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p: (510) 981-2831

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p: (510) 981-2811

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p: (510) 981-2971

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Steps To Enroll...

- 1 APPLY FOR ADMISSION**
www.web.peralta.edu/
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- 2 COMPLETE YOUR ORIENTATION**
www.studentpathway.com/
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- 3 COMPLETE YOUR PLACEMENT PROCESS**
Provide High School/College
Transcripts, AP Test Results.
- 4 SEE A COUNSELOR**
Make an appointment
or drop in.
- 5 ENROLL IN CLASSES**
Register for classes through
PASSPORT or in person.
- 6 PAY YOUR FEES**
You have the option to pay
through PASSPORT or in person.
- 7 GET YOUR PHOTO I.D.**
Student photo I.D. office located
at the information desk on
first floor.



BERKELEY CITY COLLEGE
Career Education Office

2050 Center Street
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www.berkeleycitycollege.edu/CE

BERKELEY
CITY COLLEGE



Multimedia Arts

Animation and Game Design

Digital Imaging

Mobile and Web

Video Arts

Associate in Science Degree
for Transfer

Associate in Arts Degree

Certificate of Achievement



Beginning Fall 2019

Transforming Lives

Multimedia Arts Programs

Transform your life with knowledge and skills that you will acquire upon completion of the degree and certificates from the Multimedia Arts Department at Berkley City College.

The department consists of four areas of specialization that cover the realms of Animation & Game design, Digital Imaging, Mobile & Web and Video Arts. Learn from our faculty who are industry professionals that have developed a curriculum to provide a well-rounded education in a fast-paced and relevant learning environment. We assist you on your path to become a creative force in the world of Media Arts and Entertainment. Many of our students transfer to 4-year colleges or immediately enter the workforce.

Summary of Specializations

Animation and Game Design

Study the skills needed to bring stories and games to life by learning both 2D traditional and 3D animation methods. From modeling to character animation and rigging, students focus on what is needed to build the traditional short format, as well as how to incorporate 2D/3D into game levels and game experiences for the various mediums of traditional animated shorts, games utilizing augmented, mixed or virtual reality.

The curriculum prepares students for careers as animators, modelers, motion designer, technical artists, level designers and environmental design within the animation, game, and simulation industries. Many students transfer to 4-year colleges, while others enter the Animation and Game industries after completing our programs.

Digital Imaging

Digital illustrations and design are now commonplace in advertising, filmmaking, graphic production, photography, in addition to fine art. Rare is the conventional artist who doesn't incorporate the use of a computer into their workflow. Students learn the fine points of software and hardware used in the production of digital imaging. These are tools in which the artist can grow creatively while competing in today's working environment.

Mobile and Web

The Mobile and Web Design program is on the leading edge of a digital revolution. Students quickly become immersed and aware of the technological revolution in the Bay Area, developing technological and business skills to become Front-End Web Designers, UI/UX Designers, and Start-Up Entrepreneurs.

The curriculum helps students develop strengths with Mobile Design, Online Games, Interactive Design, Visual Programming, E-Commerce, Project Development, Internet Marketing, Social Media, Streaming Media, and Web Design.

Video Arts

Learn the craft of cinematic storytelling using professional cameras, lights, sound recording devices and software. The Video Arts curriculum includes courses in video production, editing, motion graphics, sound design, cinematography, scriptwriting, storyboarding, as well as film theory, fundraising, and business practices. Classes are instructed by professional filmmakers with close industry ties. The program emphasizes a combination of theory with hands-on skills with an emphasis on developing a broad and supportive network of filmmakers.

While in the program, students are encouraged to apply their skills on real-life projects, from internships, seeking funding for projects, and developing their reels. Five Video Arts alumni have won Emmy Awards and many transfer to top notch film programs at 4-year colleges or enter the film industry after completing our Multimedia programs.



The Multimedia Arts Department offers programs with different specializations that lead to Associate of Science Degree for Transfer (AS-T), Associate of Arts Degrees (AA), and Certificates of Achievement (CA).

