50	50	50	50

DIGITAL MEDIA

Digital Media Foundation (CoA)	Digital Audio Post-Production (CoA)	Digital Media Foundation (CoA)
Semester One ANIM 1, Storytelling (3) POST 1, Digital Media Project Management & Workflows (3) POST 2, Digital Audio Fundamentals (3) POST 3, Digital Video Fundamentals (3)	Semester Two GAME 5, Digital Audio for Games (3) POST 20, Digital Audio Editing (3)	Semester Four POST 23, Audio Mixing for Visual Media (3) POST 60, Post-Production Studio (3)
Total Units: 18	Total Units: 18	Major Units: 36

Digital Video Post-Production (CoA)	Digital Media Foundation (CoA)
Semester Two POST 30, Digital Video Editing (3) GD 71, Motion Graphics 1 (3)	Semester Four POST 32, Color Grading & Film Finishing (3) POST 60, Post-Production Studio (3)
Total Units: 18	Major Units: 36

ANIMATION

Animation Foundation (CoA)	2D Animation (CoA)	Animation (A.S.)
Semester One ANIM 1, Storytelling (3) ANIM 2, 2D Animation Fundamentals (3) ANIM 3, 3D Fundamentals (3) ANIM 4, Digital Storyboarding (3)	Semester Two ANIM 18, Perspective Drawing (2) ANIM 19, Color Theory and Application (2) ANIM 20, Intermediate 2D Animation (3)	Semester Four ANIM 75, Career Development (2) ANIM 85, Animation Studio (3)
Total Units: 15	Total Units: 18	Major Units: 33

3D Animation (CoA)	3D Animation (CoA)	Animation Foundation (CoA)
Semester Two ANIM 20, Intermediate 2D Animation (3) ANIM 30, Intermediate 3D Animation (3)	Semester Three ANIM 31, Advanced 3D Animation (3) ANIM 32, Digital Previsualization (3)	Semester Four ANIM 75, Career Development (2) ANIM 85, Animation Studio (3)
Total Units: 17	Total Units: 17	Major Units: 32

3D Production (CoA)	3D Animation (CoA)	Animation Foundation (CoA)
Semester Two ANIM 35, 3D Modeling (3) ANIM 36, 3D Texturing & Rendering (3)	Semester Three ANIM 37, 3D Character Creation (3) ANIM 38, 3D Character Rigging (3)	Semester Four ANIM 75, Career Development (2) ANIM 85, Animation Studio (3)
Total Units: 17	Total Units: 17	Major Units: 32

Visual Development (CoA)	Animation Foundation (CoA)	Animation Foundation (CoA)
Semester Two ANIM 18, Perspective Drawing (2) ANIM 19, Color Theory and Application (2) ANIM 40, Character Design (3)	Semester Three ANIM 41, Environment Design (3) ANIM 42, Prop and Vehicle Design (3)	Semester Four ANIM 75, Career Development (2) ANIM 80, Visual Development Studio (3)
Total Units: 18	Total Units: 18	Major Units: 33

GAME DESIGN

Game Design (CoA & A.S.)	Game Design (CoA & A.S.)	Game Design (CoA & A.S.)
Semester One ANIM 3, 3D Fundamentals (3) GAME 1, Game Design Fundamentals (3) GAME 2, Game Mechanics (3) GRDES 61, User Experience Design 1 (3)	Semester Two GAME 3, Level Design Fundamentals (3) GAME 20, 2D Game Design Studio (3) ANIM 35, 3D Modeling (3)	Semester Four GAME 30, 3D Game Design Studio (3)
Total Units: 36	Total Units: 36	Major Units: 36

COURSE REVISION SUMMARY

Current #	Current Title	New #	New Title	Elective	Revised/ New Content
ET 2	Storytelling	ANIM 1	Storytelling		
ET 3	Project Management	POST 1	Project Management		
ET 11	Computer Skills for Digital Media				
ET 13	2D Game Prototyping	GAME 20	2D Game Design Studio		Y
ET 15	Beginning 3D Level Design	GAME 3	Level Design Fundamentals		Y
ET 17	Advanced 3D Level Design	GAME 4	Advanced Level Design		Y
ET 18	Digital Storyboarding	ANIM 4	Digital Storyboarding		
ET 19A	Beginning 2D Animation	ANIM 2	2D Animation Fundamentals		Y
ET 19B	Advanced 2D Animation	ANIM 20	Intermediate 2D Animation		Y
ET 20	Visual Development	ANIM 60	Visual Development Studio		Y
ET 21A	Character Design	ANIM 40	Character Design		
ET 21B	Environment Design	ANIM 41	Environment Design		
ET 21C	Prop & Vehicle Design	ANIM 42	Prop & Vehicle Design		
ET 23	2D Character Animation	ANIM 21	Advanced 2D Animation		Y
ET 24	3D Fundamentals	ANIM 3	3D Fundamentals		Y
ET 24A	Introduction to 3D Animation	ANIM 3A	Introduction to 3D Animation	Y	Y
ET 24B	3D Character Animation	ANIM 30	3D Character Animation		Y
ET 24C	Advanced 3D Character Animation	ANIM 31	Advanced 3D Character Animation		Y
ET 24D	Digital Previsualization	ANIM 32	Digital Previsualization		
ET 25	3D Modeling	ANIM 35	3D Modeling		Y
ET 25B	3D Character Creation	ANIM 37	3D Character Creation		Y
ET 25C	3D Character Rigging	ANIM 38	3D Character Rigging		
ET 26	3D Rendering	ANIM 36	3D Texturing & Rendering		Y
ET 30	Animation Project	ANIM 65	ANIM 65, Animation Project		Y
ET 31A	Digital Video Fundamentals	POST 2	Digital Video Fundamentals		
ET 31B	Digital Video Editing	POST 20	Digital Video Editing		
ET 32	Digital Compositing	POST 21	Digital Compositing		
ET 33	Advanced Digital Compositing	POST 23	Advanced Digital Compositing	Y	
ET 34	Web Animation 1	ANIM 25	Web Animation 1	Y	
ET 36	Web Animation 2	ANIM 26	Web Animation 2	Y	
ET 38	Digital Imaging for Design 2	POST 4	Digital Image Fundamentals		Y
ET 39	Digital Audio for Games	GAME 5	Digital Audio for Games		
ET 40	Digital Audio Fundamentals	POST 3	Digital Audio Fundamentals		
ET 41	Digital Audio Post Production	POST 30	Digital Audio Post-Production		
ET 41M	Digital Music Production	POST 32	Digital Music Production		
ET 42	Principles of Game Development	GAME 1	Principles of Game Development		Y
ET 44	Game Design/Play Mechanics	GAME 2	Game Design/Play Mechanics		Y
ET 49	Game Development Project	GAME 30	3D Game Design Studio		Y
ET 60	Post Production Project	POST 60	Post-Production Studio		Y
ET 61	History of Animation	ANIM 5	History of Animation		
ET 63	Digital Tracking and Integration	ANIM 51	Digital Tracking and Integration		
ET 64	Digital Effects 1	ANIM 50	Digital Effects Fundamentals		
ET 65	Digital Effects 2	ANIM 52	Advanced Digital Effects		
ET 72	Career Development	ANIM 75	Career Development		Y
ET 75	Digital Production for 2D Animation	ANIM 22	2D Digital Production		
ET 89	Figure Drawing	ANIM 8	Figure Drawing		
ET 91	Perspective Drawing	ANIM 18	Perspective Drawing		Y
ET 92	Figure in Motion	ANIM 9	Figure in Motion	Y	
ET 93	Quick-Sketch and Rapid Visualization	ANIM 10	Quick-Sketch and Rapid Visualization	Y	
ET 94	Color Theory and Application	ANIM 19	Color Theory and Application		Y
ET 95	Animal Drawing	ANIM 11	Animal Drawing	Y	
ET 96	Costumed Figure Drawing	ANIM 12	Costumed Figure Drawing	Y	
		POST 22	Color Grading & Film Finishing		Y
		POST 31	Sound Design		Y
		POST 33	Audio Mixing for Visual Media		Y

SANTA MONICA COLLEGE

PROGRAM OF STUDY

Animation Foundation

Certificate of Achievement

The Animation Foundation program provides a solid foundation in animation history and visual storytelling as well as hands-on exposure to digital animation pre-production and production processes. Students will gain a fundamental understanding of industry-standard software applications.

CERTIFICATE OF ACHIEVEMENT REQUIREMENTS:

- completion of the Area of Emphasis with a grade of C or higher in each course
- completion of at least 50% of Area of Emphasis units at SMC
- overall GPA of 2.0 or higher

CATALOG RIGHTS: A student may satisfy the requirements of a Degree or Certificate that were in effect at any time of the student's continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

Program Learning Outcomes:

Upon completion of the program, students will be able to create original content that demonstrates an understanding of 2D and 3D animation principals using standard industry tools and methodologies. Students will also be able to make informed choices in pursuing entry-level employment or advanced study in areas of animation development or production.

Area of Emphasis

Required Courses: (15 units)		Units
ANIM 1	Storytelling	3
ANIM 2	2D Animation Fundamentals	3
ANIM 3	3D Fundamentals	3
ANIM 4	Digital Storyboarding	3
ANIM 5	History Of Animation	3

Total Units for Area of Emphasis: 15

LAOCRC/Centers of Excellence Program Application

Section I: Program Information

Program Title: Program title must match exactly what is going to be submitted to COCI Animation Foundation

Submission Type: Is your submission a new program or are substantial changes being made to an existing program?

- New Program
 Substantial Changes

TOP Codes 0614.40

Projected Start Date (mm/dd/yyyy) 08/26/2019

Catalog Description Catalog Description includes program requirements, prerequisite skills or enrollment limitations, student learning outcomes, and information relevant to program goal. The Animation Foundation program provides a solid foundation in animation history and visual storytelling as well as hands-on exposure to digital animation pre-production and production processes. Students will gain a fundamental understanding of industry-standard software applications.

Program Learning Outcomes:

Create original content that demonstrates an understanding of 2D and 3D animation principals using standard industry tools and methodologies.

Make informed choices in pursuing entry-level employment or advanced study in areas of animation development or production.

Enrollment Completer Projections Enrollment Completer Projections are projections of number of students to earn certificate or degree annually.

Based on the most recent data regarding enrollments and success rates, we project approximately 100-120 completions annually.

Section II: Program Proposal Attributes

Program Award Type(s)

Check all that apply

Type of Program

- Certificate of Achievement: 8 to fewer than 16 semester (or 16 to fewer than 24 quarter) units (B)
- Certificate of Achievement: 16 or greater semester (or 24 or greater quarter) units (C)
- Associate of Science Degree (S)
- Associate of Arts Degree (A)
- A.A. – T Degree (Y)
- A.S. – T Degree (X)
- Noncredit Program (NIL)

Program Goal Program Goals and Objectives must address a valid transfer, occupational, basic skills, civic education, or lifelong learning purpose. Regional recommendation is only needed for programs with an occupational goal.

The Animation Foundation program develops basic skills for visual storytelling and 2D/3D animation. Students will receive hands-on exposure to the tools and methods used to create digital animation in order to help them create original content and make informed choices about advanced areas of study and/or career possibilities in the entertainment industry.

Section III: Course Unit and Hours

Total Certificate Units (Minimum and Maximum) 15

Units of Degree Major or Area of Emphasis (Minimum and Maximum) N/A

Total Units for Degree (Minimum and Maximum) N/A

Section IV: Course Report

Program Requirements Narrative

The Animation Foundation program is composed of introductory courses that can be completed concurrently or in any sequence. The courses are offered in multiple sections in both the Fall and Spring to capture the largest possible enrollment. The History of Animation course is offered online throughout the year, and fulfills a General Education requirement for the Animation A.S. Degree.

Course	Title	Units	Year/Semester (Y1 or S1)
ANIM 1	Storytelling	3	S1
ANIM 2	2D Animation Fundamentals	3	S1
ANIM 3	3D Animation Fundamentals	3	S1

ANIM 4	Digital Storyboarding	3	S1
ANIM 5	History of Animation	3	S1 or Intersession

Program Requirements Program Requirements includes course requirements and sequencing that reflect program goals.

The course sequence for the Animation Foundation Certificate of Achievement may be completed concurrently or in any order. These courses are required for the Animation A.S. Degree.

Section V: Supporting Documents

Please attach to the email

Section VI: Los Angeles/Orange County Region Specific Questions

District

College

CRLC Member

Email

Phone

Reason for approval request

- New Program
- Substantial Change
- Local Approved

Place of program in college's curriculum/similar program.

The existing Animation program consists of a Certificate of Achievement and A.S. Degree in Animation. The current Animation CoA is composed of 34 units of core courses and 7 areas of concentration offered as 16 unit department certificates. The combined total of 50 units of coursework makes it nearly impossible for students to complete the Animation program in two years. This is a particular hardship for the increasing number of students who are interested in transferring to four-year programs. Because of the lengthy sequence of courses, students often bypass the introductory courses or complete them out of sequence, enrolling instead in advanced courses without the necessary skills.

After completing our recent six-year program review and participating in the first round of Guided Pathways workshops, we have concluded that major revisions are necessary to ensure

that all students in the Animation program can meet their educational and career goals in a timely manner. We propose, therefore, to restructure the existing Animation program. The Animation Certificate of Achievement will be renamed Animation Foundation, and the required units will be reduced from 34 to 15 to ensure that students can easily complete the introductory courses. The existing areas of concentration will be reduced from 7 to 4, and converted from department certificates to stackable Certificates of Achievement in 2D Animation, 3D Animation, 3D Production, and Visual Development. Students who complete the Animation Foundation CoA and at least one concentration CoA will be eligible for the Animation A.S Degree. Courses that are removed from the Animation Foundation sequence will become required for one of the areas of concentration or will be program electives.

