

MULTIMEDIA ARTS PROGRAMS

Berkeley City College’s Multimedia Arts Program prepares students for entry-level jobs in Multimedia and provides skills-upgrading for those already employed in the multimedia field. The program is interdisciplinary and focuses on developing fine art, critical thinking, and computer skills. Students may pursue Associate in Arts degrees or Certificates of Proficiency in Multimedia Arts, specializing in numerous areas, as indicated below.

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.

<i>Required Courses:</i>		<i>Units</i>
HUMAN 21	Film: Art and Communication	3
MMART 110	Scriptwriting and Storyboarding I	3
MMART 141A	Video Production I	3
MMART 141B	Video Production II: Directing & Producing	3
MMART 148A/148LA	Sound Recording and Editing and Lab	3
Video Elective—Select 3 units from the following:		
COPEP 468B	Occupational Work Experience in Multimedia Arts	3
MMART 142	Visual Storytelling & Cinematography	3
MMART 150A/150LA	Video Editing I and Lab	3
MMART 150B/150LB	Video Editing II and Lab	3
MMART 150C/150LC	Video Editing III and Lab	3
MMART 152A/152LA	Motion Graphics/After Effects I and Lab	3
	Major Requirements	18
	General Education (IGETC or CSU GE) and Electives	42
	Total Units	60

Film, Television, and Electronic Media

Associate in Science Degree for Transfer

Recommended Two-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete an Associate in Science in Film, Television, and Electronic Media Degree for Transfer. This is only one possible pattern. If they wish to earn an associate degree, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 110	Scriptwriting & Storyboarding I	3
MMART 141A	Video Production I	3
	General Education/Electives	9
	Total	15
	2nd Semester/Spring	
HUMAN 21	Film: Art and Communication	3
MMART 141B	Video Production	3
	General Education/Electives	9
	Total	15
	3rd Semester/Fall	
	General Education/Electives	15
	Total	15
	4th Semester/Spring	
MMART 148A/148LA	Sound Recording and Editing and Lab	3
	Video Elective	3
	General Education/Electives	9
	Total	15

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in film, television, and electronic media via completed projects.
- Evaluate design principles, aesthetic forms, historical context and social relevance of multimedia works.
- Collaborate effectively within a diverse team environment.

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.

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

<i>Required Courses:</i>		<i>Units</i>
MMART 110	Scriptwriting and Storyboarding I	3
MMART 130/130L	Introduction to Digital Art and Lab	3
MMART 141A	Video Production I	3
MMART 164/164L	Introduction to Web Design and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
Or		
ART 46	2D Visual Design	3
MMART 199	Multimedia Special Projects	3
	Total Units	18

Multimedia Arts Core

Certificate of Achievement

Recommended One-Year Course Sequence Beginning in the Fall Semester

Students can use the following pattern to complete a Certificate of Achievement in Multimedia Arts Core. This is only one possible pattern. If they wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 110	Scriptwriting and Storyboarding I	3
MMART 130/130L	Introduction to Digital Art and Lab	3
MMART 141A	Video Production I	3
	Total	9
	2nd Semester/Spring	
MMART 164/164L	Introduction to Web Design and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
Or		
ART 46	2D Visual Design	3
MMART 199	Multimedia Special Projects	3
	Total	9

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in Multimedia Arts through the completion of individual and team projects.
- Collaborate within a diverse team environment.

Associate Degree and Certificate Programs

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, animation: pre-visualization, game level design, 3D modeling, technical direction, animation in 2D/3D, animation editing, computer graphics special effects, layout design, look development, character/prop/background design, scene planning/compositing, production, environmental/Set design, and visual simulation.

<i>Required Core Courses for all Multimedia Arts A.A. Degrees (18–19 units)</i>		<i>Units</i>
MMART 110	Scriptwriting and Storyboarding I	3
MMART 130/130L	Introduction to Digital Art and Lab	3
MMART 141A	Video Production I	3
MMART 164/164L	Introduction to Web Design and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
Or		
ART 46	2D Visual Design	3
MMART 199	Multimedia Special Projects	3
Or		
COPEL 468B	Occupational Work Experience in Multimedia Arts	3–4

Students must choose 18–20 units with a minimum of one course from each area.

AREA 1: Animation with Emphasis in 2D courses

MMART 116	Storytelling in Animation	3
MMART 177/177L	Introduction to Animation Principles and Lab	3
MMART 178/178L	Drawing for Animation and Lab	3
MMART 186/186L	Introduction to 2D Digital Animation and Lab	3
MMART187/187L	Animation Practices I and Lab	3
MMART189	Introduction to 3D Character Animation	3
MMART194	2D/3D Animation Production	3

AREA 2: Animation with emphasis in 3D courses

MMART 179	Animation Layout and Visual Development	3
MMART 180/180L	Animation Special Effects and Lab	3
MMART 188	Introduction to 3D Animation I	3
MMART 191	3D Modeling for Animation & Game Design	3
MMART194	2D/3D Animation Production	3

