Are you Creative | Tech-Savvy | Innovative

berkeleycitycollege.edu/multimedia
Are you a creator? Do you want to transform your passion for multimedia arts into a career? If you dream of producing amazing content—or already are—then the Multimedia Arts (MMART) program at BCC was built for you. Pursue your passion for visual or digital art, films, video games and more by building foundational knowledge or leveling up your existing skills.

No matter your experience level, our program can provide you with the inspiration and education to become whatever you aspire to be: from animator to producer, graphic designer to mobile developer, photographer to director—and everything in between. Achieve your dreams by empowering your imagination.

Dynamic, industry-centered, and economical (only $46.00 per semester unit, plus other campus fees), Berkeley City College’s MMART program provides you with professional-level training to help you succeed in the fast-paced and ever-changing arts and entertainment industry.

Our curriculum is informed and designed by leading experts in the field, as many of our faculty and advisory board members are working professionals at world-renowned companies such as Maxon, Pixar Studios, Springer Design, True West Studios, Talman Associates, Charles Schwab, Tippett Studio, and San Francisco ACM Siggraph.

Start your career in exciting and fast-paced industries by learning more about the four MMART pathways available to you at BCC!

**CHOOSE YOUR SPECIALITY**

**ANIMATION AND GAME DESIGN**

**DIGITAL IMAGING**

**MOBILE AND WEB DESIGN**

**VIDEO ARTS**
Whether your goal is a certificate, an associate’s degree, to transfer to another academic institution, or simply to explore what options the future holds for you, the Multimedia Arts Core Certificate of Achievement is a great place to start your journey. Introducing a variety of multimedia techniques and theory to prepare you for further coursework and specialization, this certificate also serves the core requirements for all Multimedia Arts Associate in Arts Degrees.

Required courses:
- MM/AN 40A Introduction to Game Design (3 units)
- MM/MW 1A+1LA Introduction to Web Design+Lab (3 units)
- MM/VI 9A Video Production I: Introduction to Video (4 units)
- MMART 3 Introduction to Digital Art (3 units)

Select 6–7 units from the following:
- MM/DI 3+3L Contemporary Color+Lab (3 units)
- MM/DI 4+4L Introduction to Photoshop+Lab (3 units)
- MM/MW 2+2L Fundamentals of Graphic Visualization+Lab (3 units)
- MM/MW 4A+4LA Social Media Marketing and Data Analytics+Lab (3 units)
- MMART 1 Design Thinking (3 units)
- MMART 110 Scriptwriting and Storyboarding (3 units)
- MMART 197 Multimedia Career Preparation (3 units)
- MMART 468 Occupational Work Experience in Multimedia Arts (1–4 units)
ANIMATION & GAME DESIGN

Bring stories and games to life! From character animation to rigging, the skills you acquire in this program will prepare you for a career in the Animation, Game and Simulation industries. Incorporating both 2D and 3D animation method, you will learn how to build out game levels and create virtual experiences in a range of mediums, from traditional animated shorts to games utilizing augmented, mixed, or virtual reality.

(This program is) a great 2 year Associate program but is also for people who just want to brush up their skills in both 2D and/or 3D. In the classroom, the students learn Unreal, do motion capture, and collaborate on short films. The program also works with local tech and game companies to provide exposure and opportunities to the students.

— BCC Student

CAREER OPPORTUNITIES

<table>
<thead>
<tr>
<th>Job Title</th>
<th>Average Annual Wages</th>
<th>Projected Employment Growth</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>SF Bay Area</td>
<td>California</td>
</tr>
<tr>
<td>Special Effects Artists and Animators</td>
<td>$118,520</td>
<td>$48,990</td>
</tr>
<tr>
<td>Video Game Designers</td>
<td>$128,850</td>
<td>$100,290</td>
</tr>
</tbody>
</table>

ANIMATION & GAME DESIGN

CERTIFICATES & DEGREES

Looking to advance your career or launch a new career path with an affordable college degree? Our programs can get you where you need to be.