We believe by streamlining the Animation program into these stackable certificates, we can significantly increase student completions and more easily facilitate articulation to four-year schools while maintaining alignment with the needs of industry.

List similar programs at other colleges in the Los Angeles and Orange County Region

Cerritos College, Digital Arts: Computer Animation
Cypress College, Animation 2D Computer Graphics
East Los Angeles College, Animation (Level 1)
El Camino College, Digital Arts: Computer Animation
Fullerton, Computer Animation/Multi Media
Glendale Community College, Classical Animation
Mt. San Antonio College, Animation
Rio Hondo, Animation

Annual Enrollment projects (non-duplicative)

We estimate 120 unique annual enrollments based on a cap of 30 students per section.

Advisory Minutes

Please attach to the email.

Santa Monica College

ANIMATION FOUNDATION

1. Program Goals and Objectives

The Animation Foundation program develops basic skills for visual storytelling and 2D/3D animation. Students will receive hands-on exposure to the tools and methods used to create digital animation in order to help them create original content and make informed choices about advanced areas of study and/or career possibilities in the entertainment industry.

Upon completion of the program, students will be able to create original content that demonstrates an understanding of 2D and 3D animation principals using standard industry tools and methodologies. Students will also be able to make informed choices in pursuing entry-level employment or advanced study in areas of animation development or production.

2. Catalog Description

The Animation Foundation program provides a solid foundation in animation history and visual storytelling as well as hands-on exposure to digital animation pre-production and production processes. Students will gain a fundamental understanding of industry-standard software applications.

3. Program Requirements

The Animation Foundation program is composed of introductory courses that can be completed concurrently or in any sequence. The courses are offered in multiple sections in both the Fall and Spring to capture the largest possible enrollment. The History of Animation course is offered online throughout the year, and fulfills a General Education requirement for the Animation A.S. Degree.

ANIM 1	Storytelling	3 Units	S1
ANIM 2	2D Animation Fundamentals	3 Units	S1
ANIM 3	3D Animation Fundamentals	3 Units	S1
ANIM 4	Digital Storyboarding	3 Units	S1
ANIM 5	History of Animation	3 Units	S1 or Intersession

ET Advisory Board Meeting
June 20, 2018

Advisors in attendance:
Ceci Aranovich, Warner Bros. Animation
Maija Burnett, CalArts
David Grau, Red Bull Media House
Brooke Keesling, The Animation Guild
Marios Kourasis, Independent VFX Supervisor
Dori Littell-Herrick, Woodbury University
Ken Locsmandi, Filmworks/FX
David Miller, Create Advertising
Jonathan Pan, Amazon Game Studios
David Sonnenschein, IQSONICS LLC
Jo Wright, DICE Los Angeles

Santa Monica College

SMC Faculty & Staff in attendance:

Young Choi, Faculty, Entertainment Technology

Frank Dawson, Dean, Career Education

Chris Fria, Faculty, Entertainment Technology

David Javelosa, Faculty, Entertainment Technology

Ann Marie Leahy, Staff, Career Services Center

Walt Louie, Faculty, Entertainment Technology

Chris Fria gave an explanation of the Guided Pathways effort the college is undertaking, and stated that the main goal for the ET program is to increase certificate and degree completions without compromising the quality of the instruction. To achieve this goal, he proposed a major restructuring of the existing degrees that involves the following:

Reducing the core units for the Animation Certificate of Achievement from 34 to 15.

Consolidating the existing 7 areas of concentration for Animation into 4: 2D Animation, 3D Animation, 3D Production and Visual Development.

Converting the Animation areas of concentration from department certificates to Certificates of Achievement that would stack with the core units to form the Animation A.S. Degree.

Expanding the Game Design concentration into a stand-alone A.S. Degree program.

Reduce the total area of emphasis units for the Animation A.S. Degree from 50 to 32.

Reduce the core units for the Digital Media certificate from 44 to 18, and create concentrations in Digital Audio Post-Production and Digital Video Post-Production as stackable Certificates of Achievement.

Reduce the total area of emphasis units for the Digital Media A.S. Degree from 44 to 33.

Walt Louie outlined the new Sound Design and Color Correction courses that are under development for the Digital Media concentrations.

A discussion followed on the need to assess student goals early in the course sequences. Chris Fria answered questions regarding the role of SMC counselors, and stated that the stackable certificates were designed to help students make informed career/transfer decisions sooner. The group was very supportive of a stackable structure for the Animation and Digital Media degrees, but expressed caution about being too prescriptive with the curriculum. Brooke Keesling made the point that different companies are likely to have different opinions about what skills are necessary for entry-level hires.

The feedback from the advisors on the redesign of the ET Degrees/Certificates was overwhelmingly positive. Most of the comments centered on the simplicity of the new stackable structure, saying it made it much easier for students to understand the correct sequence of courses to take.

Santa Monica College

Maija Burnett strongly encouraged one-on-one counseling with students early in the sequence. She shared her experiences with student reviews at CalArts, saying it was an effective tool for faculty to provide honest feedback to students on their strengths and weaknesses. Dori Littell-Herrick of Woodbury University said that transfer should be approached similar to industry concentrations because four-year schools may differ in their expectations of transfer students. She recommended using hard data to see where SMC students are trying to transfer after completing our programs, and working closely with those schools to align course content in specific areas.

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4. Master Planning

The Animation Foundation program supports the College's mission to provide an exceptional learning environment in which students can develop the knowledge and skills necessary to prepare for careers or transfer.

In order to do this, the program is committed to:

Encouraging professional verbal, written, and technical communication and collaboration.

Using state-of-the-art tools and methodologies to help students develop relevant skillsets.

Keeping curriculum up to date with industry standards and emerging trends.

5. Enrollment and Completer Projections

Based on the most recent data regarding enrollments and success rates, we project approximately 100-120 completions annually.

The following summarizes key findings from the Los Angeles/Orange County Center of Excellence for Labor Market Research (COE) data brief:

Jobs related to animation are decreasing by 2% over the next five years; however, more than 2,500 job openings will be available annually due to replacement need.

Over the past 12 months, there were 1,650 online job postings related to animation in Los Angeles and Orange Counties.

Three other related program recommendation requests were received between January and December 2018 from regional community colleges.

Eleven colleges in the region have existing programs closely related to animation.

Last Updated: 7/30/18

Santa Monica College

Between 2014 and 2017, community colleges in the region conferred an average of 70 awards annually (associate degrees and certificates) in related training programs.

6. Place of Program in Curriculum/Similar Program

The existing Animation program consists of a Certificate of Achievement and A.S. Degree in Animation. The current Animation CoA is composed of 34 units of core courses and 7 areas of concentration offered as 16 unit department certificates. The combined total of 50 units of coursework makes it nearly impossible for students to complete the Animation program in two years. This is a particular hardship for the increasing number of students who are interested in transferring to four-year programs. Because of the lengthy sequence of courses, students often bypass the introductory courses or complete them out of sequence, enrolling instead in advanced courses without the necessary skills.

After completing our recent six-year program review and participating in the first round of Guided Pathways workshops, we have concluded that major revisions are necessary to ensure that all students in the Animation program can meet their educational and career goals in a timely manner. We propose, therefore, to restructure the existing Animation program. The Animation Certificate of Achievement will be renamed Animation Foundation, and the required units will be reduced from 34 to 15 to ensure that students can easily complete the introductory courses. The existing areas of concentration will be reduced from 7 to 4, and converted from department certificates to stackable Certificates of Achievement in 2D Animation, 3D Animation, 3D Production, and Visual Development. Students who complete the Animation Foundation CoA and at least one concentration CoA will be eligible for the Animation A.S Degree. Courses that are removed from the Animation Foundation sequence will become required for one of the areas of concentration or will be program electives.

We believe by streamlining the Animation program into these stackable certificates, we can significantly increase student completions and more easily facilitate articulation to four-year schools while maintaining alignment with the needs of industry.

7. Similar Programs at Other Colleges in Service Area

Cerritos College, Digital Arts: Computer Animation
Cypress College, Animation 2D Computer Graphics
East Los Angeles College, Animation (Level 1)
El Camino College, Digital Arts: Computer Animation
Fullerton, Computer Animation/Multi Media
Glendale Community College, Classical Animation
Mt. San Antonio College, Animation
Rio Hondo, Animation

8. Transfer Preparation Information

Transfer Degrees Only: provide information on transfer preparation

SANTA MONICA COLLEGE

PROGRAM OF STUDY

2D Animation

Certificate of Achievement

The 2D Animation certificate is a comprehensive study of the process of creating two-dimensional animation for use in the entertainment industry. Students learn to create high quality 2D animated content for a variety of projects using standard industry tools and methods.

CERTIFICATE OF ACHIEVEMENT REQUIREMENTS:

- completion of the Area of Emphasis with a grade of C or higher in each course
- completion of at least 50% of Area of Emphasis units at SMC
- overall GPA of 2.0 or higher

CATALOG RIGHTS: A student may satisfy the requirements of a Degree or Certificate that were in effect at any time of the student's continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

Program Learning Outcomes:

Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 2D animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Area of Emphasis

Required Courses: (18 units)

		Units
ANIM 18	Perspective Drawing	2
ANIM 19	Color Theory & Application	2
ANIM 20	Intermediate 2D Animation	3
ANIM 21	Advanced 2D Animation	3
ANIM 22	2D Digital Production	3
ANIM 75	Career Development	2
ANIM 85	Animation Studio	3

Total Units for Area of Emphasis:

18

PID 396

LAOCRC/Centers of Excellence Program Application

Section I: Program Information

Program Title: Program title must match exactly what is going to be submitted to COCI
2D Animation

Submission Type: Is your submission a new program or are substantial changes being made to an existing program?

- New Program
 Substantial Changes

TOP Codes 0614.40

Projected Start Date (mm/dd/yyyy) 08/26/2019

Catalog Description Catalog Description includes program requirements, prerequisite skills or enrollment limitations, student learning outcomes, and information relevant to program goal. The 2D Animation certificate is comprehensive study of the process of creating two-dimensional animation for use in the entertainment industry. Students learn to create high quality 2D animated content for a variety of projects using standard industry tools and methods.

Program Learning Outcomes:

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Develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Enrollment Completer Projections Enrollment Completer Projections are projections of number of students to earn certificate or degree annually.

Based on the most recent data regarding enrollments and success rates, we project approximately 30-50 completions annually.

Section II: Program Proposal Attributes

Program Award Type(s)

Check all that apply

Type of Program

- Certificate of Achievement: 8 to fewer than 16 semester (or 16 to fewer than 24 quarter) units (B)
- Certificate of Achievement: 16 or greater semester (or 24 or greater quarter) units (C)
- Associate of Science Degree (S)
- Associate of Arts Degree (A)
- A.A. – T Degree (Y)
- A.S. – T Degree (X)
- Noncredit Program (NIL)

Program Goal Program Goals and Objectives must address a valid transfer, occupational, basic skills, civic education, or lifelong learning purpose. Regional recommendation is only needed for programs with an occupational goal.

The 2D Animation certificate develops the necessary skills for creating high quality 2D animated content for use in the entertainment industry. Students will receive hands-on experience with industry tools and methods, and will develop an effective portfolio for transfer or entry-level employment.

Section III: Course Unit and Hours

Total Certificate Units (Minimum and Maximum) 18

Units of Degree Major or Area of Emphasis (Minimum and Maximum) N/A

Total Units for Degree (Minimum and Maximum) N/A

Section IV: Course Report

Program Requirements Narrative

The 2D Animation concentration is composed of fundamental art and drawing courses, project-based intermediate and advanced 2D animation courses, a career development course, and a capstone studio course for portfolio development.

Course	Title	Units	Year/Semester (Y1 or S1)
ANIM 18	Perspective Drawing	2	S1
ANIM 19	Color Theory and Application	2	S1
ANIM 20	Intermediate 2D Animation	3	S1
ANIM 21	Advanced 2D Animation	3	S2
ANIM 22	2D Digital Production	3	S2
ANIM 75	Career Development	2	S3

ANIM 85	Animation Studio	3	S3

Program Requirements Program Requirements includes course requirements and sequencing that reflect program goals.

Students with no prior experience are strongly encouraged to complete the Animation Foundation Certificate of Achievement before enrolling in the 2D Animation program.

Section V: Supporting Documents

Please attach to the email

Section VI: Los Angeles/Orange County Region Specific Questions

District

College

CRLC Member

Email

Phone

Reason for approval request

- New Program
- Substantial Change
- Local Approved

Place of program in college's curriculum/similar program.

The existing Animation program consists of a Certificate of Achievement and A.S. Degree in Animation. The current Animation CoA is composed of 34 units of core courses and 7 areas of concentration offered as 16 unit department certificates. The combined total of 50 units of coursework makes it nearly impossible for students to complete the Animation program in two years. This is a particular hardship for the increasing number of students who are interested in transferring to four-year programs. Because of the lengthy sequence of courses, students often bypass the introductory courses or complete them out of sequence, enrolling instead in advanced courses without the necessary skills.

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List similar programs at other colleges in the Los Angeles and Orange County Region

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Annual Enrollment projects (non-duplicative)

We estimate 150 unique annual enrollments based on a cap of 30 students per section.

Advisory Minutes

Please attach to the email.

Santa Monica College

2D ANIMATION

1. Program Goals and Objectives

The 2D Animation program develops the necessary skills for creating high quality 2D animated content for use in the entertainment industry. Students will receive hands-on experience with industry tools and methods, and will develop an effective portfolio for transfer or entry-level employment.

2. Catalog Description

The 2D Animation certificate is a comprehensive study of the process of creating two-dimensional animation for use in the entertainment industry. Students learn to create high quality 2D animated content for a variety of projects using standard industry tools and methods.

Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 2D animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

3. Program Requirements

The 2D Animation concentration is composed of fundamental art and drawing courses, project-based intermediate and advanced 2D animation courses, a career development course, and a capstone studio course for portfolio development. Students with no prior experience are strongly encouraged to complete the Animation Foundation Certificate of Achievement before enrolling in the 2D Animation program.

ANIM 18	Perspective Drawing	2 Units	S1
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ANIM 20	Intermediate 2D Animation	3 Units	S1
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ANIM 22	2D Digital Production	3 Units	S2
ANIM 75	Career Development	2 Units	S3
ANIM 85	Animation Studio	3 Units	S3

ET Advisory Board Meeting
June 20, 2018

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Maija Burnett, CalArts
David Grau, Red Bull Media House
Brooke Keesling, The Animation Guild
Marios Kourasis, Independent VFX Supervisor
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David Miller, Create Advertising
Jonathan Pan, Amazon Game Studios

Santa Monica College

David Sonnenschein, IQSONICS LLC
Jo Wright, DICE Los Angeles

SMC Faculty & Staff in attendance:
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Frank Dawson, Dean, Career Education
Chris Fria, Faculty, Entertainment Technology
David Javelosa, Faculty, Entertainment Technology
Ann Marie Leahy, Staff, Career Services Center
Walt Louie, Faculty, Entertainment Technology

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Santa Monica College

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Santa Monica College

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Glendale Community College, Classical Animation
Mt. San Antonio College, Animation
Rio Hondo, Animation

SANTA MONICA COLLEGE

PROGRAM OF STUDY

3D Animation Certificate of Achievement

Effective Fall 2017

The 3D Animation program is comprehensive study of the process of creating three-dimensional animation for use in the entertainment industry. Students learn to create high quality 3D animated content for a variety of projects using standard industry tools and methods.

CERTIFICATE OF ACHIEVEMENT REQUIREMENTS:

- completion of the Area of Emphasis with a grade of C or higher in each course
- completion of at least 50% of Area of Emphasis units at SMC
- overall GPA of 2.0 or higher

CATALOG RIGHTS: A student may satisfy the requirements of a Degree or Certificate that were in effect at any time of the student's continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

Program Learning Outcomes:

Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 3D animation production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Area of Emphasis

Required Courses: (17 units)

		Units
ANIM 20	Intermediate 2D Animation	3
ET ANIM30	Intermediate 3D Animation	3
ANIM 31	Advanced 3D Animation	3
ANIM 32	Digital Previsualization	3
ANIM 75	Career Development	2
ANIM 85	Animation Studio	3

Total Units for Area of Emphasis:

17

LAOCRC/Centers of Excellence Program Application

Section I: Program Information

Program Title: Program title must match exactly what is going to be submitted to COCI
3D Animation

Submission Type: Is your submission a new program or are substantial changes being made to an existing program?

- New Program
 Substantial Changes

TOP Codes 0614.40

Projected Start Date (mm/dd/yyyy) 08/26/2019

Catalog Description Catalog Description includes program requirements, prerequisite skills or enrollment limitations, student learning outcomes, and information relevant to program goal. The 3D Animation certificate is comprehensive study of the process of creating three-dimensional animation for use in the entertainment industry. Students learn to create high quality 3D animated content for a variety of projects using standard industry tools and methods.

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Section II: Program Proposal Attributes

Program Award Type(s)

Check all that apply

Type of Program

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Section III: Course Unit and Hours

Total Certificate Units (Minimum and Maximum) 17

Units of Degree Major or Area of Emphasis (Minimum and Maximum) N/A

Total Units for Degree (Minimum and Maximum) N/A

Section IV: Course Report

Program Requirements Narrative

The 3D Animation concentration is composed of project-based intermediate and advanced animation courses, a career development course, and a capstone studio course for portfolio development.

Course	Title	Units	Year/Semester (Y1 or S1)
ANIM 20	Intermediate 2D Animation	3	S1
ANIM 30	Intermediate 3D Animation	3	S1
ANIM 31	Advanced 3D Animation	3	S2
ANIM 32	Digital Previsualization	3	S2
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ANIM 85	Animation Studio	3	S3

Program Requirements Program Requirements includes course requirements and sequencing that reflect program goals.

Students with no prior experience are strongly encouraged to complete the Animation Foundation Certificate of Achievement before enrolling in the 3D Animation program.

Section V: Supporting Documents

Please attach to the email

Section VI: Los Angeles/Orange County Region Specific Questions

District

College

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Email

Phone

Reason for approval request

- New Program
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- Local Approved

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Mt. San Antonio College, 3D & CG Gaming
Rio Hondo, Animation

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Advisory Minutes

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Santa Monica College

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1. Program Goals and Objectives

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2. Catalog Description

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Encouraging professional verbal, written, and technical communication and collaboration.

Using state-of-the-art tools and methodologies to help students develop relevant skillsets.

Keeping curriculum up to date with industry standards and emerging trends.

5. Enrollment and Completer Projections

Based on the most recent data regarding enrollments and success rates, we project approximately 30-50 completions annually.

The following summarizes key findings from the Los Angeles/Orange County Center of Excellence for Labor Market Research (COE) data brief:

Jobs related to animation are decreasing by 2% over the next five years; however, more than 2,500 job openings will be available annually due to replacement need.

Over the past 12 months, there were 1,650 online job postings related to animation in Los Angeles and Orange Counties.

Three other related program recommendation requests were received between January and December 2018 from regional community colleges.

Santa Monica College

Eleven colleges in the region have existing programs closely related to animation.

Between 2014 and 2017, community colleges in the region conferred an average of 70 awards annually (associate degrees and certificates) in related training programs.

6. Place of Program in Curriculum/Similar Program

The existing Animation program consists of a Certificate of Achievement and A.S. Degree in Animation. The current Animation CoA is composed of 34 units of core courses and 7 areas of concentration offered as 16 unit department certificates. The combined total of 50 units of coursework makes it nearly impossible for students to complete the Animation program in two years. This is a particular hardship for the increasing number of students who are interested in transferring to four-year programs. Because of the lengthy sequence of courses, students often bypass the introductory courses or complete them out of sequence, enrolling instead in advanced courses without the necessary skills.

After completing our recent six-year program review and participating in the first round of Guided Pathways workshops, we have concluded that major revisions are necessary to ensure that all students in the Animation program can meet their educational and career goals in a timely manner. We propose, therefore, to restructure the existing Animation program. The Animation Certificate of Achievement will be renamed Animation Foundation, and the required units will be reduced from 34 to 15 to ensure that students can easily complete the introductory courses. The existing areas of concentration will be reduced from 7 to 4, and converted from department certificates to stackable Certificates of Achievement in 2D Animation, 3D Animation, 3D Production, and Visual Development. Students who complete the Animation Foundation CoA and at least one concentration CoA will be eligible for the Animation A.S Degree. Courses that are removed from the Animation Foundation sequence will become required for one of the areas of concentration or will be program electives.

We believe by streamlining the Animation program into these stackable certificates, we can significantly increase student completions and more easily facilitate articulation to four-year schools while maintaining alignment with the needs of industry.

7. Similar Programs at Other Colleges in Service Area

Cerritos College, Digital Arts: Computer Animation
Cypress College, Animation 3D Computer Graphics
East Los Angeles College, Animation (Level 2)
El Camino College, Digital Arts: Computer Animation
Fullerton, Computer Animation/Multi Media
Glendale Community College, Digital Animation
Los Angeles Mission College, Multimedia: Animation & 3D Design
Mt. San Antonio College, 3D & CG Gaming
Rio Hondo, Animation

8. Transfer Preparation Information

Last Updated: 7/30/18

SANTA MONICA COLLEGE

PROGRAM OF STUDY

3D Production

Certificate of Achievement

The 3D Production program is comprehensive study of the process of creating three-dimensional assets for use in the entertainment industry. Students learn to create high quality 3D production assets for a variety of projects using standard industry tools and methods.

CERTIFICATE OF ACHIEVEMENT REQUIREMENTS:

- completion of the Area of Emphasis with a grade of C or higher in each course
- completion of at least 50% of Area of Emphasis units at SMC
- overall GPA of 2.0 or higher

CATALOG RIGHTS: A student may satisfy the requirements of a Degree or Certificate that were in effect at any time of the student's continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

Program Learning Outcomes:

Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 3D production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Area of Emphasis

Required Courses: (17 units)

		Units
ANIM 35	3D Modeling	3
ANIM 36	3D Texturing & Rendering	3
ANIM 37	3D Character Creation	3
ANIM 38	3D Character Rigging	3
ANIM 75	Career Development	2
ANIM 85	Animation Studio	3

Total Units for Area of Emphasis:

17

LAOCRC/Centers of Excellence Program Application

Section I: Program Information

Program Title: Program title must match exactly what is going to be submitted to COCI
3D Production

Submission Type: Is your submission a new program or are substantial changes being made to an existing program?

- New Program
 Substantial Changes

TOP Codes 0614.40

Projected Start Date (mm/dd/yyyy) 08/26/2019

Catalog Description Catalog Description includes program requirements, prerequisite skills or enrollment limitations, student learning outcomes, and information relevant to program goal. The 3D Production certificate is comprehensive study of the process of creating three-dimensional assets for use in the entertainment industry. Students learn to create high quality 3D production assets for a variety of projects using standard industry tools and methods.

Program Learning Outcomes:

Create original content that demonstrates an understanding of the professional 3D production pipeline.

Develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Enrollment Completer Projections Enrollment Completer Projections are projections of number of students to earn certificate or degree annually.

Based on the most recent data regarding enrollments and success rates, we project approximately 30-50 completions annually.

Section II: Program Proposal Attributes

Program Award Type(s)

Check all that apply

Type of Program

- Certificate of Achievement: 8 to fewer than 16 semester (or 16 to fewer than 24 quarter) units (B)
- Certificate of Achievement: 16 or greater semester (or 24 or greater quarter) units (C)
- Associate of Science Degree (S)
- Associate of Arts Degree (A)
- A.A. – T Degree (Y)
- A.S. – T Degree (X)
- Noncredit Program (NIL)

Program Goal Program Goals and Objectives must address a valid transfer, occupational, basic skills, civic education, or lifelong learning purpose. Regional recommendation is only needed for programs with an occupational goal.

The 3D Production certificate develops the necessary skills for creating high quality 3D content for use in the entertainment industry. Students will receive hands-on experience with industry tools and methods, and will develop an effective portfolio for transfer or entry-level employment.

Section III: Course Unit and Hours

Total Certificate Units (Minimum and Maximum) 17

Units of Degree Major or Area of Emphasis (Minimum and Maximum) N/A

Total Units for Degree (Minimum and Maximum) N/A

Section IV: Course Report

Program Requirements Narrative

The 3D Production concentration is composed of project-based intermediate and advanced 3D production courses, a career development course, and a capstone studio course for portfolio development.

Course	Title	Units	Year/Semester (Y1 or S1)
ANIM 35	3D Modeling	3	S1
ANIM 36	3D Character Rigging	3	S1
ANIM 37	3D Character Creation	3	S2
ANIM 38	3D Texturing and Rendering	3	S2
ANIM 75	Career Development	2	S3
ANIM 85	Animation Studio	3	S3

Program Requirements Program Requirements includes course requirements and sequencing that reflect program goals.

Students with no prior experience are strongly encouraged to complete the Animation Foundation Certificate of Achievement before enrolling in the 3D Production program.

Section V: Supporting Documents

Please attach to the email

Section VI: Los Angeles/Orange County Region Specific Questions

District

College

CRLC Member

Email

Phone

Reason for approval request

- New Program
- Substantial Change
- Local Approved

Place of program in college’s curriculum/similar program.

The existing Animation program consists of a Certificate of Achievement and A.S. Degree in Animation. The current Animation CoA is composed of 34 units of core courses and 7 areas of concentration offered as 16 unit department certificates. The combined total of 50 units of coursework makes it nearly impossible for students to complete the Animation program in two years. This is a particular hardship for the increasing number of students who are interested in transferring to four-year programs. Because of the lengthy sequence of courses, students often bypass the introductory courses or complete them out of sequence, enrolling instead in advanced courses without the necessary skills.

After completing our recent six-year program review and participating in the first round of Guided Pathways workshops, we have concluded that major revisions are necessary to ensure that all students in the Animation program can meet their educational and career goals in a timely manner. We propose, therefore, to restructure the existing Animation program. The Animation Certificate of Achievement will be renamed Animation Foundation, and the required units will be reduced from 34 to 15 to ensure that students can easily complete the

introductory courses. The existing areas of concentration will be reduced from 7 to 4, and converted from department certificates to stackable Certificates of Achievement in 2D Animation, 3D Animation, 3D Production, and Visual Development. Students who complete the Animation Foundation CoA and at least one concentration CoA will be eligible for the Animation A.S Degree. Courses that are removed from the Animation Foundation sequence will become required for one of the areas of concentration or will be program electives.

We believe by streamlining the Animation program into these stackable certificates, we can significantly increase student completions and more easily facilitate articulation to four-year schools while maintaining alignment with the needs of industry.

List similar programs at other colleges in the Los Angeles and Orange County Region

Cerritos College, Digital Arts: Computer Animation
Cypress College, Animation 3D Computer Graphics
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Fullerton, Computer Animation/Multi Media
Glendale Community College, Digital Animation
Los Angeles Mission College, Multimedia: Animation & 3D Design
Mt. San Antonio College, 3D & CG Gaming
Rio Hondo, Animation

Annual Enrollment projects (non-duplicative)

We estimate 150 unique annual enrollments based on a cap of 30 students per section.

Advisory Minutes

Please attach to the email.