AREA 3: Animation with emphasis in Game Design courses

CIS 6	Introduction to Computer Programming	5
MMART 168/168L	Online Games & Interactivity and Lab	3
MMART 175B	Game Design	3
MMART 182	Scripting and Programming for Computer Graphics	3
MMART 193	Game Design Level Development	3

Major Requirements	36–39
General Education and Electives	21–24
Total Units	60

Associate Degree and Certificate Programs

Animation and Game Design

Associates in Arts Degree

Recommended Two-Year Course Sequence Beginning in the Fall Semester

Students can use the following pattern to complete an Associate in Arts degree in Animation and Game Design. This is only one possible pattern. If they wish to earn an associate degree, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 110	Scriptwriting and Storyboarding I	3
MMART 130/130L	Introduction to Digital Art and Lab	3
	One course from Area 1	3
	General Education/Electives	6
	Total	15
	2nd Semester/Spring	
MMART 141A	Video Production I	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
Or		
ART 46	2D Visual Design	3
	One course from Area 2	3
	General Education/Electives	6
	Total	15
	3rd Semester	
MMART 164/164L	Introduction to Web Design and Lab	3
	One course from Area 3	3
	One course from any of the 3 Areas	3
	General Education/Electives	6
	Total	15
	4th semester	
MMART 199	Multimedia Special Project	3
Or		
COPED 468B	Occupational Work Experience in Multimedia Arts	3-4
	Two courses from any of the 3 Areas	3
	General Education/Electives	5-6
	Total	15

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry-level skills in animation through completed portfolio level projects in both visual and written context related to Animation and Game Design.
- Describe, plan and evaluate design principles, aesthetic forms, historical context and social relevance of multimedia works.
- Collaborate effectively within a diverse team environment.

Animation Level I

Certificate 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: Entry level positions in various fields of Animation, Game, Medical Visualization and Simulation as Animators, 3D modelers and pre-visualization artists.

<i>Required Courses</i>		<i>Units</i>
MMART 116	Storytelling in Animation	3
MMART 177/177L	Introduction to Animation Principles and Lab	3
MMART 188	Introduction to 3D Animation I	3
Animation Elective—Select 12 units from the following:		
MMART 131A/131LA	Photoshop I and Lab	3
MMART 178/178L	Drawing for Animation and Lab	3
MMART 179	Animation Layout and Visual Development	3
MMART 180/180L	Animation Special Effects and Lab	3
MMART 182	Scripting and Programming for Computer Graphics	3
MMART 186/186L	Introduction to 2D Digital Animation and Lab	3
MMART 187/187L	Animation Practices I and Lab	3
MMART 191	3D Modeling for Animation and Game Design	3
	Total Units	21

Animation Level I

Certificate of Achievement

Recommended One-Year Course Sequence Beginning In the Fall Semester

You can use the following pattern to complete a Certificate of Achievement in Animation Level I. This is only one possible pattern. If you wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map your sequence of courses to help you complete your degree regardless of the semester you begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 116	Storytelling in Animation	3
MMART 177/177L	Introduction to Animation Principles and Lab	3
MMART 188	Introduction to 3D Animation I	3
	Total	9
	2nd Semester/Spring	
	Four Animation Elective Courses	12

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in Animation through the completion of individual and team projects.
- Describe, plan and evaluate design principles, aesthetic forms and historical context of animated works.
- Create shorts utilizing 2D/3D techniques.

Animation Level II

Certificate of Achievement

The Animation Level II Certificate of Achievement is 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: 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 institution.

<i>Required Courses:</i>		<i>Units</i>
BUS 54	Small Business Management	3
Or		
MMART 109	Writing for the Business of Multimedia	3
MMART 148B/148LB	Sound for Film and Animation and Lab	3
MMART 194	2D/3D Animation Production	3
MMART 197/197L	Multimedia Portfolio/Sample Reel Development and Lab	3
Animation Electives—Select 6 units from the following:		
BUS 102	Social Networking Tools for Job Searches	1
CIS 6	Introduction to Computer Programming	5
MMART 152A/152LA	Motion Graphics/After Effects I and Lab	3
MMART 152B/152LB	Motion Graphics / After Effects II and Lab	3
MMART 175B	Game Design	3
MMART 181/181L	Experimental Animation and Lab	3
MMART 185A/185LA	3D Illustration / Cinema 4D I and Lab	3
MMART 185B/185LB	3D Illustration / Cinema 4D II and Lab	3
MMART 189	Introduction to 3D Character Animation	3
MMART 192	3D Rigging for Animation and Game Design	3
	Total Units	18

Animation Level II

Certificate of Achievement

Recommended One-Year Course Sequence Beginning In the Fall Semester

You can use the following pattern to complete a Certificate of Achievement in Animation Level II. This is only one possible pattern. If you wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map your sequence of courses to help you complete your degree regardless of the semester you begin classes.