Multimedia Arts Core	CA
Animation and Game Design	AA
Animation Level I	CA
Animation Level II	CA
Game Design I	CA
Game Design II	CA
Digital Imaging	AA
Digital Imaging: Illustration	CA
Digital Imaging: Photography	CA
Digital Imaging: Printmaking	CA
Mobile and Web Design	AA
Mobile and Web Design Level I	CA
Mobile and Web Design Level II	CA
Film, Television, and Electronic Media	AS-T
Video Arts	AA
Video Arts Level I	CA
Video Arts Level II: Directing and Producing	CA
Video Arts Level II: Editing and Post-Production	CA
Social Media Storytelling	CA

Multimedia Arts Core Certificate of Achievement

The Multimedia Arts Core Certificate of Achievement offers a foundation of multimedia techniques and theory and prepares students for further coursework and specialization in the strand of their choice. The requirements for this program also serves as the core requirements for all Multimedia Arts Associate in Arts Degrees.

Career Opportunities: entry level positions in video production, web design, digital imaging, animation and game design, corporate and independent media organization.

Median Annual Salary: \$52,000 to \$71,000

Required Courses		Units
MMART 3	Introduction to Digital Art	3
MM/VI 9A	Video Production I: Introduction to Video	4
MM/AN 40A	Introduction to Game Design	3
MM/MW 1A/1LA	Introduction to Web Design and Lab	3
Core Electives: Select 6-7 units from the following:		
MMART 1	Design Thinking	3
MMART 110	Scriptwriting and Storyboarding	3
MM/MW 2/2L	Fundamentals of Graphic Visualization and Lab	3
MM/DI 3/3L	Contemporary Color and Lab	3
MMART 197	Multimedia Career Preparation	3
MM/DI 4/4L	Introduction to Photoshop and Lab	3
MM/MW 4A/4LA	Social Media Marketing and Data Analytics and Lab	3
MMART 468	Occupational Work Experience in Multimedia Arts	1 - 4

Total Units: 19-20



Animation and Game Design Associate in Arts Degree

This program prepares students for entry-level jobs in the game and animation fields and provides upgraded skills for those already employed in multimedia and game jobs. The program is interdisciplinary and focuses on developing artistic, critical thinking and computer skills.

Career Opportunities: medical visualization, game, previsualization, game level design, 3D modeling, technical direction, animation in 2D/3D, computer graphics special effects, layout design, look development, character/prop/background design, scene planning/compositing, production, environmental/set design, and visual simulation.

Median Annual Salary: \$67,000 to 72,000

Required Core Courses — for all Multimedia Arts A.A. Degrees

	Unit	
MMART 3	Introduction to Digital Art	3
MM/VI 9A	Video Production I: Introduction to Video	4
MM/AN 40A	Introduction to Game Design	3
MM/MW 1A/1LA	Introduction to Web Design and Lab	3

Core Electives—Select 6-7 units from the following:

MMART 1	Design Thinking	3
MMART 110	Scriptwriting and Storyboarding	3
MM/MW 2/2L	Fundamentals of Graphic Visualization and Lab	3
MM/DI 3/3L	Contemporary Color and Lab	3
MMART 197	Multimedia Career Preparation	3
MM/DI 4/4L	Introduction to Photoshop and Lab	3
MM/MW 4A/4LA	Social Media Marketing and Data Analytics and Lab	3
MMART 468	Occupational Work Experience in Multimedia Arts	1 - 4

Required Major Courses

MM/AN 1A	Drawing for Animation	3
MM/AN 3A	Introduction to 2D Animation	3
MM/AN 20A	Introduction to 3D Animation	3
MM/AN 21A	Introduction to 3D Modeling	3

Major Electives—Select 9 units from the following:

ART 30	Beginning Figure Drawing: Anatomy	2
MM/AN 2	History of Animation	3
MM/AN 3B	Intermediate 2D Animation	3
MM/AN 4	2D Digital Animation	3
MM/DI 4/4L	Introduction to Photoshop and Lab	3
MMART 5A	Introduction to Motion Graphics	3
MM/AN 41A	Introduction to Game Scripting	3
MM/AN 55A	Animation and Game Studio Practice	1
MM/AN 55B	Animation and Game Studio Practice	1
	Major Requirements	40-41
	General Education and Electives	19-20

Total Units: 60



Animation Certificates of Achievement

The Multimedia Arts Certificates of Achievement in Animation are available at Level I and Level II. The Animation Certificates of Achievement are a comprehensive study of 2D and 3D animation techniques, allowing students to choose from a range of 2D and 3D courses in order to prepare for an entry level position in the industry.