Santa Monica College

3D PRODUCTION

1. Program Goals and Objectives

The 3D Production program develops the necessary skills for creating high quality 3D content for use in the entertainment industry. Students will receive hands-on experience with industry tools and methods, and will develop an effective portfolio for transfer or entry-level employment.

2. Catalog Description

The 3D Production program is comprehensive study of the process of creating three-dimensional assets for use in the entertainment industry. Students learn to create high quality 3D production assets for a variety of projects using standard industry tools and methods.

Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional 3D production pipeline, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

3. Program Requirements

The 3D Production concentration is composed of project-based intermediate and advanced 3D production courses, a career development course, and a capstone studio course for portfolio development. Students with no prior experience are strongly encouraged to complete the Animation Foundation Certificate of Achievement before enrolling in the 3D Production program.

ANIM 35	3D Modeling	3 Units	S1
ANIM 36	3D Texturing and Rendering	3 Units	S1
ANIM 37	3D Character Creation	3 Units	S2
ANIM 38	3D Character Rigging	3 Units	S2
ANIM 75	Career Development	2 Units	S3
ANIM 85	Animation Studio	3 Units	S3

ET Advisory Board Meeting
June 20, 2018

Advisors in attendance:

Ceci Aranovich, Warner Bros. Animation
Maija Burnett, CalArts
David Grau, Red Bull Media House
Brooke Keesling, The Animation Guild
Marios Kourasis, Independent VFX Supervisor
Dori Littell-Herrick, Woodbury University
Ken Locsmandi, Filmworks/FX
David Miller, Create Advertising
Jonathan Pan, Amazon Game Studios
David Sonnenschein, IQSONICS LLC
Jo Wright, DICE Los Angeles

Last Updated: 7/30/18

Santa Monica College

SMC Faculty & Staff in attendance:

Young Choi, Faculty, Entertainment Technology

Frank Dawson, Dean, Career Education

Chris Fria, Faculty, Entertainment Technology

David Javelosa, Faculty, Entertainment Technology

Ann Marie Leahy, Staff, Career Services Center

Walt Louie, Faculty, Entertainment Technology

Chris Fria gave an explanation of the Guided Pathways effort the college is undertaking, and stated that the main goal for the ET program is to increase certificate and degree completions without compromising the quality of the instruction. To achieve this goal, he proposed a major restructuring of the existing degrees that involves the following:

Reducing the core units for the Animation Certificate of Achievement from 34 to 15.

Consolidating the existing 7 areas of concentration for Animation into 4: 2D Animation, 3D Animation, 3D Production and Visual Development.

Converting the Animation areas of concentration from department certificates to Certificates of Achievement that would stack with the core units to form the Animation A.S. Degree.

Expanding the Game Design concentration into a stand-alone A.S. Degree program.

Reduce the total area of emphasis units for the Animation A.S. Degree from 50 to 32.

Reduce the core units for the Digital Media certificate from 44 to 18, and create concentrations in Digital Audio Post-Production and Digital Video Post-Production as stackable Certificates of Achievement.

Reduce the total area of emphasis units for the Digital Media A.S. Degree from 44 to 33.

Walt Louie outlined the new Sound Design and Color Correction courses that are under development for the Digital Media concentrations.

A discussion followed on the need to assess student goals early in the course sequences. Chris Fria answered questions regarding the role of SMC counselors, and stated that the stackable certificates were designed to help students make informed career/transfer decisions sooner. The group was very supportive of a stackable structure for the Animation and Digital Media degrees, but expressed caution about being too prescriptive with the curriculum. Brooke Keesling made the point that different companies are likely to have different opinions about what skills are necessary for entry-level hires.

The feedback from the advisors on the redesign of the ET Degrees/Certificates was overwhelmingly positive. Most of the comments centered on the simplicity of the new stackable structure, saying it made it much easier for students to understand the correct sequence of courses to take.

Santa Monica College

Maija Burnett strongly encouraged one-on-one counseling with students early in the sequence. She shared her experiences with student reviews at CalArts, saying it was an effective tool for faculty to provide honest feedback to students on their strengths and weaknesses. Dori Littell-Herrick of Woodbury University said that transfer should be approached similar to industry concentrations because four-year schools may differ in their expectations of transfer students. She recommended using hard data to see where SMC students are trying to transfer after completing our programs, and working closely with those schools to align course content in specific areas.

Many of the advisors offered their time to follow up on specific content within proposed Animation and Digital Media degrees as well as the proposed A.S Degree in Game Design. Overall, the consensus was that the redesign is an exciting step forward for the Entertainment Technology program and is definitely the right approach to improve completions while staying aligned with transfer institutions and industry.

4. Master Planning

The 3D Production program supports the College's mission to provide an exceptional learning environment in which students can develop the knowledge and skills necessary to prepare for careers or transfer.

In order to do this, the program is committed to:

Encouraging professional verbal, written, and technical communication and collaboration.

Using state-of-the-art tools and methodologies to help students develop relevant skillsets.

Keeping curriculum up to date with industry standards and emerging trends.

5. Enrollment and Completer Projections

Based on the most recent data regarding enrollments and success rates, we project approximately 30-50 completions annually.

The following summarizes key findings from the Los Angeles/Orange County Center of Excellence for Labor Market Research (COE) data brief:

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Eleven colleges in the region have existing programs closely related to animation.

Last Updated: 7/30/18

Santa Monica College

Between 2014 and 2017, community colleges in the region conferred an average of 70 awards annually (associate degrees and certificates) in related training programs.

6. Place of Program in Curriculum/Similar Program

The existing Animation program consists of a Certificate of Achievement and A.S. Degree in Animation. The current Animation CoA is composed of 34 units of core courses and 7 areas of concentration offered as 16 unit department certificates. The combined total of 50 units of coursework makes it nearly impossible for students to complete the Animation program in two years. This is a particular hardship for the increasing number of students who are interested in transferring to four-year programs. Because of the lengthy sequence of courses, students often bypass the introductory courses or complete them out of sequence, enrolling instead in advanced courses without the necessary skills.

After completing our recent six-year program review and participating in the first round of Guided Pathways workshops, we have concluded that major revisions are necessary to ensure that all students in the Animation program can meet their educational and career goals in a timely manner. We propose, therefore, to restructure the existing Animation program. The Animation Certificate of Achievement will be renamed Animation Foundation, and the required units will be reduced from 34 to 15 to ensure that students can easily complete the introductory courses. The existing areas of concentration will be reduced from 7 to 4, and converted from department certificates to stackable Certificates of Achievement in 2D Animation, 3D Animation, 3D Production, and Visual Development. Students who complete the Animation Foundation CoA and at least one concentration CoA will be eligible for the Animation A.S Degree. Courses that are removed from the Animation Foundation sequence will become required for one of the areas of concentration or will be program electives.

We believe by streamlining the Animation program into these stackable certificates, we can significantly increase student completions and more easily facilitate articulation to four-year schools while maintaining alignment with the needs of industry.

7. Similar Programs at Other Colleges in Service Area

Cerritos College, Digital Arts: Computer Animation
Cypress College, Animation 3D Computer Graphics
East Los Angeles College, Animation (Level 2)
El Camino College, Digital Arts: Computer Animation
Fullerton, Computer Animation/Multi Media
Glendale Community College, Digital Animation
Los Angeles Mission College, Multimedia: Animation & 3D Design
Mt. San Antonio College, 3D & CG Gaming
Rio Hondo, Animation

8. Transfer Preparation Information

Transfer Degrees Only: provide information on transfer preparation

SANTA MONICA COLLEGE

PROGRAM OF STUDY

Animation Associate in Science (AS)

Effective Fall 2017

The Animation A.S. Degree program is a comprehensive study of the skills necessary to create 2D or 3D digital animation for the entertainment industry. The required coursework begins with the Animation Foundation Certificate of Achievement, combining a solid foundation in animation history and visual storytelling with hands-on experience in digital animation pre-production and production processes.

After successfully completing the Animation Foundation, students pursue a concentration in 2D Animation, 3D Animation, 3D Production, or Visual Development. Each concentration reflects an area of industry specialization, and is awarded as a second Certificate of Achievement. Students must complete the required coursework for the Animation Foundation and at least one concentration to be eligible for the Animation A.S. Degree.

Throughout the Animation A.S. Degree program, students learn to develop professional skills, demonstrate those skills in effective entry-level portfolios, and work collaboratively on team-based projects. Students may also participate in internships with industry partners when available.

ASSOCIATE DEGREE REQUIREMENTS:

- completion of at least 60 semester units including:
 - completion of the Area of Emphasis with a grade of C or higher in each course
 - completion of at least 50% of Area of Emphasis units at SMC
 - one of the following general education patterns: SMC GE, CSU GE, or IGETC (see www.smc.edu/articulation or visit the Transfer/Counseling Center)
 - the Global Citizenship requirement
- overall GPA of 2.0 or higher

CATALOG RIGHTS: A student may satisfy the requirements of a Degree or Certificate that were in effect at any time of the student's continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

TRANSFER REQUIREMENTS:

Students planning to transfer to a four-year program should complete the lower-division major requirements and the general education pattern for the appropriate transfer school.

- Transfer requirements for UC and CSU can be found at www.assist.org.
- Transfer agreements with select private and out-of-state institutions can be found at www.smc.edu/articulation.

Program Learning Outcomes:

Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Area of Emphasis

Required Core Courses: (15 units)

		Units
ANIM 1	Storytelling	3
ANIM 2	2D Animation Fundamentals	3
ANIM 3	3D Fundamentals	3
ANIM 4	Digital Storyboarding	3
ANIM 5	History Of Animation	3

Required Concentration: select one of the following concentrations (minimum of 17 units as specified)

2D ANIMATION CONCENTRATION: (18 units)

		Units
ANIM 18	Perspective Drawing	2
ANIM 19	Color Theory & Application	2
ANIM 20	Intermediate 2D Animation	3
ANIM 21	Advanced 2D Animation	3
ANIM 22	2D Digital Production	3
ANIM 75	Career Development	2
ANIM 85	Animation Studio	3

or

3D ANIMATION CONCENTRATION: (17 units)

		Units
ANIM 20	Intermediate 2D Animation	3
ET ANIM30	Intermediate 3D Animation	3
ANIM 31	Advanced 3D Animation	3
ANIM 32	Digital Previsualization	3
ANIM 75	Career Development	2
ANIM 85	Animation Studio	3

or

3D PRODUCTION CONCENTRATION: (17 units)

		Units
ANIM 35	3D Modeling	3
ET 26	3D Rendering	3
ANIM 37	3D Character Creation	3
ANIM 38	3D Character Rigging	3
ANIM 75	Career Development	2
ANIM 85	Animation Studio	3

or

VISUAL DEVELOPMENT CONCENTRATION: (18 units)

		Units
ANIM 18	Perspective Drawing	2
ANIM 19	Color Theory & Application	2
ANIM 40	Character Design	3
ANIM 41	Environment Design	3
ANIM 42	Prop and Vehicle Design	3
ANIM 75	Career Development	2
ANIM 80	Visual Development Studio	3

Total Units for Area of Emphasis:

85

PID 394

LAOCRC/Centers of Excellence Program Application

Section I: Program Information

Program Title: Program title must match exactly what is going to be submitted to COCI Animation

Submission Type: Is your submission a new program or are substantial changes being made to an existing program?

- New Program
 Substantial Changes

TOP Codes 0614.40

Projected Start Date (mm/dd/yyyy) 08/26/2019

Catalog Description Catalog Description includes program requirements, prerequisite skills or enrollment limitations, student learning outcomes, and information relevant to program goal. The Animation A.S. Degree program is a comprehensive study of the skills necessary to create 2D or 3D digital animation for the entertainment industry. The required coursework begins with the Animation Foundation Certificate of Achievement, combining a solid foundation in animation history and visual storytelling with hands-on experience in digital animation pre-production and production processes.

After successfully completing the Animation Foundation, students pursue a concentration in 2D Animation, 3D Animation, 3D Production, or Visual Development. Each concentration reflects an area of industry specialization, and is awarded as a second Certificate of Achievement. Students must complete the required coursework for the Animation Foundation and at least one concentration to be eligible for the Animation A.S. Degree.

Throughout the Animation A.S. Degree program, students learn to develop professional skills, demonstrate those skills in effective entry-level portfolios, and work collaboratively on team-based projects. Students may also participate in internships with industry partners when available.

Program Learning Outcomes:

Create original content that demonstrates an understanding of 2D and 3D animation principals using industry-standard tools and methodologies.

Develop an effective portfolio of work for entry-level employment in the animation industry or for transfer to a four-year animation program.

Enrollment Completer Projections Enrollment Completer Projections are projections of number of students to earn certificate or degree annually.

Based on the most recent data regarding enrollments and success rates, we project approximately 25-50 completions annually.

Section II: Program Proposal Attributes

Program Award Type(s)

Check all that apply

Type of Program

- Certificate of Achievement: 8 to fewer than 16 semester (or 16 to fewer than 24 quarter) units (B)
- Certificate of Achievement: 16 or greater semester (or 24 or greater quarter) units (C)
- Associate of Science Degree (S)
- Associate of Arts Degree (A)
- A.A. – T Degree (Y)
- A.S. – T Degree (X)
- Noncredit Program (NIL)

Program Goal Program Goals and Objectives must address a valid transfer, occupational, basic skills, civic education, or lifelong learning purpose. Regional recommendation is only needed for programs with an occupational goal.

The Animation A.S. Degree program helps students develop the skills necessary to create compelling original content for portfolio development. Whether pursuing career or transfer opportunities, students gain real-world experience with standard industry tools and methodologies.