	<i>Courses</i>	<i>Units</i>
	1st Semester/Fall	
BUS 54	Small Business Management	3
Or		
MMART 109	Writing for the Business of Multimedia	3
MMART 148B/148LB	Sound for Film and Animation and Lab	3
	Animation Elective	3
	Total	9
	2nd Semester/Spring	
MMART 194	2D/3D Animation Production	3
MMART 197/197L	Multimedia Portfolio/Sample Reel Development and Lab	3
	Animation Elective	3
	Total	9

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in Animation through the completion of individual and team projects.
- Analyze, document, plan and evaluate a budget for a short production.
- Collaborate within a diverse team environment.

Game Design Level I Certificate 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 the Level II Certificate of Achievement. 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.

Career Opportunities: Pre-visualization, game testing, technical artist.

<i>Required Courses:</i>		<i>Units</i>
CIS 6	Introduction to Computer Programming	5
MMART 168/168L	Online Games & Interactivity and Lab	3
MMART 175B	Game Design	3
MMART 179	Animation Layout and Visual Development	3
MMART 182	Scripting and Programming for Computer Graphics	3
MMART 191	3D Modeling for Animation and Game Design	3
	Total Units	20

Game Design Level I

Certificate of Achievement

Recommended One-Year Course Sequence Beginning In the Fall Semester

You can use the following pattern to complete a Certificate of Achievement in Game Design Level I. This is only one possible pattern. If you wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map your sequence of courses to help you complete your degree regardless of the semester you begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
CIS 6	Introduction to Computer Programming	5
MMART 168/168L	Online Games & Interactivity and Lab	3
MMART 175B	Game Design	3
	Total	11
	2nd Semester/Spring	
MMART 179	Animation Layout and Visual Development	3
MMART 182	Scripting and Programming for Computer Graphics	3
MMART 191	3D Modeling for Animation and Game Design	3
	Total	9

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in level design through the completion of individual and team projects.
- Apply basic programming concepts as they relate to computer graphics.
- Create an interactive game in either a 2D or 3D environment.

Game Design Level II Certificate 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 II Certificate of Achievement provides comprehensive technical training in game design, prototyping, and programming techniques, allowing students to prepare for entry level positions in various fields of Game, Medical Visualization and Simulation industries as level designers, technical artists, and production assistants.

Career Opportunities: Entry level positions in various fields of Game, Medical Visualization and Simulation industries as level designers, technical artists, and production assistants.

<i>Required Courses:</i>		<i>Units</i>
CIS 23	C# Programming	4
MMART 109	Writing for the Business of Multimedia	3
Or		
BUS 54	Small Business Management	3
MMART 193	Game Design Level Development	3
MMART 197/197L	Multimedia Portfolio/Sample Reel Development and Lab	3
Game Design Electives—Select 5–7 units from the following:		
BUS 102	Social Networking Tools for Job Searches	1
CIS 36A	Java Programming Language I	4
MMART 148B/148LB	Sound for Film & Animation and Lab	3
MMART 167/167L	Mobile and Cross- Platform Web Design and Lab	3
MMART 170/170L	Virtual Reality and Digital Spaces and Lab	3
MMART 186/186L	Introduction to 2D Digital Animation and Lab	3
MMART 188	Introduction to 3D Animation I	3
MMART189	Introduction to 3D Character Animation	3
MMART 192	3D Rigging for Animation and Game Design	3
	Total Units	18–20

Game Design Level II

Certificate of Achievement

Recommended One-Year Course Sequence Beginning In the Fall Semester

You can use the following pattern to complete a Certificate of Achievement in Game Design Level II. This is only one possible pattern. If you wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map your sequence of courses to help you complete your degree regardless of the semester you begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
CIS 23	C# Programming	4
MMART 109	Writing for the Business of Multimedia	3
Or		
BUS 54	Small Business Management	3
	Game Design Elective	3
	Total	10
	2nd Semester/Spring	
MMART 193	Game Design Level Development	3
MMART 197/197L	Multimedia Portfolio/Sample Reel Development and Lab	3
	Game Design Elective	2–4
	Total	8–10

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in game design through the completion of individual and team interactive game projects.
- Apply basic programming concepts as they relate to computer graphics.
- Obtain information related to the profession using traditional and electronic sources. Synthesize the information into a business report.

Imaging: Infographic Design and Data Visualization

Associate in Arts Degree

Berkeley City College's Multimedia Arts Program in Imaging: Infographic Design and Data Visualization prepares students for entry-level jobs in the photography, graphic design, 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, critical thinking and computer skills.

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

<i>Required Courses (18–19 units)</i>	<i>Units</i>
MMART 110 Scriptwriting and Storyboarding I	3
MMART 130/130L Introduction to Digital Art and Lab	3
MMART 141A Video Production I	3
MMART 164/164L Introduction to Web Design and Lab	3
MMART 165/165L Fundamentals of Graphic Visualization and Lab	3
Or	
ART 46 2D Visual Design	3
MMART 199 Multimedia Special Projects	3
Or	
COPED 468B Occupational Work Experience in Multimedia Arts	3–4
List A—Select 9 units from the following:	
MMART 114/114L Data Design for Digital Media and Lab	3
MMART 131A/131LA Photoshop I and Lab	3
MMART 166/166L User Experience and Interface Design and Lab	3
MMART 228C Intro to InDesign Desktop Publishing	2
List B—Select 6 units from the following:	
MMART 133A/133LA Digital Photography I and Lab	3
MMART 134A/134LA Digital Printmaking I and Lab	3
MMART 168/168L Online Games and Interactivity and Lab	3
List C—Select 3 units from the following:	
MMART 135A/135LA Advanced Practices for Digital Printmaking I and Lab	3
MMART 137A/137LA Applications of Large Scale Print I and Lab	3
Major requirements	36–37
General Education and Electives	23–24
Total Units	60