CREDIT

<table>
<thead>
<tr>
<th>Program Name</th>
<th>Certificate Type</th>
<th>Format</th>
<th>Full-time status</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANIMATION AND GAME DESIGN</td>
<td>Associate in Arts (60 units)</td>
<td>Hybrid (Online and In-person)</td>
<td>4 semesters or 2 calendar years</td>
<td>$0–2,940*</td>
</tr>
<tr>
<td>ANIMATION LEVEL I</td>
<td>Certificate of Achievement (18–20 units)</td>
<td>Hybrid (Online and In-person)</td>
<td>2 semesters</td>
<td>$0–980*</td>
</tr>
<tr>
<td>GAME DESIGN: LEVEL I</td>
<td>Certificate of Achievement (20–22 units)</td>
<td>Hybrid (Online and In-person)</td>
<td>2 semesters</td>
<td>$0–1,078*</td>
</tr>
<tr>
<td>GAME DESIGN: LEVEL II</td>
<td>Certificate of Achievement (19–21 units)</td>
<td>Hybrid (Online and In-person)</td>
<td>2 semesters</td>
<td>$0–1,029*</td>
</tr>
<tr>
<td>CHARACTER DESIGN AND 3D MODELING</td>
<td>Certificate of Proficiency (12 units)</td>
<td>Hybrid (Online and In-person)</td>
<td>2 semesters</td>
<td>$0–588*</td>
</tr>
<tr>
<td>MOTION GRAPHICS</td>
<td>Certificate of Achievement (21 units)</td>
<td>Hybrid (Online and In-person)</td>
<td>2 semesters or 1 calendar year</td>
<td>$0–1,029*</td>
</tr>
<tr>
<td>VIRTUAL PRODUCTION FUNDAMENTALS</td>
<td>Certificate of Achievement (20–22 units)</td>
<td>Hybrid (Online and In-person)</td>
<td>2 semesters</td>
<td>$0–1,078*</td>
</tr>
</tbody>
</table>

NON-CREDIT

<table>
<thead>
<tr>
<th>Program Name</th>
<th>Certificate Type</th>
<th>Format</th>
<th>Full-time status</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTRODUCTION TO MOTION GRAPHICS</td>
<td>Certificate of Completion</td>
<td>Online</td>
<td>1 semester</td>
<td>Free</td>
</tr>
<tr>
<td>INTRODUCTION TO ANIMATION AND GAME DESIGN</td>
<td>Certificate of Completion</td>
<td>Online</td>
<td>1 semester</td>
<td>Free</td>
</tr>
</tbody>
</table>

*The actual cost for a California resident depends on the financial aid status. ($/credit unit)
ASSOCIATE DEGREES

Earn General Education and Elective courses while completing the major units required to earn your Associate degree!

ANIMATION AND GAME DESIGN
Associate in Arts

(60 units)
- Major units (40–41 units)
- GE and electives (19–20 units)

CERTIFICATES

ANIMATION: LEVEL II
Certificate of Achievement
(18 units)

GAME DESIGN: LEVEL II
Certificate of Achievement
(19–21 units)

VIRTUAL PRODUCTION FUNDAMENTALS
Certificate of Achievement (20–22 units)
- 2nd Semester/Spring
  - MM/AN 25 Animation Production (3 units)
  - Animation Elective (6 units)
- 1st Semester/Fall
  - MM/AN 3B Intermediate 2D Animation (3 units)
  - MM/AN 20B 3D Character Animation (3 units)
  - Animation Elective (3 units)

ANIMATION: LEVEL I
Certificate of Achievement
(18–20 units)

GAME DESIGN: LEVEL I
Certificate of Achievement
(20–22 units)

VIRTUAL PRODUCTION FUNDAMENTALS
Certificate of Completion (21 units)
- 2nd Semester/Spring
  - MM/AN 41B Video Game Development (3 units)
  - MM/AN 44 Applications of Virtual and Augmented Reality (3 units)
  - Game Design Elective (3 units)
- 1st Semester/Fall
  - CIS 23 C# Programming (4 units)
  - MM/AN 40B Introduction to Game Design (3 units)
  - Game Design Elective (3 units)

