



## **CURRICULUM GUIDE 2016-2017**

### **MULTIMEDIA**

#### **Associate in Arts in Multimedia and Certificate of Achievement in Multimedia**

This program is designed to provide students with technical skills and a strong foundation in design. Students have the opportunity to explore the many different areas of multimedia while following professional practices and employing industry-standard software.

##### **Requirements for Associate in Arts Degree:**

- a) Complete Major Field, Graphics/Art Area, and Supporting Courses with a grade of C or better.
- b) Complete Ohlone College General Education (Plan A), CSU GE (Plan B), or IGETC (Plan C) requirements. These requirements are specified in the Ohlone College catalog.
- c) Complete at least 60 degree-applicable units with a 2.0 grade point average.
- d) Complete at least 12 units at Ohlone College.

##### **Requirements for Certificate of Achievement:**

- a) Complete Major Field courses.
- b) Complete at least six units at Ohlone College.
- c) Maintain a 2.0 grade point average in Major Field courses.

##### **Student Learning Outcomes**

1. Use technical skills and professional workmanship to demonstrate proficiency using multimedia software.
2. Use conceptual skills by innovating, brainstorming, sketching, problem-solving, building prototypes and scenarios, constructing narratives.
3. Use visual communication by demonstrating the ability to design projects that communicate specific ideas and illustrate concepts of design.
4. Exhibit professional behavior and work ethics.
5. Express recognition of the diverse cultural contributions to art and design.

**MAJOR FIELD**

MM-102A	Introduction to Multimedia	3
MM-105	Web Site Design	4
MM-110	Digital Video for the Web and DVD	4
MM-160	Multimedia Portfolio Development	<u>3</u>
		14

**GRAPHICS/ART AREA**

Complete one course from the following courses:

ART-139A	Beginning Digital Photography	3
GA-109A	Beginning Graphic Design I	3
GA-160A	Computer Graphics I	<u>4</u>
		3-4

**SUPPORTING COURSES**

Complete 12-14 units from the following courses:

CS-162	XHTML	4
MM-106	Advanced Interaction Design for Web and Mobile	3
MM-107	WordPress	.5
MM-113	Mobile Application Development	3
MM-118	Introduction to Video Game Design	2
MM-119	Video Game Development	3
MM-121A	3D Modeling	3
MM-121B	3D Animation	3
MM-121C	Advanced 3D Modeling and Animation	3
MUS-112A	Pro Tools 101	3
WEX-195A1	Occupational Work Experience Education	<u>1</u>
		12-14

Total Required Units: 29-32