Career Opportunities: Level I—entry level positions in various fields of animation, game, medical visualization and simulation as animators, 3D modelers and pre-visualization artists, and preparation for transfer to 4-year institutions. Level II—entry level positions in various fields of animation, game, medical visualization and simulation such as animation, concept arts, production assistance, 3D modeling, pre-visualization arts, 3D rigging, and computer graphics, as well as preparation for transfer to a 4-year institutions.

Median Annual Salary: \$67,000 to 72,000

Animation Level I Certificate of Achievement

Required Courses	Units
MM/AN 3A Introduction to 2D Animation	3
MM/AN 20A Introduction to 3D Animation	3
MM/AN 50 Career Preparation for Animation and Game Industries	3
Electives—Select 9-11 units from the following:	
MM/AN 1A Drawing for Animation	3
MM/AN 1B Storytelling in Animation	3
MM/AN 2 History of Animation	3
MM/AN 3B Intermediate 2D Animation	3
MM/AN 4 2D Digital Animation	3
MM/AN 5A Introduction to Motion Graphics	3
MM/AN 10 Experimental Animation	3
MM/AN 21A Introduction to 3D Modeling	3
MM/AN 55A Animation and Game Studio Practice	1
MM/AN 55B Animation and Game Studio Practice	1
Total Units: 18-20	

Animation Level II Certificate of Achievement

Required Courses	Units
MM/AN 3B Intermediate 2D Animation	3
MM/AN 20B 3D Character Animation	3
MM/AN 25 Animation Production	3
Electives—Select 9 units from the following:	
MM/AN 1B Storytelling in Animation	3
MM/AN 4 2D Digital Animation	3
MM/AN 10 Experimental Animation	3
MM/AN 21B Intermediate 3D Modeling	3
MM/AN 22A 3D Layout and Lighting	3
MM/AN 22B Special Effects for Animation	3
MM/AN 23 3D Rigging	3
MM/AN 24 Performance Animation	3
Total Units: 18	

Game Design

Certificates of Achievement

The Multimedia Arts Certificates of Achievement in Game Design are available at Level I and Level II. Students who have little background in game design are encouraged to complete Level I prior to Level II. The Game Design Level I Certificate of Achievement provides introductory technical training in game design and programming techniques, allowing students to prepare for positions in the industry such as pre-visualization and game testing. The Game Design Level II Certificate of Achievement provides comprehensive technical training in game design, prototyping, and programming techniques.

Career Opportunities: Level I—entry level positions in pre-visualization, game testing, technical artist. Level II—entry level positions in various fields of game, medical visualization and simulation industries as level designers, game testers, technical artists, and production assistants.

Median Annual Salary: \$72,000 to 116,000

Game Design Level I

Certificate of Achievement

Required Courses

		Units
MM/AN 21A	Introduction to 3D Modeling	3
MM/AN 40A	Introduction to Game Design	3
MM/AN 50	Career Preparation for Animation and Game Industries	3

Electives—Select 11–13 units from the following:

CIS 6	Introduction to Computer Programming	5
MM/AN 22A	3D Layout and Lighting	3
MM/AN 41A	Introduction to Game Scripting	3
MM/AN 55A	Animation and Game Studio Practice	1
MM/AN 55B	Animation and Game Studio Practice	1

Total Units: 20

Game Design Level II

Certificate of Achievement

Required Courses

		Units
CIS 23	C# Programming	4
MM/AN 40B	Game Level Design	3
MM/AN 41B	Video Game Development	3
MM/AN 44	Applications of Virtual and Augmented Reality	3

Electives—Select 6–8 units from the following:

MM/AN 21B	Intermediate 3D Modeling	3
MM/AN 23	3D Rigging	3
MM/AN 50	Career Preparation for Animation and Game Industries	3
MM/AN 55A	Animation and Game Studio Practice	1
MM/AN 55B	Animation and Game Studio Practice	1

Total Units: 19-21

Digital Imaging Associate in Arts Degree

Berkeley City College's A.A. degree in Digital Imaging prepares students for entry-level jobs in the photography, graphic design, illustration, imaging, and data visualization fields and provides upgraded skills for those already employed in multimedia and data design fields. The program is interdisciplinary and focuses on developing analytical, artistic, and critical thinking and computer skills.