Section III: Course Unit and Hours

Total Certificate Units (Minimum and Maximum) N/A

Units of Degree Major or Area of Emphasis (Minimum and Maximum) 32 or 33

Total Units for Degree (Minimum and Maximum) 60

Section IV: Course Report

Program Requirements Narrative

The Animation A.S. Degree program is composed of two stacking Certificates of Achievement. The first is the Animation Foundation CoA, composed of introductory courses that can be completed

Local Approved

Place of program in college's curriculum/similar program.

The existing Animation program consists of a Certificate of Achievement and A.S. Degree in Animation. The current Animation CoA is composed of 34 units of core courses and 7 areas of concentration offered as 16 unit department certificates. The combined total of 50 units of coursework makes it nearly impossible for students to complete the Animation program in two years. This is a particular hardship for the increasing number of students who are interested in transferring to four-year programs. Because of the lengthy sequence of courses, students often bypass the introductory courses or complete them out of sequence, enrolling instead in advanced courses without the necessary skills.

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List similar programs at other colleges in the Los Angeles and Orange County Region

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Cypress College, Animation 2D Computer Graphics
Cypress College, Animation 3D Computer Graphics
East Los Angeles College, Animation A.A. Degree
El Camino College, Digital Arts: Computer Animation
Fullerton, Computer Animation/Multi Media
Glendale Community College, Animation A.S. Degree
Mt. San Antonio College, Animation
Pasadena City College, Animation & Motion Arts A.S. Degree
Rio Hondo College, Animation A.S. Degree

Annual Enrollment projects (non-duplicative)

We estimate 600 unique annual enrollments based on a cap of 30 students per section.

Advisory Minutes

Please attach to the email.

Santa Monica College

ANIMATION A.S. DEGREE

1. Program Goals and Objectives

The Animation A.S. Degree program helps students develop the skills necessary to create compelling original content for portfolio development. Whether pursuing career or transfer opportunities, students gain real-world experience with standard industry tools and methodologies.

2. Catalog Description

The Animation A.S. Degree program is a comprehensive study of the skills necessary to create 2D or 3D digital animation for the entertainment industry. The required coursework begins with the Animation Foundation Certificate of Achievement, combining a solid foundation in animation history and visual storytelling with hands-on experience in digital animation pre-production and production processes.

After successfully completing the Animation Foundation, students pursue a concentration in 2D Animation, 3D Animation, 3D Production, or Visual Development. Each concentration reflects an area of industry specialization, and is awarded as a second Certificate of Achievement. Students must complete the required coursework for the Animation Foundation and at least one concentration to be eligible for the Animation A.S. Degree.

Throughout the Animation A.S. Degree program, students learn to develop professional skills, demonstrate those skills in effective entry-level portfolios, and work collaboratively on team-based projects. Students may also participate in internships with industry partners when available.

Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional animation production pipeline, and develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

3. Program Requirements

Students must complete the required coursework for the Animation Foundation Certificate of Achievement and at least one concentration Certificate of Achievement to be eligible for the Animation A.S. Degree. Please see the attached spreadsheet for the full A.S. Degree course sequence.

Please see the attached spreadsheet for the full A.S. Degree course sequence.

ET Advisory Board Meeting
June 20, 2018

Advisors in attendance:
Ceci Aranovich, Warner Bros. Animation
Maija Burnett, CalArts
David Grau, Red Bull Media House
Brooke Keesling, The Animation Guild
Marios Kourasis, Independent VFX Supervisor

Last Updated: 7/30/18

Santa Monica College

Dori Littell-Herrick, Woodbury University
Ken Locsmandi, Filmworks/FX
David Miller, Create Advertising
Jonathan Pan, Amazon Game Studios
David Sonnenschein, IQSONICS LLC
Jo Wright, DICE Los Angeles

SMC Faculty & Staff in attendance:

Young Choi, Faculty, Entertainment Technology
Frank Dawson, Dean, Career Education
Chris Fria, Faculty, Entertainment Technology
David Javelosa, Faculty, Entertainment Technology
Ann Marie Leahy, Staff, Career Services Center
Walt Louie, Faculty, Entertainment Technology

Chris Fria gave an explanation of the Guided Pathways effort the college is undertaking, and stated that the main goal for the ET program is to increase certificate and degree completions without compromising the quality of the instruction. To achieve this goal, he proposed a major restructuring of the existing degrees that involves the following:

Reducing the core units for the Animation Certificate of Achievement from 34 to 15.

Consolidating the existing 7 areas of concentration for Animation into 4: 2D Animation, 3D Animation, 3D Production and Visual Development.

Converting the Animation areas of concentration from department certificates to Certificates of Achievement that would stack with the core units to form the Animation A.S. Degree.

Expanding the Game Design concentration into a stand-alone A.S. Degree program.

Reduce the total area of emphasis units for the Animation A.S. Degree from 50 to 32.

Reduce the core units for the Digital Media certificate from 44 to 18, and create concentrations in Digital Audio Post-Production and Digital Video Post-Production as stackable Certificates of Achievement.

Reduce the total area of emphasis units for the Digital Media A.S. Degree from 44 to 33.

Walt Louie outlined the new Sound Design and Color Correction courses that are under development for the Digital Media concentrations.

A discussion followed on the need to assess student goals early in the course sequences. Chris Fria answered questions regarding the role of SMC counselors, and stated that the stackable certificates were designed to help students make informed career/transfer decisions sooner. The group was very supportive of a stackable structure for the Animation and Digital Media degrees, but expressed caution about being too prescriptive with the curriculum. Brooke Keesling made the point that different companies are likely to have different opinions about what skills are necessary for entry-level hires.

Santa Monica College

The feedback from the advisors on the redesign of the ET Degrees/Certificates was overwhelmingly positive. Most of the comments centered on the simplicity of the new stackable structure, saying it made it much easier for students to understand the correct sequence of courses to take.

Maija Burnett strongly encouraged one-on-one counseling with students early in the sequence. She shared her experiences with student reviews at CalArts, saying it was an effective tool for faculty to provide honest feedback to students on their strengths and weaknesses. Dori Littell-Herrick of Woodbury University said that transfer should be approached similar to industry concentrations because four-year schools may differ in their expectations of transfer students. She recommended using hard data to see where SMC students are trying to transfer after completing our programs, and working closely with those schools to align course content in specific areas.

Many of the advisors offered their time to follow up on specific content within proposed Animation and Digital Media degrees as well as the proposed A.S Degree in Game Design. Overall, the consensus was that the redesign is an exciting step forward for the Entertainment Technology program and is definitely the right approach to improve completions while staying aligned with transfer institutions and industry.

4. Master Planning

The Animation A.S. Degree program supports the College's mission to provide an exceptional learning environment in which students can develop the knowledge and skills necessary to prepare for careers or transfer.

In order to do this, the program is committed to:

Encouraging professional verbal, written, and technical communication and collaboration.

Using state-of-the-art tools and methodologies to help students develop relevant skillsets.

Keeping curriculum up to date with industry standards and emerging trends.

5. Enrollment and Completer Projections

Based on the most recent data regarding enrollments and success rates, we project approximately 25-50 completions annually.

The following summarizes key findings from the Los Angeles/Orange County Center of Excellence for Labor Market Research (COE) data brief:

Jobs related to animation are decreasing by 2% over the next five years; however, more than 2,500 job openings will be available annually due to replacement need.

Santa Monica College

Over the past 12 months, there were 1,650 online job postings related to animation in Los Angeles and Orange Counties.

Three other related program recommendation requests were received between January and December 2018 from regional community colleges.

Eleven colleges in the region have existing programs closely related to animation.

Between 2014 and 2017, community colleges in the region conferred an average of 70 awards annually (associate degrees and certificates) in related training programs.

6. Place of Program in Curriculum/Similar Program

The existing Animation program consists of a Certificate of Achievement and A.S. Degree in Animation. The current Animation CoA is composed of 34 units of core courses and 7 areas of concentration offered as 16 unit department certificates. The combined total of 50 units of coursework makes it nearly impossible for students to complete the Animation program in two years. This is a particular hardship for the increasing number of students who are interested in transferring to four-year programs. Because of the lengthy sequence of courses, students often bypass the introductory courses or complete them out of sequence, enrolling instead in advanced courses without the necessary skills.

After completing our recent six-year program review and participating in the first round of Guided Pathways workshops, we have concluded that major revisions are necessary to ensure that all students in the Animation program can meet their educational and career goals in a timely manner. We propose, therefore, to restructure the existing Animation program. The Animation Certificate of Achievement will be renamed Animation Foundation, and the required units will be reduced from 34 to 15 to ensure that students can easily complete the introductory courses. The existing areas of concentration will be reduced from 7 to 4, and converted from department certificates to stackable Certificates of Achievement in 2D Animation, 3D Animation, 3D Production, and Visual Development. Students who complete the Animation Foundation CoA and at least one concentration CoA will be eligible for the Animation A.S Degree. Courses that are removed from the Animation Foundation sequence will become required for one of the areas of concentration or will be program electives.

We believe by streamlining the Animation program into these stackable certificates, we can significantly increase student completions and more easily facilitate articulation to four-year schools while maintaining alignment with the needs of industry.

7. Similar Programs at Other Colleges in Service Area

Cerritos College, Digital Arts: Computer Animation A.A. Degree
Cypress College, Animation 2D Computer Graphics
Cypress College, Animation 3D Computer Graphics
East Los Angeles College, Animation A.A. Degree

Santa Monica College

El Camino College, Digital Arts: Computer Animation
Fullerton, Computer Animation/Multi Media
Glendale Community College, Animation A.S. Degree
Mt. San Antonio College, Animation
Pasadena City College, Animation & Motion Arts A.S. Degree
Rio Hondo College, Animation A.S. Degree

8. Transfer Preparation Information

Transfer Degrees Only: provide information on transfer preparation

SANTA MONICA COLLEGE

PROGRAM OF STUDY

Visual Development

Certificate of Achievement

The Visual Development program is comprehensive study of the visual development pre-production process used in the entertainment industry. Students learn to create high quality visual development art and storyboard animatics for a variety of projects using standard industry tools and methods.

CERTIFICATE OF ACHIEVEMENT REQUIREMENTS:

- completion of the Area of Emphasis with a grade of C or higher in each course
- completion of at least 50% of Area of Emphasis units at SMC
- overall GPA of 2.0 or higher

CATALOG RIGHTS: A student may satisfy the requirements of a Degree or Certificate that were in effect at any time of the student's continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

Program Learning Outcomes:

Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional visual development process, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Area of Emphasis

Required Courses: (18 units)		Units
ANIM 18	Perspective Drawing	2
ANIM 19	Color Theory & Application	2
ANIM 40	Character Design	3
ANIM 41	Environment Design	3
ANIM 42	Prop and Vehicle Design	3
ANIM 75	Career Development	2
ANIM 80	Visual Development Studio	3

Total Units for Area of Emphasis: 18

PID 397

LAOCRC/Centers of Excellence Program Application

Section I: Program Information

Program Title: Program title must match exactly what is going to be submitted to COCI
Visual Development

Submission Type: Is your submission a new program or are substantial changes being made to an existing program?

- New Program
 Substantial Changes

TOP Codes 0614.40

Projected Start Date (mm/dd/yyyy) 08/26/2019

Catalog Description Catalog Description includes program requirements, prerequisite skills or enrollment limitations, student learning outcomes, and information relevant to program goal. The Visual Development certificate is comprehensive study of the visual development pre-production process used in the entertainment industry. Students learn to create high quality visual development art and storyboard animatics for a variety of projects using standard industry tools and methods.

Program Learning Outcomes:

Create original content that demonstrates an understanding of the professional visual development process.

Develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

Enrollment Completer Projections Enrollment Completer Projections are projections of number of students to earn certificate or degree annually.

Based on the most recent data regarding enrollments and success rates, we project approximately 30-50 completions annually.

Section II: Program Proposal Attributes

Program Award Type(s)

Check all that apply

Type of Program

- Certificate of Achievement: 8 to fewer than 16 semester (or 16 to fewer than 24 quarter) units (B)
- Certificate of Achievement: 16 or greater semester (or 24 or greater quarter) units (C)
- Associate of Science Degree (S)
- Associate of Arts Degree (A)
- A.A. – T Degree (Y)
- A.S. – T Degree (X)
- Noncredit Program (NIL)

Program Goal Program Goals and Objectives must address a valid transfer, occupational, basic skills, civic education, or lifelong learning purpose. Regional recommendation is only needed for programs with an occupational goal.

The Visual Development certificate develops the necessary skills for creating high quality visual development art and storyboard animatics for use in the entertainment industry. Students will receive hands-on experience with industry tools and methods, and will develop an effective portfolio for transfer or entry-level employment.

Section III: Course Unit and Hours

Total Certificate Units (Minimum and Maximum) 18

Units of Degree Major or Area of Emphasis (Minimum and Maximum) N/A

Total Units for Degree (Minimum and Maximum) N/A

Section IV: Course Report

Program Requirements Narrative

The Visual Development concentration is composed of fundamental art and drawing courses, project-based intermediate and advanced 2D animation courses, a career development course, and a capstone studio course for portfolio development.

Course	Title	Units	Year/Semester (Y1 or S1)
ANIM 18	Perspective Drawing	2	S1
ANIM 19	Color Theory and Application	2	S1
ANIM 20	Intermediate 2D Animation	3	S1
ANIM 21	Advanced 2D Animation	3	S2
ANIM 22	2D Digital Production	3	S2

ANIM 75	Career Development	2	S3
ANIM 85	Animation Studio	3	S3

Program Requirements Program Requirements includes course requirements and sequencing that reflect program goals.

Students with no prior experience are strongly encouraged to complete the Animation Foundation Certificate of Achievement before enrolling in the Visual Development program.

Section V: Supporting Documents

Please attach to the email

Section VI: Los Angeles/Orange County Region Specific Questions

District

College

CRLC Member

Email

Phone

Reason for approval request

- New Program
- Substantial Change
- Local Approved

Place of program in college's curriculum/similar program.