Imaging: Infographic Design and Data Visualization

Associate in Arts Degree

Recommended Two-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete an Associate in Arts degree in Multimedia Arts—Imaging: Infographic Design and Data Visualization. This is only one possible pattern. If they wish to earn an associate degree, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 110	Scriptwriting and Storyboarding I	3
MMART 131A/131LA	Photoshop I and Lab	3
MMART 164/164L	Introduction to Web Design and Lab	3
	General Education/Electives	6
	Total	15
	2nd Semester/Spring	
MMART 130/130L	Introduction to Digital Art and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
Or		
ART 46	2D Visual Design	3
	One course from List A	3
	General Education/Electives	6
	Total	15
	3rd Semester/Fall	
MMART 141A	Video Production I	3
	One course from List A	3
	One course from List B	3
	General Education/Electives	6
	Total	15
	4th Semester/Spring	
	One course from List B	3
	One course from List C	3
MMART 199	Multimedia Special Projects	3
Or		
COPED 468B	Occupational Work Experience in Multimedia Arts	3–4
	General Education/Electives	5–6
	Total	15

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry-level skills in infographic design and data visualization through completed portfolio level projects in both visual and written context.
- Describe, plan and evaluate design principles, aesthetic forms, historical context and social relevance of multimedia works.
- Collaborate effectively within a diverse team environment.

Imaging: Information Graphics and Digital Design

Certificate of Achievement

There are two Multimedia Arts Certificates of Achievement in Imaging, one in Photography and Printmaking, and another in Information Graphics and Digital Design. The Certificate of Achievement in Imaging: Information Graphics and Digital Design provides skills in artistic digital design, information theory, data analysis and processing, information graphics design, interactive media, user experience testing, and an iteratively appraising graphical quality and content with an emphasis on flexibility for media output display.

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

<i>Required Courses</i>		<i>Units</i>
MMART 114/114L	Data Design for Digital Media and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
MMART 166/166L	User Experience and Interface Design and Lab	3
MMART 168/168L	Online Games and Interactivity and Lab	3
MMART 228C	Intro to InDesign Desktop Publishing	2
Imaging Electives—Select 6 units from the following:		
MMART 171/171L	Web Commerce and Internet Start Up and Lab	3
MMART 196A/196LA	Art Marketing and Portfolio Management and Lab	3
MMART 197/197L	Multimedia Portfolio/Sample Reel Development and Lab	3
	Total Units	20

Imaging: Information Graphics and Digital Design

Certificate of Achievement

Recommended One-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete Certificate of Achievement in Imaging: Information Graphics and Digital Design. This is only one possible pattern. If they wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 114/114L	Data Design for Digital Media and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
MMART 166/166L	User Experience and Interface Design and Lab	3
MMART 168/168L	Online Games and Interactivity and Lab	3
	Total	12
	2nd Semester/Spring	
MMART 228C	Intro to InDesign Desktop Publishing	2
	Two Imaging Elective Courses	6
	Total	8

Program Learning Outcomes

Students who complete the program will be able to:

- Create an information graphic, using basic data assessment methods.
- Generate interactive data graphics and visualizations, using design, analytics and presentation skills.
- Establish professional identity with project presentation skills.

Imaging: Photography and Printmaking

Certificate of Achievement

There are two Multimedia Arts Certificates of Achievement in Imaging, one in Photography and Printmaking, and another in Information Graphics and Digital Design. The Certificate of Achievement in Imaging: Photography and Printmaking provides skills in photography, studio production, professional image editing, various print media, design aesthetics, and professional imaging presentation skills.

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

<i>Required Courses:</i>		<i>Units</i>
MMART 131A/131LA	Photoshop I and Lab	3
MMART 132A/132LA	Illustrator I and Lab	3
MMART 133A/133LA	Digital Photography I and Lab	3
MMART 134A/134LA	Digital Printmaking I and Lab	3
MMART 135A/135LA	Advanced Practices for Digital Printmaking I and Lab	3
MMART 137A/137LA	Applications of Large Scale Print I and Lab	3
	Total Units	18

Imaging: Photography and Printmaking

Certificate of Achievement

Recommended One-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete Certificate of Achievement in Imaging: Photography and Printmaking. This is only one possible pattern. If they wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 131A/131LA	Photoshop I and Lab	3
MMART 132A/132LA	Illustrator I and Lab	3
MMART 133A/133LA	Digital Photography I and Lab	3
	Total	9
	2nd Semester/Spring	
MMART 134A/134LA	Digital Printmaking I and Lab	3
MMART 135A/135LA	Advanced Practices for Digital Printmaking I and Lab	3
MMART 137A/137LA	Applications of Large Scale Print I and Lab	3
	Total	9

Program Learning Outcomes

Students who complete the program will be able to:

- Create a suite of related photographic prints in a studio environment.
- Generate a portfolio of photographic or other print-related images and learn a critique method for iterative design.
- Express professional identity with project presentation skills.