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

Median Annual Salary: \$52,000 to \$71,000

Required Core Courses — for all Multimedia Arts A.A. Degrees

	Units
MMART 3 Introduction to Digital Art	3
MM/VI 9A Video Production I: Introduction to Video	4
MM/AN 40A Introduction to Game Design	3
MM/MW 1A/1LA Introduction to Web Design and Lab	3

Core Elective—Select 6-7 units from the following:

MMART 1 Design Thinking	3
MMART 110 Scriptwriting and Storyboarding	3
MM/MW 2/2L Fundamentals of Graphic Visualization and Lab	3
MM/DI 3/3L Contemporary Color and Lab	3
MMART 197 Multimedia Career Preparation	3
MM/DI 4/4L Introduction to Photoshop and Lab	3
MM/MW 4A/4LA Social Media Marketing and Data Analytics and Lab	3
MMART 468 Occupational Work Experience in Multimedia Arts	1 - 4

Digital Illustration Elective—Select 6 units from the following:

MM/DI 1A/1LA Introduction to Digital Illustration and Lab	3
MM/DI 1B Intermediate Digital Illustration	3
MM/DI 3/3L Contemporary Color and Lab	3
MMART 5A Introduction to Motion Graphics	3
MM/DI 2 Sketching Fundamentals for Design	3
MM/DI 15A Introduction to 3D Motion Graphics	3

Digital Photography Elective—Select 6 units from the following:

MM/DI 4/4L Introduction to Photoshop and Lab	3
MM/DI 20A/20LA Introduction to Digital Photography and Lab	3
MM/DI 20B/20LB Intermediate Digital Photography and Lab	3
MM/DI 40A/LA Introduction to Digital Printing and Lab	3

Digital Printing Elective—Select 6 units from the following:

MM/DI 45A/45LA Digital Printing Studio Practice I and Lab	3
MM/DI 45B/LB Digital Printing Studio Practice II and Lab	3
MM/DI 046A/46LA Large Scale Print Studio Practice I and Lab	3
MM/DI 1C Advanced Digital Illustration	3
MM/DI 15B Intermediate 3D Motion Graphics	3
Major Requirements	37-38
General Education and Electives	22-23

Total Units: 60

Digital Imaging: Illustration Certificate of Achievement

The Multimedia Certificate of Achievement in Digital Imaging: Illustration prepares students with skills in image creation and visual storytelling as necessary for employment and enrichment.

Career Opportunities: technical publication editing, data visualization and analysis, information graphic design, new media marketing, medical visualization.

Median Annual Salary: \$52,000 to \$71,000

Required Core Courses

	Units
MM/DI 4/4L Introduction to Photoshop and Lab	3
MM/DI 1A/1LA Introduction to Digital Illustration and Lab	3
MM/DI 3/3L Contemporary Color and lab	3
MM/DI 2 Sketching Fundamentals for Design	3

Illustration Electives—Select 8-9 units from the following:

MM/DI 1B Intermediate Digital Illustration	3
MM/DI 1C Advanced Digital Illustration	3
MM/DI 20A/20LA Introduction to Digital Photography and Lab	3
MM/DI 23/23L Digital Printing for Photographers and lab	3
ART 46 2-D Visual Design	3
ART 30 Beginning Figure Drawing: Anatomy	2

Total Units: 20-21

Digital Imaging: Printmaking Certificate of Achievement

The Multimedia Certificate of Achievement in Digital Imaging: Digital Printmaking prepares students with skills in image creation and manipulation as necessary for employment and enrichment.