GAME DESIGN: LEVEL I
Certificate of Completion
(19–21 units)

VIRTUAL PRODUCTION FUNDAMENTALS
Certificate of Proficiency (12 units)
- 1st Semester/Fall
  - MM/AN 22B Special Effects for Animation (3 units)
  - Elective (3 units)

MOTION GRAPHICS
Certificate of Achievement
(21 units)
- 2nd Semester/Spring
  - MM/VI 20A+20LA Introduction to Editing and Lab (3 units)
  - Electives (6 units)
- 1st Semester/Fall
  - MM/AN 21A Introduction to 3D Modeling (3 units)
  - MM/AN 20A Introduction to 3D Animation (3 units)

GAME DESIGN: LEVEL II
Certificate of Achievement
(19–21 units)
- 2nd Semester/Spring
  - MM/AN 21A Introduction to 3D Modeling (3 units)
  - MM/AN 21B Intermediate 3D Modeling (3 units)
  - Game Design Electives (3–5 units)
- 1st Semester/Fall
  - MM/AN 50 Career Preparation for Animation and Game Industries (3 units)
  - MM/AN 510 Introduction to 3D Modeling (3 units)
  - MM/AN 511 3D Character Animation (3 units)
  - MM/AN 512 Game Level Design (3 units)
  - MM/AN 550 Animation and Game Studio Practice (3 units)

INTRODUCTION TO MOTION GRAPHICS
Certificate of Completion
- 2nd Semester/Spring
  - MM/VI 9A Video Production I: Introduction to Video (4 units)
  - MM/AN 20A Introduction to 3D Animation (3 units)
  - MM/AN 21A Introduction to 3D Modeling (3 units)
  - MM/AN 22B Special Effects for Animation (3 units)
  - Elective (3 units)

INTRODUCTION TO ANIMATION AND GAME DESIGN
Certificate of Completion
- 2nd Semester/Spring
  - MM/AN 510 Introduction to 3D Modeling (3 units)
  - MM/AN 511 3D Character Animation (3 units)
  - MM/AN 512 Game Level Design (3 units)
  - MM/AN 550 Animation and Game Studio Practice (3 units)

START HERE TO BUILD YOUR ACADEMIC & CAREER PATHWAY!
DIGITAL IMAGING

Our program will teach you the essential design principles you need to start your career as a graphic designer, photographer, visual artist and more! You will explore the artistic, theoretical, and technological developments in photography, graphic design, illustration, imaging, and data visualization.

Our experienced teachers will show you how to convert concepts into images, and produce effective visual communication solutions to add to your portfolio. Learn to use industry-standard software for digital imaging and editing, as well as motion graphics based software for 3D modeling and animation.

Career Opportunities: Photography, studio photography, preprocessing, digital imaging, digital design, advertising, pre-press and press production, and independent printmaking.

Design is thinking made visual.
— Saul Bass, Movie Poster, Title Sequence, & Logo Designer: The Shining, Anatomy of a Murder, Vertigo, The Man with the Golden Arm

DIGITAL IMAGING

CAREER OPPORTUNITIES

<table>
<thead>
<tr>
<th>Job Title</th>
<th>Annual Median Wages</th>
<th>Projected Employment Growth**</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>SF Bay Area</td>
<td>California</td>
</tr>
<tr>
<td>Commercial and Industrial Designers*</td>
<td>$99,320</td>
<td>$87,190</td>
</tr>
<tr>
<td>Graphic Designer**</td>
<td>$78,170</td>
<td>$62,310</td>
</tr>
<tr>
<td>Photographer***</td>
<td>$59,100</td>
<td>$46,630</td>
</tr>
</tbody>
</table>

**Source: https://www.onetonline.org/Link/LocalWages/27-1021.00?zip=94610
**Source: https://www.onetonline.org/Link/LocalWages/27-1024.00?zip=94610
**Source: https://www.onetonline.org/Link/LocalTrends/27-4021.00?st=CA

DIGITAL IMAGING CERTIFICATES & DEGREES

Looking to advance your career or launch a new career path with an affordable college degree? Our programs can get you where you need to be.

