



CURRICULUM GUIDE 2012-2013

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 and Supporting Courses with a grade of C or better.
- b) Complete Plan A, B, or C General Education 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 as indicated below.
- 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. Employ industry standard software and hardware to create multimedia projects.
- 2. Create an online portfolio that demonstrates technical proficiency and solid design skills.
- 3. Demonstrate understanding of professional practices employed in the multimedia industry.
- 4. Design a variety of multimedia projects that include sound, animation, interactivity, video, and 3D art.

MAJOR FIELD

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

GRAPHICS/ART AREA

Choose 3-4 units from the following:

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

Choose 12-14 units from the following:

MM-103A	Introduction to Flash: Animation	.5
MM-103B	Intermediate Flash: Interactivity	.5
MM-104	Advanced Interactivity in Flash	3
MM-106	Advanced Web Site Design	3
MM-107	Introduction to Dreamweaver	.5
MM-118	Introduction to Video Game Design	2
MM-119	Video Game Development	3-6
MM-121A	3D Modeling	3
MM-121B	3D Animation	3
MM-121C	Advanced 3D Modeling and Animation	3
MM-162	XHTML	4
MM-195A1	Occupational Work Experience Education	1
MUS-112A	Pro Tools 101	<u>3</u>
		12-14

Total Required Units 29-32