Career Opportunities: entry level jobs in publishing, printing, advertising, commercial exhibition services, image presentation companies, digital imaging and design.

Required Courses

	Units
MM/DI 1A/1LA Introduction to Digital Illustration and Lab	3
MM/DI 4/4L Introduction to Photoshop and Lab	3
MM/DI 40A/40LA Introduction to Digital Printing and Lab	3

Digital Printmaking Electives—Select 9 units from the following:

MM/DI 40B/40LB Intermediate Digital Printing and Lab	3
MM/DI 45A/45LA Digital Printing Studio Practice I and Lab	3
MM/DI 46A/46LA Large Scale Print Studio Practice I and Lab	3
MM/DI 46B/46LB Large Scale Print Studio Practice II and Lab	3
MM/DI 20A/20LA Introduction to Digital Photography and Lab	3

Total Units: 18

Digital Imaging: Photography Certificate of Achievement

The Multimedia Certificate of Achievement in Digital Photography will prepare students with key multimedia skills necessary for employment and enrichment.

Career Opportunities: firms at the entry-level, with independent consultants and in large-scale digital photography companies. Advertising photographer, commercial photographer, photo editor, production artist

Required Courses

	Units
MM/DI 4/4L Introduction to Photoshop and Lab	3
MM/DI 20A/20LA Introduction to Digital Photography and Lab	3
MM/DI 20B/20LB and Intermediate Digital Photography and Lab	3
MM/DI 23/23L Digital Printing for Photographers and Lab	3

Digital Photography Electives—Select 9 units from the following:

MM/DI 21/21L Digital Photography Studio and Lab	3
MM/DI 25A/25LA Special Projects in Digital Photography I and Lab	3
MM/DI 25B/25LB Special Projects in Digital Photography II and Lab	3
MM/DI 40A/40LA Introduction to Digital Printing and Lab	3
MM/DI 40B/LB Intermediate Digital Printing and Lab	3
MM/DI 45A/45LA Digital Printing Studio Practice I and Lab	3

Total Units: 21



Mobile and Web Design Associate in Arts Degree

Berkeley City College's Multimedia Arts Program in Mobile and Web Design A.A. Degree prepares students for entry-level jobs in the mobile and web design fields and provides upgraded skills for those already employed in multimedia, mobile and web related careers. The program is interdisciplinary and focuses on developing critical thinking, artistic and technical skills.work environments.

Career Opportunities: mobile design, responsive web design, interactive design, front end web design, game design, digital marketing, software engineering, creative technology, virtual reality design, and social media strategy.

Median Annual Salary: \$61,000 to \$ 98,000

Required Core Courses — for all Multimedia Arts A.A. Degrees

		Units
MMART 3	Introduction to Digital Art	3
MM/VI 9A	Video Production I: Introduction to Video	4
MM/AN 40A	Introduction to Game Design	3
MM/MW 1A/1LA	Introduction to Web Design and Lab	3

Core Electives—Select 6-7 units from the following:

MMART 1	Design Thinking	3
MMART 110	Scriptwriting and Storyboarding	3
MM/MW 2/2L	Fundamentals of Graphic Visualization and Lab	3
MM/DI 3/3L	Contemporary Color and Lab	3
MMART 197	Multimedia Career Preparation	3
MM/DI 4/4L	Introduction to Photoshop and Lab	3
MM/MW 4A/4LA	Social Media Marketing and Data Analytics and Lab	3
MMART 468	Occupational Work Experience in Multimedia Arts	1 -4

Required Major Courses (12 units)

MMART 166/166L	User Experience and Interface Design and Lab	3
MMART 168/168L	Online Games and Interactivity and Lab	3
MM/MW 2/2L	Fundamentals of Graphic Visualization and Lab	3
MM/MW 4A/4LA	Social Media Marketing and Data Analytics and Lab	3

List A—Select 3 units from the following:

MMART 114/114L	Data Design for Digital Media and Lab	3
MMART 167/167L	Mobile and Cross-Platform Web Design and Lab	3

List B—Select 6 units from the following:

MMART 162/162L	Contemporary Scripting for Games, Mobile and Web and Lab	3
MMART 170/170L	Virtual Reality and Digital Spaces and Lab	3
MMART 171/171L	Web Commerce and Internet Start Up and Lab	3
Major Requirements		40 - 41
General Education and Electives		19 - 20

Total Units: 60

Mobile and Web Design Certificates of Achievement

The Multimedia Arts Certificates of Achievement in Mobile and Web Design are available at Level I and Level II. The Level I Certificate of Achievement in Mobile and Web Design provides foundational skills in mobile design, web design, UI/UX design, interactive design, aesthetic visualization, project collaboration, and server-side web management. It emphasizes team-building skills, integration with software platforms, interactive applications, modular design, mobile and web frameworks. The Certificate of Achievement in Mobile and Web Level II provides information and practice with advanced techniques in mobile, interactive, and web design. Advanced skills attributed to a front-end web and mobile developer, client-side management, and professional work environments.

Median Annual Salary: \$61,000 to \$ 98,000

Mobile and Web Design Level I Certificate of Achievement

Career Opportunities: UI/UX design, social media strategy, digital marketing, interactive design, and front end web design.

Required Courses

		Units
MM/VI 9A	Video Production I: Introduction to Video	4
MM/MW 1A1LA	Introduction to Web Design and Lab	3
MM/MW 2/2L	Fundamentals of Graphic Visualization and Lab	3
MMART 166/166L	User Experience and Interface Design and Lab	3
MMART 167/167L	Mobile and Cross-Platform Web Design and Lab	3
MMART 168/168L	Online Games & Interactivity and Lab	3

Total Units: 19

Mobile and Web Design Level II Certificate of Achievement

Career Opportunities: mobile design, responsive web design, interactive design, front end web design, game design, digital marketing, software engineering, creative technology, virtual reality design, and social media strategy.

Required Courses		Units
MMART 114/114L	Data Design for Digital Media and Lab	3
MMART 162/162L	Contemporary Scripting for Games, Mobile and Web and Lab	3
MM/MW 4A/4LA	Social Media Marketing and Data Analytics and Lab	3
MMART 170/170L	Virtual Reality and Digital Spaces and Lab	3
MMART 171/171L	Web Commerce and Internet Start Up and Lab	3
Elective—Select 3-5 units from the following:		
ART 46	2-D Visual Design	3
CIS 6	Introduction to Computer Programming	5
MM/AN 40A	Game Design	3
Total Units:		18 – 20

Film, Television, and Electronic Media Associate in Science Degree for Transfer

This program offers a foundation in film theory, sound, and production. The program is interdisciplinary and focuses on developing critical thinking, artistic and technical skills for careers in film and media industries. Students who successfully complete the AS-T in Film, Television, and Electronic Media earn specific guarantees for transfer to the CSU system: admission to a CSU with junior status, and priority admission to a CSU campus and to a program or major in multimedia art or a similar major. Students transferring to a CSU campus will be required to complete no more than 60 units after transfer to earn a bachelor's degree.

Students are required to complete 60 semester units that are eligible for transfer to a California State University, including both of the following: (1) The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education – Breadth Requirements and (2) 18 semester units with a grade of C or better in the major and an overall minimum grade point average (GPA) of at least 2.0 in all CSU transferable coursework.

Students are advised to consult with a Berkeley City College Counselor for additional information and to verify transfer requirements.

NOTE: Although it is possible to fulfill the requirements for the Associate Degree for Transfer by completing the IGETC for UC pattern, admission to CSU requires completion of an Oral Communication course (IGETC Area 1C; CSU GE Area A-1); therefore, students who plan to transfer to CSU should complete this course as part of their GE or elective units.

Career Opportunities: film & video production, editing, motion graphics, audio recording and sound design, cinematography, documentary production, narrative filmmaking, and film criticism.