The existing Animation program consists of a Certificate of Achievement and A.S. Degree in Animation. The current Animation CoA is composed of 34 units of core courses and 7 areas of concentration offered as 16 unit department certificates. The combined total of 50 units of coursework makes it nearly impossible for students to complete the Animation program in two years. This is a particular hardship for the increasing number of students who are interested in transferring to four-year programs. Because of the lengthy sequence of courses, students often bypass the introductory courses or complete them out of sequence, enrolling instead in advanced courses without the necessary skills.

After completing our recent six-year program review and participating in the first round of Guided Pathways workshops, we have concluded that major revisions are necessary to ensure that all students in the Animation program can meet their educational and career goals in a

timely manner. We propose, therefore, to restructure the existing Animation program. The Animation Certificate of Achievement will be renamed Animation Foundation, and the required units will be reduced from 34 to 15 to ensure that students can easily complete the introductory courses. The existing areas of concentration will be reduced from 7 to 4, and converted from department certificates to stackable Certificates of Achievement in 2D Animation, 3D Animation, 3D Production, and Visual Development. Students who complete the Animation Foundation CoA and at least one concentration CoA will be eligible for the Animation A.S Degree. Courses that are removed from the Animation Foundation sequence will become required for one of the areas of concentration or will be program electives.

We believe by streamlining the Animation program into these stackable certificates, we can significantly increase student completions and more easily facilitate articulation to four-year schools while maintaining alignment with the needs of industry.

List similar programs at other colleges in the Los Angeles and Orange County Region

Cerritos College, Digital Arts: Computer Animation
Cypress College, Animation 2D Computer Graphics
East Los Angeles College, Animation (Level 2)
El Camino College, Digital Arts: Computer Animation
Fullerton, Computer Animation/Multi Media
Glendale Community College, Digital Animation
Mt. San Antonio College, Animation
Rio Hondo, Animation

Annual Enrollment projects (non-duplicative)

We estimate 150 unique annual enrollments based on a cap of 30 students per section.

Advisory Minutes

Please attach to the email.

Santa Monica College

VISUAL DEVELOPMENT

1. Program Goals and Objectives

The Visual Development certificate develops the necessary skills for creating high quality visual development art and storyboard animatics for use in the entertainment industry. Students will receive hands-on experience with industry tools and methods, and will develop an effective portfolio for transfer or entry-level employment.

2. Catalog Description

The Visual Development program is comprehensive study of the visual development pre-production process used in the entertainment industry. Students learn to create high quality visual development art and storyboard animatics for a variety of projects using standard industry tools and methods.

Upon completion of the program, students will be able to create original content that demonstrates an understanding of the professional visual development process, and to develop an effective portfolio for transfer or entry-level employment in the entertainment industry.

3. Program Requirements

The Visual Development concentration is composed of fundamental art and drawing courses, project-based visual design courses, a career development course, and a capstone studio course for portfolio development. Students with no prior experience are strongly encouraged to complete the Animation Foundation Certificate of Achievement before enrolling in the Visual Development program.

ANIM 18	Perspective Drawing	2 Units	S1
ANIM 19	Color Theory and Application	2 Units	S1
ANIM 40	Character Design	3 Units	S1
ANIM 41	Environment Design	3 Units	S2
ANIM 42	Prop and Vehicle Design	3 Units	S2
ANIM 75	Career Development	2 Units	S3
ANIM 85	Animation Studio	3 Units	S3

ET Advisory Board Meeting
June 20, 2018

Advisors in attendance:
Ceci Aranovich, Warner Bros. Animation
Maija Burnett, CalArts
David Grau, Red Bull Media House
Brooke Keesling, The Animation Guild
Marios Kourasis, Independent VFX Supervisor
Dori Littell-Herrick, Woodbury University
Ken Locsmandi, Filmworks/FX
David Miller, Create Advertising
Jonathan Pan, Amazon Game Studios

Santa Monica College

David Sonnenschein, IQSONICS LLC
Jo Wright, DICE Los Angeles

SMC Faculty & Staff in attendance:
Young Choi, Faculty, Entertainment Technology
Frank Dawson, Dean, Career Education
Chris Fria, Faculty, Entertainment Technology
David Javelosa, Faculty, Entertainment Technology
Ann Marie Leahy, Staff, Career Services Center
Walt Louie, Faculty, Entertainment Technology

Chris Fria gave an explanation of the Guided Pathways effort the college is undertaking, and stated that the main goal for the ET program is to increase certificate and degree completions without compromising the quality of the instruction. To achieve this goal, he proposed a major restructuring of the existing degrees that involves the following:

Reducing the core units for the Animation Certificate of Achievement from 34 to 15.

Consolidating the existing 7 areas of concentration for Animation into 4: 2D Animation, 3D Animation, 3D Production and Visual Development.

Converting the Animation areas of concentration from department certificates to Certificates of Achievement that would stack with the core units to form the Animation A.S. Degree.

Expanding the Game Design concentration into a stand-alone A.S. Degree program.

Reduce the total area of emphasis units for the Animation A.S. Degree from 50 to 32.

Reduce the core units for the Digital Media certificate from 44 to 18, and create concentrations in Digital Audio Post-Production and Digital Video Post-Production as stackable Certificates of Achievement.

Reduce the total area of emphasis units for the Digital Media A.S. Degree from 44 to 33.

Walt Louie outlined the new Sound Design and Color Correction courses that are under development for the Digital Media concentrations.

A discussion followed on the need to assess student goals early in the course sequences. Chris Fria answered questions regarding the role of SMC counselors, and stated that the stackable certificates were designed to help students make informed career/transfer decisions sooner. The group was very supportive of a stackable structure for the Animation and Digital Media degrees, but expressed caution about being too prescriptive with the curriculum. Brooke Keesling made the point that different companies are likely to have different opinions about what skills are necessary for entry-level hires.

The feedback from the advisors on the redesign of the ET Degrees/Certificates was overwhelmingly positive. Most of the comments centered on the simplicity of the new stackable

Santa Monica College

structure, saying it made it much easier for students to understand the correct sequence of courses to take.

Maija Burnett strongly encouraged one-on-one counseling with students early in the sequence. She shared her experiences with student reviews at CalArts, saying it was an effective tool for faculty to provide honest feedback to students on their strengths and weaknesses. Dori Littell-Herrick of Woodbury University said that transfer should be approached similar to industry concentrations because four-year schools may differ in their expectations of transfer students. She recommended using hard data to see where SMC students are trying to transfer after completing our programs, and working closely with those schools to align course content in specific areas.

Many of the advisors offered their time to follow up on specific content within proposed Animation and Digital Media degrees as well as the proposed A.S Degree in Game Design. Overall, the consensus was that the redesign is an exciting step forward for the Entertainment Technology program and is definitely the right approach to improve completions while staying aligned with transfer institutions and industry.

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Santa Monica College

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Cypress College, Animation 2D Computer Graphics
East Los Angeles College, Animation (Level 2)
El Camino College, Digital Arts: Computer Animation
Fullerton, Computer Animation/Multi Media
Glendale Community College, Classical Animation
Mt. San Antonio College, Animation
Rio Hondo, Animation

Design Technology Department
Entertainment Technology Program
Advisory Board Agenda

Date: June 20, 2018

Time: 12:04-1:49 PM

Location: Center for Media & Design (CMD), Room 216

Advisors in attendance:

Ceci Aranovich, Warner Bros. Animation
Maija Burnett, CalArts
David Grau, Red Bull Media House
Brooke Keesling, The Animation Guild
Marios Kourasis, Independent VFX Supervisor
Dori Littell-Herrick, Woodbury University
Ken Locsmandi, Filmworks/FX
David Miller, Create Advertising
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Jo Wright, DICE Los Angeles

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Frank Dawson, Dean, Career Education
Chris Fria, Faculty, Entertainment Technology
David Javelosa, Faculty, Entertainment Technology
Ann Marie Leahy, Staff, Career Services Center
Walt Louie, Faculty, Entertainment Technology

**I. Overview of Center for Media & Design (CMD) and Entertainment Technology (ET) Program
Student Demographics**

After an introduction of those present, Chris Fria gave a brief overview of the CMD facility and the Design Technology Department, outlining the history of the site and the resources available

to students. He also shared key demographics of the ET student population based on data from the 2016-2017 academic year:

- 593 unique enrollments
- 62% male, 38% female
- Average age of 24
- 60% intend to transfer
- 83.6% retention rate

II. Proposed Redesign of Entertainment Technology Degrees/Certificates

Chris Fria outlined the course sequences for the current programs in Animation and Digital Media. He stated that only 9 associate degrees were awarded in the 2016-2017 academic year despite strong course retention numbers. He gave examples of the challenges students face to completing the current course sequence including too many required units for part-time attendance, balancing outside commitments, and cancellations of required courses due to low enrollment.

Young Choi spoke about the difficulties of dealing with students of varying skill levels in the classroom. He said that his students sometimes ignore the recommended course sequence and/or advisories.

Chris Fria gave an explanation of the Guided Pathways effort the college is undertaking, and stated that the main goal for the ET program is to increase certificate and degree completions without compromising the quality of the instruction. To achieve this goal, he proposed a major restructuring of the existing degrees that involves the following:

- Reducing the core units for the Animation Certificate of Achievement from 34 to 15.
- Consolidating the existing 7 areas of concentration for Animation into 4: 2D Animation, 3D Animation, 3D Production and Visual Development.
- Converting the Animation areas of concentration from department certificates to Certificates of Achievement that would stack with the core units to form the Animation A.S. Degree.
- Expanding the Game Design concentration into a stand-alone A.S. Degree program.
- Reduce the total area of emphasis units for the Animation A.S. Degree from 50 to 32.
- Reduce the core units for the Digital Media certificate from 44 to 18, and create concentrations in Digital Audio Post-Production and Digital Video Post-Production as stackable Certificates of Achievement.
- Reduce the total area of emphasis units for the Digital Media A.S. Degree from 44 to 33.

Walt Louie outlined the new Sound Design and Color Correction courses that are under development for the Digital Media concentrations.

III. Discussion and Recommendations

Once the faculty presentation had ended, a general discussion began. Chris Fria answered questions regarding the General Education requirements for the Associate Degrees in Animation and Digital Media. The advisors were very supportive of the idea of contextualizing GE courses to make them more relevant to students in creative fields.

David Sonnenschein of IQSONICS expressed difficulty in recruiting interns from Santa Monica College. He stated that several SMC students applied but none had followed through unlike students from other schools. Mr. Sonnenschein also offered to be a guest speaker in the future.

Everyone agreed that internships are critical opportunities for students, and everything should be done to encourage students to take them seriously.

Ken Locsmandi of Filmworks/FX also expressed a need for qualified interns. He said hiring entry-level employees is a major investment for a small company, and internships are a valuable way to vet potential candidates. Mr. Locsmandi also stated that many entry-level jobs are being replaced by automation. Frank Dawson encouraged the advisors to keep faculty informed of changes in hiring so curriculum can be adjusted as necessary in order to stay relevant.

A discussion followed on the need to assess student goals early in the course sequences. Chris Fria answered questions regarding the role of SMC counselors, and stated that the stackable certificates were designed to help students make informed career/transfer decisions sooner. The group was very supportive of a stackable structure for the Animation and Digital Media degrees, but expressed caution about being too prescriptive with the curriculum. Brooke Keesling made the point that different companies are likely to have different opinions about what skills are necessary for entry-level hires.

Chris Fria spoke about the annual Cool Careers event that allows students to hear first-hand about career skills from industry professionals. Several advisors offered to participate in future events like this. Frank Dawson also spoke about the success of targeted cohorts in other programs such as Promo Pathways.

The feedback from the advisors on the redesign of the ET Degrees/Certificates was overwhelmingly positive. Most of the comments centered on the simplicity of the new stackable structure, saying it made it much easier for students to understand the correct sequence of courses to take.

Maija Burnett strongly encouraged one-on-one counseling with students early in the sequence. She shared her experiences with student reviews at CalArts, saying it was an effective tool for faculty to provide honest feedback to students on their strengths and weaknesses. Dori Littell-Herrick of Woodbury University said that transfer should be approached similar to industry concentrations because four-year schools may differ in their expectations of transfer students.

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Many of the advisors offered their time to follow up on specific content within proposed Animation and Digital Media degrees as well as the proposed A.S Degree in Game Design. Overall, the consensus was that the redesign is an exciting step forward for the Entertainment Technology program and is definitely the right approach to improve completions while staying aligned with transfer institutions and industry.

IV. Action Items

Chris Fria will share the slide presentation and course outlines with all advisors. A separate advisory meeting will be organized to discuss the specifics of the Game Design A.S. Degree. The ET program will begin revising the Animation and Digital Media degrees by collecting of labor market data and meeting with SMC counselors. Further feedback from the advisors on specific course content will be used to revise existing courses.

Program Endorsement Brief: 0614.40/Animation

Los Angeles/Orange County Center of Excellence, February 2019

Summary:

The Los Angeles/Orange County Center of Excellence for Labor Market Research (COE) prepared this report to provide regional labor market supply and demand data related to animation. This report is intended to help determine whether there is demand in the local labor market that is not being met by the supply from community college programs that align with relevant occupations.

The following summarizes key findings from this data brief:

- Jobs related to animation are decreasing by 2% over the next five years; however, more than 2,500 job openings will be available annually due to replacement need.
- Over the past 12 months, there were 1,650 online job postings related to animation in Los Angeles and Orange Counties.
- Three other related program recommendation requests were received between January and December 2018 from regional community colleges.
- Eleven colleges in the region have existing programs closely related to animation.
- Between 2014 and 2017, community colleges in the region conferred an average of 70 awards annually (associate degrees and certificates) in related training programs.