Associate Degree and Certificate Programs

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.

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.

<i>Required Courses:</i>		<i>Units</i>
MMART 110	Scriptwriting and Storyboarding I	3
MMART 130/130L	Introduction to Digital Art and Lab	3
MMART 141A	Video Production I	3
MMART 164/164L	Introduction to Web Design and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
Or		
ART 46	2D Visual Design	3
MMART 166/166L	User Experience and Interface Design and Lab	3
MMART 168/168L	Online Games and Interactivity and Lab	3
MMART 169/169L	Social and Emergent Media and Lab	3
MMART 199	Multimedia Special Projects	3
Or		
COPED 468B	Occupational Work Experience in Multimedia Arts	3–4
List A—Select 3 units from the following:		
MMART 114/114L	Data Design for Digital Media and Lab	3
MMART 120	Media and Communications	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	36–37
	General Education and Electives	23–24
	Total Units	60

Mobile and Web Design

Associate in Arts Degree

Recommended Two-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete an Associate in Arts degree in Multimedia Mobile and Web Design. This is only one possible pattern. If they wish to earn an associate degree, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>	<i>Units</i>
1st Semester/Fall	
MMART 141A	Video Production I
MMART 164/164L	Introduction to Web Design and Lab
MMART 165/165L	Fundamentals of Graphic Visualization and Lab
	General Education/Electives
	Total
	3
	3
	3
	6
	15
2nd Semester/Spring	
MMART 110	Scriptwriting and Storyboarding I
MMART 166/166L	User Experience and Interface Design and Lab
	One course from List A
	General Education/Electives
	Total
	3
	3
	3
	6
	15
3rd Semester/Fall	
MMART 130/130L	Introduction to Digital Art and Lab
MMART 168/168L	Online Games and Interactivity and Lab
MMART 169/169L	Social and Emergent Media and Lab
	General Education/Electives
	Total
	3
	3
	3
	6
	15
4th Semester/Spring	
MMART 199	Multimedia Special Projects
Or	
COPED 468B	Occupational Work Experience in Multimedia Arts
	Two courses from List B
	General Education/Electives
	Total
	3
	3-4
	6
	5-6
	15

Program Learning Outcomes

Students who complete the program will be able to:

- Construct web design projects, demonstrating proof of concept.
- Work alone or in a team to create, develop and present storyboards, written proposals and sophisticated websites for client/organization.
- Analyze contemporary avenues for social media discourse and presentation.
- Appraise peer work in relation to the project goals.

Associate Degree and Certificate Programs

Mobile and Web Design Level I

Certificate 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.

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

<i>Required Courses:</i>		<i>Units</i>
MMART 141A	Video Production I	3
MMART 164/164L	Introduction to Web Design and Lab	3
MMART 165/165L	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 and Interactivity and Lab	3
	Total Units	18

Mobile and Web Design Level I

Certificate of Achievement

Recommended One-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete Certificate of Achievement in Mobile and Web Design Level I. This is only one possible pattern. If they wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
1st Semester/Fall		
MMART 164/164L	Introduction to Web Design and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
MMART 166/166L	User Experience and Interface Design and Lab	3
	Total	9
2nd Semester/Spring		
MMART 141A	Video Production I	3
MMART 167/167L	Mobile and Cross-Platform Web Design and Lab	3
MMART 168/168L	Online Games and Interactivity and Lab	3
	Total	9

Program Learning Outcomes

Students who complete the program will be able to:

- Assess current trends in mobile and web design, and formulate an online presence.
- Produce original graphic designs employing both traditional-manual skills and computer skills.
- Express identity with project visualizations.

Mobile and Web Design Level II

Certificate of Achievement

The Multimedia Arts Certificates of Achievement in Mobile and Web Design are available at Level I and Level II. 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.

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.

<i>Required Courses:</i>	<i>Units</i>	
MMART 114/114L	Data Design for Digital Media and Lab	3
MMART 162/162L	Contemporary Scripting for Games, Mobile and Web and Lab	3
MMART 169/169L	Social and Emergent Media 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
Mobile and Web Design Elective—Select 3–5 units from the following:		
ART 46	2D Visual Design	3
CIS 6	Introduction to Computer Programming	5
MMART 120	Media and Communications	3
MMART 175B	Game Design	3
	Total Units	18–20

Mobile and Web Design Level II

Certificate of Achievement

Recommended One-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete Certificate of Achievement in Mobile and Web Design Level II. This is only one possible pattern. If they wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
1st Semester/Fall		
MMART 162/162L	Contemporary Scripting for Games, Mobile and Web and Lab	3
MMART 169/169L	Social and Emergent Media and Lab	3
	Mobile and Web Design Elective	3–5
	Total	9–11
2nd Semester/Spring		
MMART 114/114L	Data Design for Digital Media 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
	Total	9

Program Learning Outcomes

Students who complete the program will be able to:

- Construct web design projects, demonstrating proof of concept.
- Work alone or in a team to create, develop and present storyboards, written proposals and sophisticated websites for client/organization.
- Analyze contemporary avenues for social media discourse and presentation.
- Appraise peer work in relation to the project goals.