Median Annual Salary: \$44,000 to \$76,000

Required Courses		Units
MMART 110	Scriptwriting and Storyboarding	3
MMART 122B	From Movies to Multimedia	3
MM/VI 9A	Video Production I: Introduction to Video	4
MM/VI 9C	Video Production III: Directing & Producing	3
MM/VI 24A/24LA	Sound Design I and Lab	3
Video Arts Elective—Select 3 units from the following:		
MMART 468B	Occupational Work Experience in Multimedia Arts	3
MM/VI 20A/20LA	Editing I: Introduction to Video Editing and Lab	3
MM/VI 20B/20LB	Editing II: Technical Skills and Lab	3
MM/VI 20C/20LC	Editing III: Crafting a Story and Lab	3
MMART 5A	Introduction to Motion Graphics	3
Human 21	Film: Art and Communication	3
Major Requirements		19
General Education (IGETC or CSU GE) and Electives		41
Total Units:		60



Video Arts Associate in Arts Degree

Berkeley City College's Multimedia Arts Program in Video Arts A.A. Degree prepares students for entry-level jobs in the video production and editing fields and provides upgraded skills for those already employed in multimedia and film related jobs. The program is interdisciplinary and focuses on developing artistic, critical thinking and computer skills.

Career Opportunities: video production, video editing, motion graphics, audio/visual installment and operation, audio recording and sound design, cinematography, lighting, documentary production, sports videography, and television.

Median Annual Salary: \$52,000 to \$71,000

Required Core Courses — for all Multimedia Arts A.A. Degrees

	Units
MMART 3 Introduction to Digital Art	3
MM/VI 9A Video Production I: Introduction to Video	4
MM/AN 40A Introduction to Game Design	3
MM/MW 1A/1LA Introduction to Web Design and Lab	3

Core Electives—Select 6 units from the following:

MMART 1 Design Thinking	3
MMART 110 Scriptwriting and Storyboarding	3
OR	
MM/VI 1A Introduction to Narrative Scriptwriting	3
MM/MW 2/2L Fundamentals of Graphic Visualization and Lab	3
MM/DI 3/3L Contemporary Color and Lab	3
MMART 197 Multimedia Career Preparation	3
MM/DI 4/4L Introduction to Photoshop and Lab	3
MM/MW 4A/4LA Social Media Marketing and Data Analytics and Lab	3
MMART 468 Occupational Work Experience in Multimedia Arts	1
MM/VI 5 The Art of Producing	3

Required Major Courses:

MMART 110 Scriptwriting and Storyboarding	3
MM/VI 24A/24LA Sound Design I and Lab	3
MM/VI 20A/20LA Editing I: Introduction to Video Editing	3
MMART 197 Multimedia Career Preparation	3
MMART 468 Occupational Work Experience in Multimedia Arts	1

Major Electives—Select 9 units from the following:

MM/VI 9B Video Production II: Cinematography and Visual Storytelling	3
MM/VI 9C Video Production III: Directing and Producing	3
MM/VI 15 Documentary Production and Editing	3

MM/VI 20B/20LB Editing II: Technical Skills and Lab	3
MM/VI 20C/20LC Editing III: Crafting a Story and Lab	3
MM/VI 24B/24LB Sound Design II and Lab	3
MMART 122B From Movies to Multimedia	3
Major Requirements	41
General Education and Electives	19

Total Units: 60

Video Arts Certificates of Achievement

The Multimedia Arts Certificates of Achievement in Video Arts Level I provides technical training in professional video production and use of equipment, as well as post-production practices and software, with an emphasis on establishing effective communication skills in a highly collaborative industry. The Certificate of Achievement in Video Arts Level II provides a foundation of analytical and professional techniques for fundraising and project proposals, communication with collaborators, as well as project coordinating, scheduling and budgeting towards assistant directing and producing duties.

Median Annual Salary: \$52,000 to \$71,000

Video Arts Level I Certificate of Achievement

Career Opportunities: assistant editors, sound designers, screenwriters, storyboarders, film festival assistants, on-location sound recordists, and camera team positions such as 1st or 2nd assistant camera.