Occupational Demand—In Los Angeles/Orange County, the number of jobs related to animation is projected to decrease by 2%. However, due to retirements and workers leaving the field there will be more than 2,500 job openings per year through 2023 (Exhibit 1).

Exhibit 1: Occupational demand in Los Angeles and Orange Counties¹

Geography	2017 Jobs	2022 Jobs	2018-2023 Change	2018-2023 % Change	Annual Openings
Los Angeles	25,455	24,943	(512)	(2%)	2,381
Orange	1,499	1,581	82	5%	147
Total	26,954	26,524	(430)	(2%)	2,527

¹ Five-year change represents new job additions to the workforce. Annual openings include new jobs and replacement jobs that result from retirements and separations.

Wages—Entry-level wages for animation occupations in the region are between \$12.20 and \$19.01. Entry-level wages for multimedia artists and animators, and sound engineering technicians are lower than the MIT Living hourly wage for one adult in the region (\$13.54 in Los Angeles County and \$15.31 in Orange County). Experienced workers earn between \$58.66 and \$101.31.

Job Postings—There were 1,650 online job postings related to animation listed in the past 12 months. The majority of job postings were for video editors, animators, and graphic designers. Top specialized skills are: Adobe Photoshop, animation, and Adobe After Effects. The top three employers, by number of job postings, in the region are: Activision, Electronic Arts Incorporated, and Blizzard Entertainment.

Educational Attainment—The BLS lists a Bachelor’s degree as the typical entry-level education for both multimedia artists and animators, and film and video editors; a postsecondary certificate for sound engineering technicians. The national-level educational attainment data indicates between 27% and 45% of workers in the field have completed some college or an associate degree. In Los Angeles/Orange County, 89% of job postings request a Bachelor’s degree.

Community College Supply—Appendix A shows the annual and three-year average number of awards conferred by community colleges in Animation (0614.40). The colleges with the most completions in the region are: Mt. San Antonio and Santa Monica. Between January and December 2018, there were three other related program recommendation requests from regional community colleges.

Appendix A: Regional community college awards (certificates and degrees), 2014-2017

TOP Code	Program	College	2014-15 Awards	2015-16 Awards	2016-2017 Awards	3-Year Award Average
0614.40	Animation	Cerritos	1	3	4	3
		Cypress	3	1	9	4
		East LA	3	9	3	5
		El Camino	-	1	-	0
		Glendale	4	3	4	4
		Irvine	1	-	-	0
		LA Mission	2	3	4	3
		Mt San Antonio	29	26	19	25
		Rio Hondo	7	10	11	9
		Santa Ana	3	2	5	3
		Santa Monica	15	13	12	13
		Total/Average	68	71	71	70

Appendix B: Occupational demand and wage data by county

Exhibit 2. Los Angeles County

Occupation (SOC)	2018 Jobs	2023 Jobs	5-Yr Change	5-Yr % Change	Annual Openings	Entry-Level Hourly Earnings	Median Hourly Earnings	Experienced Hourly Earnings
Film and Video Editors (27-4032)	13,897	13,821	(76)	(1%)	1,406	\$19.09	\$32.53	\$99.26
Multimedia Artists and Animators (27-1014)	7,547	7,291	(256)	(3%)	609	\$12.32	\$32.90	\$58.95
Sound Engineering Technicians (27-4014)	4,011	3,830	(181)	(5%)	365	\$13.34	\$30.45	\$67.96
Total	25,455	24,943	(512)	(2%)	2,381			

Exhibit 3. Orange County

Occupation (SOC)	2018 Jobs	2023 Jobs	5-Yr Change	5-Yr % Change	Annual Openings	Entry-Level Hourly Earnings	Median Hourly Earnings	Experienced Hourly Earnings
Multimedia Artists and Animators (27-1014)	775	803	28	4%	67	\$11.45	\$23.45	\$43.39
Film and Video Editors (27-4032)	382	429	47	12%	47	\$20.97	\$29.17	\$60.06
Sound Engineering Technicians (27-4014)	342	349	7	2%	33	\$17.64	\$30.50	\$48.84
Total	1,499	1,581	82	5%	147			

Exhibit 4. Los Angeles and Orange Counties

Occupation (SOC)	2018 Jobs	2023 Jobs	5-Yr Change	5-Yr % Change	Annual Openings	Entry-Level Hourly Earnings	Median Hourly Earnings	Experienced Hourly Earnings
Film and Video Editors (27-4032)	14,279	14,250	(29)	0%	1,453	\$19.01	\$32.40	\$101.31
Multimedia Artists and Animators (27-1014)	8,322	8,094	(228)	(3%)	676	\$12.20	\$31.51	\$58.66
Sound Engineering Technicians (27-4014)	4,353	4,179	(174)	(4%)	398	\$13.52	\$30.46	\$67.73
Total	26,954	26,524	(430)	(2%)	2,527			

Appendix C: Sources

- O*NET Online
- Labor Insight/Jobs (Burning Glass)
- Economic Modeling Specialists, International (EMSI)
- Employment Development Department, Labor Market Information Division, OES
- Employment Development Department, Unemployment Insurance Dataset
- Living Insight Center for Community Economic Development
- California Community Colleges Chancellor's Office Management Information Systems (MIS)
- MIT Living Wage
- Chancellor's Office Curriculum Inventory (COCI 2.0)

For more information, please contact:

Lori Sanchez, Director
Center of Excellence, Los Angeles/Orange County Region
Lsanchez144@mtsac.edu

February 2019



SANTA MONICA COLLEGE

PROGRAM OF STUDY

Website Creator Certificate of Achievement

This program provides students with the basic skills needed to create websites. Students will use web authoring programs for web page creation and site management. They will extend their skills in the development of websites through the use of HTML, cascading style sheets, and client and server-side scripting. Focus will be on the creation of effective user-interfaces and website design principles using various state-of-the-art technologies for the web. Upon completing this certificate, students will be ready to plan, build, promote, and maintain a professional website.

CERTIFICATE OF ACHIEVEMENT REQUIREMENTS:

- completion of the Area of Emphasis with a grade of C or higher in each course
- completion of at least 50% of Area of Emphasis units at SMC
- overall GPA of 2.0 or higher

CATALOG RIGHTS: A student may satisfy the requirements of a Degree or Certificate that were in effect at any time of the student's continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

Program Learning Outcomes:

Upon completion of the program, students will be ready to plan, build, promote, and maintain a professional website.

Area of Emphasis

Required Courses:

		Units
CIS 50	Internet, HTML, and Web Design	3
CIS 51	HTML5, CSS3, and Accessibility	3
CIS 54	Web Development And Scripting	3
CIS 59A	Dreamweaver I	3
CIS 60A	Photoshop I	3

Total Units for Area of Emphasis:

15

Website Creator

Submitter's Information

Name

Ruth Casillas

Title

Program Coordinator

Region

Los Angeles/Orange County

College

Santa Monica College

CTE Dean's Information

CTE Dean

Patricia G. Ramos

Program Information

Program Title

Website Creator

Submission Type

Substantial Changes

TOPs Code

World Wide Web Administration (070900)

Projected Start Date

2019-04-01

Catalog Description

This program provides students with the basic skills needed to create websites. Students will use web authoring programs for web page creation and site management. They will extend their skills in the development of websites through the use of HTML, cascading style sheets, and client and server-side scripting. Focus will be on the creation of effective user-interfaces and website design principles using various state-of-the-art technologies for the web. Upon completing this certificate, students will be ready to plan, build, promote, and maintain a professional website.

Enrollment Completer Projections

The program is expected to produce 20 certificates per year.

Program Proposal Attributes

Program Type(s)

- Certificate of Achievement: 8 to fewer than 16 semester (or 16 to fewer than 24 quarter) units (B)

Program Goals

There is a demand for community college students with software and design skills for employment as web designers, user experience UX/user interface (UI) designers, front-end developers, and web developers based on the labor market and workforce data. The Website Creator program will assist students in developing the basic skills needed to create websites in today's industry. In addition, students completing this program will be able to find an entry-level job where they can plan, build, promote, and maintain a professional website.

Course Units and Hours

Certificate Required Units

15

Units of Major Degree

n/a

Total Units for Degree

n/a

Course Report

Program Requirements Narrative

Course	Title	Units	Year/Semester (Y1 or S1)
CIS 50	Internet, HTML, and Web Design	3	Y1
CIS 51	HTML5, CSS3, and Accessibility	3	Y1
CIS 59A	Dreamweaver I	3	Y1
CIS 54	Web Development and Scripting	3	Y1
CIS 60A	Photoshop I	3	Y1

Program Requirements

Students are advised to take CIS 1 (Introduction to Computer Information Systems) before enrolling in any computer course. Therefore, CIS 50 and CIS 60A have an advisory of CIS 1. It is recommended that students complete the courses in the order listed in the previous table (CIS 50, CIS 51, CIS 59A, and CIS 54). CIS 60A is the only course that can be taken at any time during the program. The total number of units for this program is 15 units.

Supporting Document(s)

Labor Market Information

Download 0709.00_Website Creator_Santa Monica_Mar19.pdf

Submission Details

Created At

03/27/19 - 01:03 PM

Status

Submitted

Los Angeles/Orange County Region Specific Questions

District

Santa Monica Community College District

College

Santa Monica College

CRLC Member

Patricia G. Ramos

Email

ramos_patricia@smc.edu

Phone

3104343311

Reason for approval request

Substantial Change

Place of program in college's curriculum/similar program

The program is part of the Computer Information Systems discipline within the Computer Science & Information Systems department.

Similar programs at other colleges in the Los Angeles and Orange County Region

The colleges that are offering similar programs include Coastline, El Camino, Irvine, LA Pierce, Mt. San Antonio, Saddleback, Santa Ana, Santiago Canyon.

Annual Enrollment projects (non-duplicative)

We are expecting to have at least 25 new students enrolling in this program annually.

Advisory Minutes

Download CIS Special Advisory Board Meeting Minutes - March 22-2019.pdf

Website Creator Certificate of Achievement

1. Program Goals and Objectives

There is a demand for community college students with software and design skills for employment as web designers, user experience UX/user interface (UI) designers, front-end developers, and web developers based on the labor market and workforce data. The Website Creator program will assist students in developing the basic skills needed to create websites in today's industry. In addition, students completing this program will be able to find an entry-level job where they can plan, build, promote, and maintain a professional website.

2. Catalog Description

This program provides students with the basic skills needed to create websites. Students will use web authoring programs for web page creation and site management. They will extend their skills in the development of websites through the use of HTML, cascading style sheets, and client and server-side scripting. Focus will be on the creation of effective user interfaces and website design principles using various state-of-the-art technologies for the web.

Upon completing this certificate, students will be ready to plan, build, promote, and maintain a professional website.

3. Program Requirements

CIS 50 Internet, HTML, and Web Design – 3 units
CIS 51 HTML5, CSS3, and Accessibility – 3 units
CIS 59A Dreamweaver I – 3 units
CIS 54 Web Development and Scripting – 3 units
CIS 60A Photoshop I – 3 units

Students are advised to take CIS 1 (Introduction to Computer Information Systems) before enrolling in any computer course. Therefore, CIS 50 and CIS 60A have an advisory of CIS 1. It is recommended that students complete the courses in the order listed in the previous table (CIS 50, CIS 51, CIS 59A, and CIS 54). CIS 60A is the only course that can be taken at any time during the program. The total number of units for this program is 15 units.

CIS Special Advisory Board Meeting Minutes March 22, 2019

Attendees: Fariba Bolandhemat, Odemaris Valdivia, Brenda Rothaupt, Gina Jerry, Howard Stahl, Manuel Gonez, and Ted Dahle.

Meeting note taker (Odemaris Valdivia)

Meeting started at 11:30 am

Website Creator

After reviewing the proposed program, the advisory board approved creating a Website Creator certificate of achievement to replace the department certificate. There were no changes to the courses or the content of the program description.

Website Development Management

After reviewing the proposed program, the advisory board approved to create a Website Development Management certificate of achievement to replace the department certificate. There were no changes to the content of the program description. However, the board recommended replacing CIS 56 (Web Media Production) with CIS 67 (WordPress) since CIS 56 had experience low enrollment and that could affect the completion of this certification. WordPress is a good fit for this program.

The next annual advisory board will be held on Friday, May 17, 2019.

Meeting was adjourned at 11:55 pm

4. Master Planning

The Computer Science & Information System department at Santa Monica College supports the creation of the Website Creator Certificate of Achievement. Santa Monica College is committed to being a leader and innovator in learning and achievement. This program supports the mission, vision, and values of Santa Monica College. This Certificate of Achievement promotes lifelong learning among students and the community it serves. The College's mission is to support students' learning and to contribute to the local and global community as they develop an understanding of their relationship to diverse social, cultural, political, economic, technological, and natural environments.

The Computer Science & Information System department at Santa Monica College has been working with local industry advisors to create and maintain effective curriculum that represents the needs of employers and reflects current industry standards. The Website Creator Certificate of Achievement was created based on advisory board recommendations regarding the basic skills needed to create websites. Focus will be on the creation of effective user interfaces and website design principles using various state-of-the-art technologies for the Web.

5. Enrollment and Completer Projections

This program is expected to produce 20 certificates per year.

6. Place of Program in Curriculum/Similar Program

The Website Creator Certificate of Achievement is the first level of a stackable certificate and does not replace or alter any existing program from the college's inventory. This certificate provides students with the basic skills needed to create websites. Students then move on to learn additional skills to design, develop, and manage websites by completing the Website Software Specialist Certificate. The Website Development Management Certificate is the

third level in this stackable certificate series, specifically designed for students who would like to add project management skills and techniques to their portfolio.