Associate Degree and Certificate Programs

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.

<i>Required Core Courses:</i>		<i>Units</i>
MMART 110	Scriptwriting and Storyboarding I	3
MMART 130/130L	Introduction to Digital Art and Lab	3
MMART 141A	Video Production I	3
MMART 164/164L	Introduction to Web Design and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
Or		
ART 46	2D Visual Design	3
MMART 199	Multimedia Special Projects	3
Or		
COPED 468B	Occupational Work Experience in Multimedia Arts	3–4
Additional Required Courses for the Video Arts A.A. Degree:		
MMART 148A/148LA	Sound Recording and Editing and Lab	3
MMART 150A/150LA	Video Editing I and Lab	3
MMART 197/197L	Multimedia Portfolio/Sample Reel Development and Lab	3
Select 9 units from the following:		
MMART 141B	Video Production II: Directing and Producing	3
MMART 142	Visual Storytelling and Cinematography	3
MMART 148B/148LB	Sound for Film and Animation and Lab	3
MMART 150B/150LB	Video Editing II and Lab	3
MMART 150C/150LC	Video Editing III and Lab	3
MMART 152A/152LA	Motion Graphics/After Effects I and Lab	3
MMART 195A	Special Project: Digital Arts Festival Organization	3
	Major Requirements	36–37
	General Education and Electives	23–24
	Total	60

Video Arts

Associate in Arts Degree

Recommended Two-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete an Associate in Arts degree in Multimedia Arts—Video Arts. This is only one possible pattern. If you wish to earn an associate degree or certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map your sequence of courses to help you complete your degree regardless of the semester you begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 110	Scriptwriting and Storyboarding I	3
MMART 130/130L	Introduction to Digital Art and Lab	3
MMART 141A	Video Production I	3
	General Education/Electives	6
	Total	15
	2nd Semester/Spring	
MMART 148A/148LA	Sound Recording and Editing and Lab	3
MMART 150A/150LA	Video Editing I and Lab	3
	Video Elective	3
	General Education/Electives	6
	Total	15
	3rd Semester/Fall	
MMART 164/164L	Introduction to Web Design and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
Or		
ART 46	2D Visual Design	3
	Video Elective	3
	General Education/Electives	6
	Total	15
	4th Semester/Spring	
MMART 197/197L	Multimedia Portfolio/Sample Reel Development	3
MMART 199	Multimedia Special Projects	3
Or		
COPED 468B	Occupational Work Experience in Multimedia Arts	3–4
	Video Elective	3
	General Education/Electives	5–6
	Total	15

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry-level skills in video arts via completed portfolio projects.
- Describe, plan and evaluate design principles, aesthetic forms, historical context and social relevance of multimedia works.
- Collaborate effectively within a diverse team environment.

Video Arts Level I

Certificate of Achievement

The Certificate 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.

Career Opportunities: Video production, post-production, corporate and independent media organizations, audio recording, cinematography.

<i>Required Courses:</i>	<i>Units</i>	
MMART 148A/148LA	Sound Recording and Editing and Lab	3
MMART 150A/150LA	Video Editing I and Lab	3
MMART 197/197L	Multimedia Portfolio/Sample Reel Development and Lab	3
Select 9 units from the following:		
MMART 141B	Video Production II: Directing and Producing	3
MMART 142	Visual Storytelling and Cinematography	3
MMART 148B/148LB	Sound for Film and Animation and Lab	3
MMART 150B/150LB	Video Editing II and Lab	3
MMART 150C/150LC	Video Editing III and Lab	3
MMART 156	Documentary Production Intensive	3
MMART 195A	Special Project: Digital Arts Festival Organization	3
	Total Units	18

Video Arts Level I

Certificate of Achievement

Recommended One-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete Certificate of Achievement in Video Arts Level I. This is only one possible pattern. If they wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 148A/148LA	Sound Recording and Editing and Lab	3
MMART 150A/150LA	Video Editing I and Lab	3
	Video Arts Elective	3
	Total	9
	2nd Semester/Spring	
MMART 197/197L	Multimedia Portfolio/Sample Reel Development and Lab	3
	Video Arts Elective	6
	Total	9

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate technical knowledge by satisfactory completion of video and audio content.
- Analyze the various components of video and audio to better understand its psychological and emotional impact.
- Display appropriate professional and collegiate behavior within a team.

Video Arts Level II

Certificate of Achievement

The Multimedia Arts Certificates of Achievement in Video Arts are available at Level I and Level II. The Certificate of Achievement in Video Arts Level II provides advanced training in video production and postproduction, as well as further development for working students seeking to gain advantageous technical knowledge. The program provides technical training on professional production equipment and post production software. The program emphasizes effective collaboration, aesthetics, critical analysis of media, color correction, visual effects and finalizing techniques.