Required Courses

	Units
MM/VI 9A Video Production I: Introduction to Video	4
MM/VI 24A/24LA Sound Design 1 and Lab	3
MM/VI 20A/20LA Editing I: Introduction to Video Editing and Lab	3
MMART 110 Scriptwriting and Storyboarding I	3
MMART 197 Multimedia Career Preparation	3
MM/VI 5 The Art of Producing	3

Electives—Select 3 units from the following:

MMART 122B From Movies to Multimedia	3
MM/VI 25 Sound Recording and Audio Production	1.5
MM/VI 41 Introduction to Cinematography	1.5
MM/VI 42 Introduction to Motion Picture Lighting	1.5
MMART 468 Occupational Work Experience in Multimedia Arts	3

Total Units: 22

Video Arts Level II: Directing and Producing Certificate of Achievement

Career Opportunities: assistant directors, production coordinators, unit production managers, line producers, directors and video producers.

Required Courses	Units
MM/VI 5 The Art of Producing	3
MM/VI 9C Video Production III: Directing and Producing	3
MMART 197 Multimedia Career Preparation	3
OR	
MMART 468 Occupational Work Experience in Multimedia Arts	3-4

Select 9 units from one of the emphasis below:

Directing Emphasis

MM/VI 1A Introduction to Narrative Scriptwriting	3
MM/VI 1B Intermediate Narrative Scriptwriting	3
MM/VI 9B Video Production II: Cinematography and Visual Storytelling	3
MMART 122B From Movies to Multimedia	3
MMART 123 The Art of Documentary Film	3

Producing Emphasis

MM/VI 9B Video Production II: Cinematography and Visual Storytelling	3
MM/VI 9D Video Production IV: Advanced Team Projects	3
MM/VI 15 Documentary Production and Editing	3
MM/VI 17 Social Media Production	3

Total Units: 18-19

Video Arts Level II: Editing and Post Production Certificate of Achievement

Career Opportunities: video editor, color grader, assistant editor, motion graphic artist

Required Courses	Units
MM/VI 20B/20LB Editing II: Technical Skills and Lab	3
MMART 197 Multimedia Career Preparation	3
OR	
MMART 468 Occupational Work Experience in Multimedia Arts	3-4

Electives—Select 12 units from the following:

MM/VI 20C/20LC Editing III: Crafting a Story and Lab	3
MM/VI 20D/20LD Editing IV: Editing for Distribution and Lab	3
MM/VI 24B/24LB Sound Design II and Lab	3
MM/DI 15A Introduction to 3D Motion Graphics	3

MM/VI 15 Documentary Production and Editing	3
MMART 5A Introduction to Motion Graphics	3
MMART 122B From Movies to Multimedia	3

Total Units: 18-19

Social Media Storytelling Certificate of Achievement

Berkeley City College's Social Media Storytelling Certificate of Achievement prepares students for entry-level jobs with social media titles that require skills in video production, sound or video editing, photography and copywriting, and also provides upgraded skills for those already employed in multimedia or film related jobs. The program focuses on developing artistic, critical thinking, basic marketing knowledge, equipment and computer skills.

Career Opportunities: entry level social media positions such as copywriters, content managers, content creators or producers, event or project coordinators, editors

Median Annual Salary: \$48,000-\$62,000

Required Courses	Units
MM/VI 9A Video Production I: Introduction to Video	4
MM/VI 20A/20LA Editing I: Introduction to Video Editing and Lab	3
MM/VI 16 Social Media Storytelling	3
MM/VI 17 Social Media Production	3
OR	
MM/VI 4A/4LA Social Media Marketing and Data Analytics and Lab	3
BUS 70 Introduction to Marketing	3

Electives—Select 3 units from the following:

MM/VI 24A/24LA Sound Design 1 and Lab	3
MM/DI 4/4L Introduction to Photoshop and Lab	3
MM/VI 25 Sound Recording and Audio Production	1.5
MM/VI 15 Documentary Production and Editing	3
MM/VI 9B Video Production II: Cinematography and Visual Storytelling	3
MM/VI 9C Video Production III: Directing and Producing	3
MM/VI 41 Introduction to Cinematography	1.5
MM/VI 42 Introduction to Motion Picture Lighting	1.5
MMART 5A Introduction to Motion Graphics	3
MMART 110 Scriptwriting and Storyboarding I	3
MMART 468 Occupational Work Experience in Multimedia Arts	3
ENGL 14 Non-Fiction Writing	3

Total Units:19