7. Similar Programs at Other Colleges in Service Area

The colleges that are offering similar programs include Coastline, El Camino, Irvine, LA Pierce, Mt. San Antonio, Saddleback, Santa Ana, Santiago Canyon.

8. Transfer Preparation Information

N/A

SANTA MONICA COLLEGE PROGRAM OF STUDY

Website Development Management Certificate of Achievement

This program provides students with the knowledge needed to develop website projects in a real-world setting. Students learn how to develop websites while applying the skills needed to plan and budget resources in development projects from conceptual design to deployment.

CERTIFICATE OF ACHIEVEMENT REQUIREMENTS:

- completion of the Area of Emphasis with a grade of C or higher in each course
- completion of at least 50% of Area of Emphasis units at SMC
- overall GPA of 2.0 or higher

CATALOG RIGHTS: A student may satisfy the requirements of a Degree or Certificate that were in effect at any time of the student's continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

Program Learning Outcomes:

Upon completion of the program, students will plan and budget resources in the development of website from conceptual design to deployment.

Area of Emphasis

Required Courses:

	Units
CS 9A (<i>same as CIS</i> Technology Project Management I 9A)	3
CS 9B (<i>same as CIS</i> Technology Project Management II 9B)	3
CIS 57 Website Planning And Production	3
CIS 67 WordPress	3
CIS 88A Independent Studies In CIS	1

Total Units for Area of Emphasis:

13

PID 386

Website Development Management

Submitter's Information

Name

Ruth Casillas

Title

Program Coordinator

Region

Los Angeles/Orange County

College

Santa Monica College

CTE Dean's Information

CTE Dean

Patricia G. Ramos

Program Information

Program Title

Website Development Management

Submission Type

Substantial Changes

TOPs Code

World Wide Web Administration (070900)

Projected Start Date

2019-04-01

Catalog Description

This program provides students with the knowledge needed to develop website projects in a real-world setting. Students learn how to develop websites while applying the skills needed to plan and budget resources in development projects from conceptual design to deployment.

Enrollment Completer Projections

The program is expected to produce 10 to 15 certificates per year.

Program Proposal Attributes

Program Type(s)

- Certificate of Achievement: 8 to fewer than 16 semester (or 16 to fewer than 24 quarter) units (B)

Program Goals

There is a demand for community college students with software and design skills for employment as web designers, user experience UX/user interface (UI) designers, front-end developers, and web developers based on the labor market and workforce data. Website Development Management program will assist students in developing the necessary skills needed in today's industry. In addition, this program encourages the retention of under served students who are in need of finishing and completing a Community College education to pursue available jobs in the area of Website Development Management.

Course Units and Hours

Certificate Required Units

13

Units of Major Degree

n/a

Total Units for Degree

n/a

Course Report

Program Requirements Narrative

Course	Title	Units	Year/Semester (Y1 or S1)
CS 9A/CIS 9A	Technology Project Management I	3	Y1
CS 9B/CIS 9B	Technology Project Management II	3	Y1
CIS 57	Website Planning and Production	3	Y1
CIS 67	WordPress	3	Y1
CIS 88A	Independent Studies in CIS	1	Y1

Program Requirements

The Website Development Management Certificate of Achievement is a certificate that provides students who have earned or are working towards the completion of the Website Software Specialist Certificate with an added area of specialization in the field of Project Management. Students first complete the Website Creator Certificate, which is a certificate that provides students with the basic skills needed to create websites and then move on to learn additional skills to design, develop, and manage websites by completing the Website Software Specialist Certificate. The Website Development Management program is specifically designed for those students seeking to add project management skills and techniques to their portfolio.

The list of courses presented above are the required courses for the Website Development Management program to earn a Certificate of Achievement. The courses above do not have an order of sequencing except for the CIS 9A and CIS 9B. The total number of units for this program is 13-units.

Supporting Document(s)

Labor Market Information

Download 0709.00_Website Development Management_Santa Monica_Mar19.pdf

Submission Details

Created At

03/27/19 - 01:03 PM

Status

Submitted

Los Angeles/Orange County Region Specific Questions

District

Santa Monica Community College District

College

Santa Monica College

CRLC Member

Patricia G. Ramos

Email

ramos_patricia@smc.edu

Phone

3104343311

Reason for approval request

Substantial Change

Place of program in college's curriculum/similar program

The program is part of the Computer Information Systems discipline withing the Computer Science & Information Systems department.

Similar programs at other colleges in the Los Angeles and Orange County Region

The colleges that are offering similar programs include Coastline, El Camino, Irvine, LA Pierce, Mt. San Antonio, Saddleback, Santa Ana, Santiago Canyon.

Annual Enrollment projects (non-duplicative)

We are expecting to have at least 20 new students enrolling in this program annually.

Advisory Minutes

Download CIS Special Advisory Board Meeting Minutes - March 22-2019.pdf

WEBSITE DEVELOPMENT MANAGEMENT CERTIFICATE OF ACHIEVEMENT

1. Program Goals and Objectives

There is a demand for community college students with software and design skills for employment as web designers, user experience UX/user interface (UI) designers, front-end developers, and web developers based on the labor market and workforce data. Website Development Management program will assist students in developing the necessary skills needed in today's industry. In addition, this program encourages the retention of underserved students who are in need of finishing and completing a Community College education to pursue available jobs in the area of Website Development Management.

2. Catalog Description

This program provides students with the knowledge needed to develop website projects in a real-world setting. Students learn how to develop websites while applying the skills needed to plan and budget resources in development projects from conceptual design to deployment.

Upon completion of the program, students will plan and budget resources in the development of website from conceptual design to deployment.

3. Program Requirements

CS 9A/CIS 9A – Technology Project Management I – 3 units
CS 9B/CIS 9B – Technology Project Management 2 – 3 units
CIS 57 – Website Planning and Production – 3 units
CIS 67 – WordPress – 3 units
CIS 88A – Independent Studies in CIS – 1 unit

The list of courses presented above are the required courses for the Website Development Management program to earn a Certificate of Achievement. The courses above do not have an order of sequencing except for the CIS 9A and CIS 9B. The total number of units for this program is 13-units.

CIS Special Advisory Board Meeting Minutes March 22, 2019

Attendees: Fariba Bolandhemat, Odemaris Valdivia, Brenda Rothaupt, Gina Jerry, Howard Stahl, Manuel Gonez, and Ted Dahle.

Meeting note taker (Odemaris Valdivia)

Meeting started at 11:30 am

Website Creator

After reviewing the proposed program, the advisory board approved creating a Website Creator certificate of achievement to replace the department certificate. There were no changes to the courses or the content of the program description.

Website Development Management

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The next annual advisory board will be held on Friday, May 17, 2019.

Meeting was adjourned at 11:55 pm

4. Master Planning

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The Computer Science & Information System department at Santa Monica College has been working with local industry advisors to create and maintain effective curriculum that represents the needs of employers and reflects current industry standards. The Website Development Management Certificate of Achievement was created based on advisory board recommendations regarding the skills required to develop website projects in a real-world setting. Students learn how to develop websites while applying the skills needed to plan and budget resources in development projects from conceptual design to deployment.

5. Enrollment and Completer Projections

This program is expected to produce 10 to 15 certificates per year.

6. Place of Program in Curriculum/Similar Program

The Website Development Management Certificate of Achievement is part of a stackable certificate and does not replace or alter any existing program from the college's inventory. Students first complete the Website Creator Certificate, which is a certificate that provides students with the basic skills needed to create websites. Students then move on to learn additional skills to design, develop, and manage websites by completing the Website

Last Updated: 7/30/18

Software Specialist Certificate. The Website Development Management Certificate is the third level in this stackable certificate series, specifically designed for students who would like to add project management skills and techniques to their portfolio.

7. Similar Programs at Other Colleges in Service Area

The colleges that are offering similar programs include Coastline, El Camino, Irvine, LA Pierce, Mt. San Antonio, Saddleback, Santa Ana, Santiago Canyon

8. Transfer Preparation Information

N/A

CIS Special Advisory Board Meeting Minutes March 22, 2019

Attendees: Fariba Bolandhemat, Odemaris Valdivia, Brenda Rothaupt, Gina Jerry, Howard Stahl, Manuel Gonez, and Ted Dahle.

Meeting note taker (Odemaris Valdivia)

Meeting started at 11:30 am

Website Creator

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Website Development Management

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The next annual advisory board will be held on Friday, May 17, 2019.

Meeting was adjourned at 11:55 pm

**Program Endorsement Brief: 0709.00/World Wide Web Administration
Web Creator; Web Development Management**

Los Angeles/Orange County Center of Excellence, March 2019

Summary:

The Los Angeles/Orange County Center of Excellence for Labor Market Research (COE) prepared this report to provide regional labor market supply and demand data related to web development. This report is intended to help determine whether there is demand in the local labor market that is not being met by the supply from community college programs that align with relevant occupations.

The following summarizes key findings from this data brief:

- The number of jobs for web developers is projected to increase by 5% through 2022. Approximately 800 job openings will be available annually due to new job growth and replacement need.
- Over the past 12 months, there have been 6,676 online job postings related to web development in Los Angeles and Orange Counties.
- Four other related program recommendation requests were received in 2018 from regional community colleges.
- Eleven colleges in the region have existing web-related programs.
- Between 2015 and 2018, community colleges in the region conferred an average of 58 awards annually (associate degrees and certificates) in related training programs.

Occupational Demand—In Los Angeles/Orange County, the number of jobs for web developers is projected to increase by 5%. There will be approximately 800 job openings per year through 2022 (Exhibit 1).

Exhibit 1: Occupational demand in Los Angeles and Orange Counties¹

Geography	2017 Jobs	2022 Jobs	2017-2022 Change	2017-2022 % Change	Annual Openings
Los Angeles	7,091	7,461	370	5%	574
Orange	2,847	2,976	129	5%	226
Total	9,938	10,437	499	5%	800

¹ Five-year change represents new job additions to the workforce. Annual openings include new jobs and replacement jobs that result from retirements and separations.

Wages—Entry-level and median wages for web developers in the region are \$17.48 and \$27.50, respectively. Entry-level wages for web developers are higher than the MIT Living hourly wage for one adult in the region (\$13.54 in Los Angeles County and \$15.31 in Orange County). Regional wages are below state’s averages for this occupation.

Job Postings—There were 6,676 online job postings related to web designers listed in the past 12 months. The majority of job postings are for user experience (UX)/user interface (UI) designers, front end developers, web developers, and web designers. Top specialized software skills include: JavaScript, HTML5, Hypertext Preprocessor (PHP), jQuery, and Photoshop. The top three employers, by number of job postings, in the region are: SMCI, P. Murphy & Associates, and University of California.

Educational Attainment—The BLS lists an associate degree as the typical entry-level education for this occupation. The national-level educational attainment data indicates 27% of workers in the field have completed some college or an associate degree. In Los Angeles/Orange County, 68% of **middle-skill** (those requiring less than a bachelor’s degree but higher than a high school diploma) job postings request high school diploma or vocational training.

Community College Supply—Appendix A shows the annual and three-year average number of awards conferred by community colleges in Website Design and Development (0614.30) and World Wide Web Administration (0709.00). The colleges with the most completions in the region are: Saddleback, Santiago Canyon and West LA. In 2018, there were four other related program recommendation requests from regional community colleges.

Appendix A: Regional community college awards (certificates and degrees), 2015-2018

TOP Code	Program	College	2015-16 Awards	2016-17 Awards	2017-18 Awards	3-Year Award Average
0614.30	Website Design and Development	Coastline	-	1	-	1
		El Camino	1	-	-	1
		Irvine	14	8	2	8
		LA Pierce	2	2	-	2
		Mt. San Antonio	-	-	9	9
		Saddleback	11	5	4	7
		Santa Ana	-	1	1	1
		Santiago Canyon	9	12	9	10
Subtotal/Average			37	29	25	30
0709.00	World Wide Web Administration	Glendale	3	3	9	5
		LA Pierce	1	5	5	4
		Long Beach	2	5	4	4
		Saddleback	-	5	-	5
		West LA	9	8	24	14
Subtotal/Average			15	26	42	28
Total/Average			52	55	67	58

Appendix B: Occupational demand and wage data by county

Exhibit 3. Los Angeles County

Occupation (SOC)	2017 Jobs	2022 Jobs	5-Yr Change	5-Yr % Change	Annual Openings	Entry-Level Hourly Earnings	Median Hourly Earnings	Experienced Hourly Earnings
Web Developers (15-1134)	7,091	7,461	370	5%	574	\$17.66	\$27.24	\$58.96

Exhibit 4. Orange County

Occupation (SOC)	2017 Jobs	2022 Jobs	5-Yr Change	5-Yr % Change	Annual Openings	Entry-Level Hourly Earnings	Median Hourly Earnings	Experienced Hourly Earnings
Web Developers (15-1134)	2,847	2,976	129	5%	226	\$16.93	\$28.06	\$56.31

Exhibit 5. Los Angeles and Orange Counties

Occupation (SOC)	2017 Jobs	2022 Jobs	5-Yr Change	5-Yr % Change	Annual Openings	Entry-Level Hourly Earnings	Median Hourly Earnings	Experienced Hourly Earnings
Web Developers (15-1134)	9,938	10,437	499	5%	800	\$17.48	\$27.50	\$58.99

Appendix C: Sources

- O*NET Online
- Labor Insight/Jobs (Burning Glass)
- Economic Modeling Specialists, International (EMSI)
- Employment Development Department, Labor Market Information Division, OES
- Employment Development Department, Unemployment Insurance Dataset
- Living Insight Center for Community Economic Development
- California Community Colleges Chancellor's Office Management Information Systems (MIS)
- MIT Living Wage

For more information, please contact:

Lori Sanchez, Director
 Center of Excellence, Los Angeles/Orange County Region
lsanchez144@mtsac.edu

March 2019