Career Opportunities: postproduction, motion graphics, visual effects, audio recording and mixing, sound design, and video production at corporate and independent media organizations.

<i>Required Courses:</i>		<i>Units</i>
MMART 131A/131LA	Photoshop I and Lab	3
MMART 148B/148LB	Sound for Film & Animation and Lab	3
MMART 150D/150LD	Video Editing IV and Lab	3
MMART 152A/152LA	Motion Graphics/After Effects I and Lab	3
Select 6 units from the following:		
MMART 152B/152LB	Motion Graphics /After Effects II and Lab	3
MMART 156	Documentary Production Intensive	3
MMART 185A/185LA	3D Illustration /Cinema 4D I and Lab	3
MMART 185B/185LB	3D Illustration /Cinema 4D II and Lab	3
	Total Units	18

Video Arts Level II

Certificate of Achievement

Recommended One-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete Certificate of Achievement in Video Arts Level II. This is only one possible pattern. If they wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 131A/131LA	Photoshop I and Lab	3
MMART 148B/148LB	Sound for Film & Animation and Lab	3
	Video Arts Electives	3
	Total	9
	2nd Semester/Spring	
MMART 150D/150LD	Video Editing IV and Lab	3
MMART 152A/152LA	Motion Graphics and After Effects I and Lab	3
	Video Electives	3
	Total	9

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate advanced technical postproduction knowledge and aesthetic quality of a project.
- Apply technical knowledge and collaborative communication skills in a professional setting.

Writing, Directing, and Producing for Multimedia Arts

Certificate of Achievement

The Certificate of Writing, Directing, and Producing for Multimedia Arts provides analytical and professional writing techniques and an overview of fundraising, screenplays, critiques and social media which can be applied to directing and producing.

Career Opportunities: Documentary production, screenwriting, producing for film or television, grant writing, fundraising, and writing for social media.

<i>Required Courses:</i>		<i>Units</i>
MMART 109	Writing for the Business of Multimedia	3
MMART 113	Social Media Reporting	3
MMART 141B	Video Production II: Directing & Producing	3
 Video Elective—Select 9–12 units from the following:		
HUMAN 21	Film: Art and Communication	3
MMART 110	Scriptwriting and Storyboarding I	3
MMART 111A	Narrative Scriptwriting I	3
MMART 120	Media and Communications	3
MMART 122B	From Movies to Multimedia	3
MMART 123	The Documentary Tradition	3
MMART 142	Visual Storytelling & Cinematography	3
MMART 148B/148LB	Sound for Film & Animation and Lab	3
MMART 156	Documentary Production Intensive	3
MMART 169/169L	Social & Emergent Media and Lab	3
MMART 195A	Special Project: Digital Arts Festival Organization	3
	Total Units	18–21

Writing, Directing, and Producing for Multimedia Arts

Certificate of Achievement

Recommended One-Year Course Sequence Beginning in Fall Semester

Students can use the following pattern to complete Certificate of Achievement in Writing, Directing, and Producing for Multimedia Arts. This is only one possible pattern. If they wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map their sequence of courses to help them complete their degree regardless of the semester they begin classes.

<i>Courses</i>		<i>Units</i>
	1st Semester/Fall	
MMART 109	Writing for the Business of Multimedia	3
MMART 141B	Video Production II: Directing and Producing	3
	Video Elective	3
	Total	9
	2nd Semester/Spring	
MMART 113	Digital Storytelling	3
	Video Elective	6–9
	Total	9–12

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in writing, directing & producing through the completion of individual and team projects.
- Collaborate within a diverse team environment.

Multimedia Arts

Certificates of Proficiency

The Multimedia Arts Certificates of Proficiency are available in many specializations. For maximum student flexibility, each area of specialization is sequenced as foundation, basic, intermediate, and advanced coursework. Students who wish to earn a certificate must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a Counselor. This plan will map a sequence of courses to help students complete their certificate regardless of the semester they begin classes.

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate knowledge of the use of digital multimedia equipment and/or software programs for creating and editing multimedia works—animation, digital imaging, digital photography, digital printmaking, 3D illustration, video production and editing, motion graphics, cinematography, documentary production, music video production, web design, or writing for multimedia.
- Using both traditional and digital art techniques to generate creative solutions to problems and expand and transform imagery and ideas into meaningful multimedia works, as appropriate to the certificate.
- Evaluate artwork with discernment, appropriate terminology, and aesthetic awareness; create projects intended for a professional portfolio.