CREDIT

DIGITAL IMAGING
Associate in Arts (60 units)
Format: Partially Online, Some In-Person Labs
Full-time status: 4 semesters or 2 calendar years
Cost: $0–2,940*

DIGITAL PHOTOGRAPHY
Certificate of Achievement (21–23 units)
Format: Hybrid (Online and In-person)
Full-time status: 2 semesters
Cost: $0–1,127*

DIGITAL PRINTMAKING
Certificate of Achievement (18 units)
Format: Hybrid (Online and In-person)
Full-time status: 2 semesters
Cost: $0–882*

BEGINNING DIGITAL PHOTOGRAPHY
Certificate of Achievement (9 units)
Format: Hybrid (Online and In-person)
Full-time status: 2 semesters
Cost: $0–441*

DIGITAL ILLUSTRATION
Certificate of Achievement (20–21 units)
Format: Hybrid (Online and In-person)
Full-time status: 2 semesters
Cost: $0–1,029*

NON-CREDIT

BEGINNING DIGITAL PHOTOGRAPHY
Certificate of Completion (9 units)
Format: Hybrid (Online and In-person)
Full-time status: 2 semesters
Cost: $0–441*

DIGITAL IMAGING
Certificate of Completion
Format: Online
Full-time status: 1 semester
Cost: Free

*The actual cost for a California resident depends on the financial aid status. ($49 per credit unit)

CAREER OPPORTUNITIES

<table>
<thead>
<tr>
<th>Job Title</th>
<th>Annual Median Wages</th>
<th>Projected Employment Growth**</th>
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<tr>
<td></td>
<td>SF Bay Area</td>
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<tr>
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*The actual cost for a California resident depends on the financial aid status. ($49 per credit unit)
This map represents one possible pathway at BCC and is based on the 2023–2024 catalog.

**Multimedia Arts: Digital Imaging**

**Starter Your Imagination**
Schedule an appointment with a BCC Counselor to learn more!
www.berkeleycitycollege.edu/counseling

**Associate Degrees**

Earn General Education and Elective courses while completing the major units required to earn your Associate degree!

**Certificates**

**Digital Imaging**

Associate in Arts

(60 units)

- Major units (37–38 units)
- GE and electives (22–23 units)

**Digital Photography**

Certificate of Achievement (21–23 units)

- 2nd Semester/Spring
  - MM/DI 20B Intermediate Digital Photography & Lab (3 units)
  - MM/DI 23 Digital Printing for Photographers (3 units)
  - Electives (6 units)
- 1st Semester/Fall
  - MM/DI 4 + 4L Introduction to Photoshop & Lab (3 units)
  - MM/DI 20A + 20LA Introduction to Digital Photography & Lab (3 units)
  - Elective (3 units)

**Digital Printmaking**

Certificate of Achievement (18 units)

- 2nd Semester/Spring
  - MM/DI 40A + 40LA Introduction to Digital Photography & Lab (3 units)
  - Electives (6 units)
- 1st Semester/Fall
  - MM/DI 1A + 1LA Introduction to Digital Illustration + Lab (3 units)
  - MM/DI 4 + 4L Introduction to Photoshop + Lab (3 units)
  - Electives (3 units)

**Digital Illustration**

Certificate of Achievement (20–21 units)

- 2nd Semester/Spring
  - MM/DI 2 Sketching Fundamental for Design (3 units)
  - Electives (6 units)
- 1st Semester/Fall
  - MM/DI 1A + 1LA Introduction to Digital Illustration + Lab (3 units)
  - MM/DI 3 + 3L Contemporary Color + Lab (3 units)
  - MM/DI 4 + 4L Introduction to Photoshop + Lab (3 units)
  - Elective (3 units)

**Digital Illustration**

Certificate of Completion

- MM/DI 510 Photoshop
- MM/DI 520A Introduction to Digital Photography
- MM/DI 520B Intermediate Digital Photography
- MM/DI 550 Design Studio Practice

**Digital Imaging**

Certificate of Completion

- MM/DI 510 Photoshop
- MM/DI 511 Photography
- MM/DI 550 Design Studio Practice

**Digital Photography**

Certificate of Achievement (19–20 units)

- 2nd Semester/Spring
  - MM/DI 40A Introduction to Game Design (3 units)
  - MM/DI MW 520A Introduction to Web Design and Lab (3 units)
  - Elective (3 units)
- 1st Semester/Fall
  - MMART 3 Introduction to Digital Art (3 units)
  - MM/VI 9A Video Production I: Introduction to Video (4 units)
  - Elective (3 units)

**Multimedia Arts Core**

Certificate of Achievement (20 units)

- MM/DI 20B Intermediate Digital Photography (3 units)
- MM/DI 23 Digital Printing for Photographers (3 units)
- Electives (6 units)

**Learn Core Multimedia Arts Skills!**

**Transfer Opportunities**

Interested in transferring? Most courses in MMART have been accepted for UC and CSU transfer. Ask a counselor about what courses to take!
As a student in BCC's Multimedia Arts Mobile and Web Design Program, you'll learn cross-platform design techniques and practical applications using industry-standard tools to help you build a portfolio of skills to succeed in the mobile and web design field.

Some of the valuable knowledge and skills you will attain include the following:

- **Learn the basics of web design** HTML5, CSS3, and CSS Grid Architecture
- **Design compelling graphic visualizations** to display complex information
- **Build user-friendly applications** to engage your audience with interactive features, dynamic, graphical elements, and engaging content
- **Analyze trends** in consumer interest and user behavior using data analytics
- **Develop successful strategies** for content creation and digital marketing to increase brand awareness in E-commerce environments

### CAREER OPPORTUNITIES

With an education in Mobile and Web Design, you can be a part of the digital revolution with a career in:

- Front-end web and mobile design
- UI/UX design
- Digital marketing, social media, and content strategy

<table>
<thead>
<tr>
<th>Job Title</th>
<th>SF Bay Area</th>
<th>California</th>
<th>U.S.</th>
<th>U.S.</th>
<th>Projected Employment Growth</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digital Marketing Specialist*</td>
<td>$96,840</td>
<td>$77,050</td>
<td>$63,920</td>
<td>34%</td>
<td>19%</td>
</tr>
<tr>
<td>Web &amp; Digital Interface Designers**</td>
<td>$128,850</td>
<td>$100,290</td>
<td>$79,890</td>
<td>25%</td>
<td>16%</td>
</tr>
</tbody>
</table>

* Source: [https://www.onetonline.org/link/summary/13-1161.01](https://www.onetonline.org/link/summary/13-1161.01)

** Source: Bureau of Labor Statistics (BLS) wage data external site [https://www.onetonline.org/link/summary/15-1255.00](https://www.onetonline.org/link/summary/15-1255.00)
Multimedia Arts: Mobile & Web Design

EMPOWER YOUR IMAGINATION
Schedule an appointment with a BCC Counselor to learn more!
www.berkeleycitycollege.edu/counseling

ASSOCIATE DEGREES

MOBILE AND WEB DESIGN
Associate in Arts
(60 units)
☐ Major units (40–41 units)
☐ GE and electives (19–20 units)

CERTIFICATES

LEVEL II: MOBILE AND WEB DESIGN
Certificate of Achievement (18–20 units)

2nd Semester/Spring
☐ MMART 114+114L Data Design for Digital Media+Lab (3 units)
☐ MMART 170+170L Virtual Reality and Digital Spaces+Lab (3 units)
☐ MMART 171+171L Web Commerce and Internet Start Up+Lab (3 units)

1st Semester/Fall
☐ MMART 162+162L Contemporary Scripting for Games, Mobile and Web+Lab (3 units)
☐ MM/MW 4A+4L A Social Media Marketing and Data Analytics+Lab (3 units)
☐ Mobile and Web Design Electives (3–5 units)

MOBILE AND WEB DESIGN LEVEL I
Certificate of Achievement (19 units)

2nd Semester/Spring
☐ MM/MW 1A+1LA Introduction to Web Design+Lab (3 units)
☐ MM/MW 2+2L Fundamentals of Graphic Visualization+Lab (3 units)
☐ MM/VI 9A Video Production I: Introduction to Video (4 units)

1st Semester/Fall
☐ MMART 166+166L User Experience and Interface Design+Lab (3 units)
☐ MMART 167+167L Mobile and Cross-Platform Web Design+Lab (3 units)
☐ MMART 168+168L Online Games & Interactivity+Lab (4 units)

MULTIMEDIA ARTS CORE
Certificate of Achievement (19–20 units)

2nd Semester/Spring
☐ MM/AN 40A Introduction to Game Design (3 units)
☐ MM/MW 1A+1LA Introduction to Web Design and Lab (3 units)
☐ Elective (3 units)

1st Semester/Fall
☐ MMART 3 Introduction to Digital Art (3 units)
☐ MM/VI 9A Video Production I: Introduction to Video (4 units)
☐ Elective (3 units)

Transfer Opportunities
Interested in transferring? Most courses in MMART have been accepted for UC and CSU transfer. Ask a counselor about what courses to take!

LEARN CORE MULTIMEDIA ARTS SKILLS!

This map represents one possible pathway at BCC and is based on the 2023–2024 catalog.
VIDEO ARTS

The Video Arts Multimedia Arts Program at BCC will give you the training and education you need for an entry-level career in the film and media industries. Curriculum covers technical training in video production and editing, motion graphics, sound design, film theory, and cinematography.

With instruction from experienced, professional filmmakers, you will get hands-on training using state-of-the-art equipment and software to learn video production, editing, and sound design techniques, effectively critique film through the lens of historical context, social relevance, and film theory, and practice the art of cinematic storytelling through script writing and filmmaking.

Additionally, you will learn industry-standard business practices as you apply these skills to real-life projects: from completing internships, to seeking funding for projects, to developing portfolio reels, and finding connection with a broad, supportive network of filmmakers.

STEP OUT INTO THE LIMELIGHT!

Many BCC Video Arts alumni transfer to top-notch film programs at the university level or enter the film industry after completing Multimedia degrees. In fact, five video arts alumni have won Emmy Awards, while others have been awarded independent filmmaking grants after completing our program.

CAREER OPPORTUNITIES

<table>
<thead>
<tr>
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<th>Annual Median Wages</th>
<th>Projected Employment Growth</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>SF Bay Area</td>
<td>California</td>
</tr>
<tr>
<td>Camera Operators, Television, Video, &amp; Film*</td>
<td>$57,660</td>
<td>$56,420</td>
</tr>
<tr>
<td>Film &amp; Video Editors**</td>
<td>$72,930</td>
<td>$63,100</td>
</tr>
<tr>
<td>Media Programming Directors &amp; Producers***</td>
<td>$103,820</td>
<td>$107,280</td>
</tr>
<tr>
<td>Sound Engineering Technicians****</td>
<td>$70,000</td>
<td>$63,340</td>
</tr>
</tbody>
</table>

* Source: https://www.onetonline.org/link/summary/27-4031.00
** Source: https://www.onetonline.org/link/summary/27-4032.00
*** Source: https://www.onetonline.org/link/summary/27-2012.03
**** Source: https://www.onetonline.org/link/summary/27-4014.00

VIDEO ARTS

CERTIFICATES & DEGREES

Looking to advance your career or launch a new career path with an affordable college degree? Our programs can get you where you need to be.

CREDIT

<table>
<thead>
<tr>
<th>Program</th>
<th>Format</th>
<th>Full-time status</th>
<th>Cost:</th>
</tr>
</thead>
<tbody>
<tr>
<td>FILM, TELEVISION, AND ELECTRONIC MEDIA</td>
<td>Hybrid (Online and In-Person)</td>
<td>4 semesters or 2 calendar years</td>
<td>$0–2,940*</td>
</tr>
<tr>
<td>VIDEO ARTS</td>
<td>Hybrid (Online and In-Person)</td>
<td>4 semesters or 2 calendar years</td>
<td>$0–2,940*</td>
</tr>
<tr>
<td>LEVEL II: DIRECTING AND PRODUCING Certificate of Achievement (18–19 units)</td>
<td>Hybrid (Online and In-Person)</td>
<td>2 semesters</td>
<td>$0–931*</td>
</tr>
<tr>
<td>LEVEL II: EDITING AND POST PRODUCING Certificate of Achievement (18–19 units)</td>
<td>Hybrid (Online and In-Person)</td>
<td>2 semesters</td>
<td>$0–931*</td>
</tr>
<tr>
<td>SOCIAL MEDIA STORYTELLING Certificate of Achievement (19 units)</td>
<td>Hybrid (Online and In-Person)</td>
<td>1 semester</td>
<td>$0–931*</td>
</tr>
<tr>
<td>INTRODUCTION TO SOCIAL MEDIA Certificate of Achievement (12 units)</td>
<td>Hybrid (Online and In-Person)</td>
<td>1 semester</td>
<td>$0–588*</td>
</tr>
</tbody>
</table>

* Source: https://www.onetonline.org/link/summary/27-4033.08
** Source: https://www.onetonline.org/link/summary/27-4032.08
*** Source: https://www.onetonline.org/link/summary/27-3013.03
**** Source: https://www.onetonline.org/link/summary/27-4016.00

*The actual cost for a California resident depends on the financial aid status. ($49 per credit unit)
This map represents one possible pathway at BCC and is based on the 2023–2024 catalog.
GET HIRED!

Multimedia Arts students at BCC have found entry-level positions in animation, game, and web design, corporate and independent media organization, digital imaging, and video production at world-renown companies such as:

- Apple Inc.
- Audio Engineering Society (AES)
- Black Reels
- BRON Studios
- Goodby Silverstein & Partners
- Halon Entertainment
- KPFA
- KQED
- LinkedIn
- Little Giant Lighting & Grip
- Meyer Sound
- New York Times
- Paramount Studios
- Sephora
- Sony Pictures
- UC Berkeley

There are also opportunities to freelance as cinematographers, editors, production assistants, gaffers, set-photographers and sound recordists.

Quick Guide to Community College Terminology

- **apprenticeship**: A work-based learning model where apprentices have supervised on-the-job training, along with job-related education, all while earning a wage that increases during the progression of the program.
- **Associate in Arts (AA)/Associate in Science (AS)**: An undergraduate degree requiring at least two years of full-time study and completion of 60-semester units, including major and GE courses.
- **Associate Degree for Transfer (AD-T)**: A specific set of courses required to transfer into an upper-division program at the CSU system as part of the junior class with guaranteed priority admission.
- **Certificate of Achievement (CA)**: A qualified credential noted on your official transcript upon completion of a series of courses of a specific subject or skill set. At minimum, 16 units, often connected to an Associate degree.
- **Certificate of Proficiency (CP)**: Smaller unit certificate related to a specific skill set or subject. Often part of a pathway to update a professional skill set or launch a new career.
- **co-requisite**: Courses required to be taken in tandem during the same term.
- **dual enrollment**: A program that allows students to take college courses while in high school and earn both high school and college credits simultaneously.
- **full-time status**: Enrollment in 12 units or more in a given term.
- **internship**: When a student works in an organization in order to gain work experience or satisfy requirements for a qualification. Internships can be paid or unpaid and help students make connections in professional fields they are considering for career paths.
- **lecture/lab hours**: Number of contact hours a lecture or laboratory course meets during a term.
- **non-credit courses**: Intended for personal enrichment or to acquire a skill set, but not applicable toward a degree. No units are earned upon completion, but non-credit vocational certificates may be awarded upon completion of a series of classes in this category.
- **part-time status**: Enrollment in 11 or fewer units in a given term.
- **prerequisite**: Previous experience or course completions required for entry into another course.
- **Student Education Plan (SEP)**: Specific courses to enroll in each semester over a period of time, in order to meet the requirements of an educational goal, Associate Degree Transfer program (AD-T), or completion of Associate Degree (AA/AS).
- **unit**: Used synonymously with "credit", the value earned in a course.
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