<i>Courses</i>	<i>Units</i>
Certificate of Proficiency: Advanced Animation	
MMART 181/181L Experimental Animation and Lab	3
MMART 187/187L Animation Practices I and Lab	3
MMART 197/197L Multimedia Portfolio/Sample Reel Development and Lab	3
Total Units	9
Certificate of Proficiency: Advanced Web Design	
MMART 169/ 169L Social and Emergent Media and Lab	3
MMART 170/170L Creative Design Industry Projects and Lab	3
MMART 197/197L Multimedia Portfolio/Sample Reel Development and Lab	3
Total Units	9
Certificate of Proficiency: Basic 3D Illustration	
MMART 110 Scriptwriting and Storyboarding I	3
MMART 131A/131LA Photoshop I and Lab	3
MMART 185A/185LA 3–D Illustration/Cinema 4D I and Lab	3
Total Units	9
Certificate of Proficiency: Basic Digital Photography	
MMART 133A/133LA Digital Photography I and Lab	3
MMART 133B/133LB Digital Photography II and Lab	3
MMART 133C/133LC Digital Photography III and Lab	3
Total Units	9

Associate Degree and Certificate Programs

<i>Courses</i>	<i>Units</i>
Certificate of Proficiency: Basic Motion Graphics	
MMART 131A/131LA Photoshop I and Lab	3
MMART 150A/150LA Video Editing I and Lab	3
MMART 152A/152LA Motion Graphics/After Effects I and Lab	3
MMART 152B/152LB Motion Graphics/After Effects II and Lab	3
Total Units	12
Certificate of Proficiency: Basic Web Design	
MMART 164/164L Introduction to Web Design and Lab	3
MMART 165/165L Fundamentals of Graphic Visualization and Lab	3
MMART 166/166L User Experience and Interface Design and Lab	3
Total Units	9
Certificate of Proficiency: Cinematography I	
MMART 133A/133LA Digital Photography I and Lab	3
Or	
MMART 133B/133LB Digital Photography II and Lab	3
MMART 151B/151LB Digital Video Production II and Lab	3
MMART 153 Digital Cinematography Basics	1.5
MMART 157 Beginning Motion Picture Lighting	1.5
Total Units	9
Certificate of Proficiency: Documentary Production	
MMART 101 Writing Basics for Multimedia	3
MMART 123 The Documentary Tradition	3
MMART 156 Documentary Production Intensive	3
Total Units	9
Certificate of Proficiency: Foundations of Video	
MMART 110 Scriptwriting and Storyboarding I	3
MMART 150A/150LA Video Editing I and Lab	3
MMART 151A/151LA Digital Video Production I and Lab	3
Total Units	9
Certificate of Proficiency: Intermediate Animation	
MMART 148A/148LA Sound Recording and Editing and Lab	3
MMART 152A/152LA Motion Graphics/After Effects I and Lab	3
MMART 177/177L Introduction to Animation Principles and Lab	3
MMART 186/186L Flash 2D Animation and Lab	3
Total Units	12
Certificate of Proficiency: Intermediate Digital Imaging	
MMART 129/129L Contemporary Color and Lab	3
MMART 131A/131LA Photoshop I and Lab	3
Or	
MMART 132A/132LA Illustrator I and Lab	3
MMART 133A/133LA Digital Photography I and Lab	3
Total Units	9

Associate Degree and Certificate Programs

<i>Courses</i>	<i>Units</i>
Certificate of Proficiency: Intermediate Digital Printmaking	
MMART 131A/131LA Photoshop I and Lab	3
MMART 134B/134LB Digital Printmaking II and Lab	3
Select 3 units from the following:	
MMART 135A/135LA Advanced Practices for Digital Printmaking I and Lab	3
MMART 135B/135LB Advanced Practices for Digital Printmaking II and Lab	3
MMART 137A/137LA Applications of Large Scale Print I and Lab	3
MMART 137B/137LB Applications of Large Scale Print II and Lab	3
Total Units	9
Certificate of Proficiency: Intermediate Video Production	
MMART 148A/148LA Sound Recording and Editing and Lab	3
MMART 151B/151LB Digital Video Production II and Lab	3
MMART 153 Digital Cinematography Basics	1.5
MMART 157 Beginning Motion Picture Lighting	1.5
Total Units	9
Certificate of Proficiency: Intermediate Web Design	
MMART 167/167L Mobile and Cross-Platform Web Design	3
MMART 168/168L Online Games and Interactivity	3
Select 3–5 units from the following:	
CIS 6 Introduction to Computer Programming	5
MMART 171/171L Web Commerce and Internet Start Up and Lab	3
MMART 175B Game Design	3
Total Units	9–11
Certificate of Proficiency: Music Video Production	
MMART 148A/148LA Sound Recording and Editing and Lab	3
MMART 149/149L The Music Video and Lab	3
MMART 151B/151LB Digital Video Production II and Lab	3
Or	
MMART 133B/133LB Digital Photography II and Lab	3
Total Units	9
Certificate of Proficiency: Writing For Multimedia	
MMART 101 Writing Basics for Multimedia	3
MMART 110 Scriptwriting and Storyboarding	3
MMART 111A Narrative Scriptwriting I	3
MMART 111B Narrative Scriptwriting II	3
Total Units	12

Multimedia Arts Program
Digital Imaging
Certificate of Competency (Non-Credit)
Effective Term: Fall 2018

The MM/DI Certificate of Completion in Digital Imaging will provide students with multimedia skills necessary for employment in Digital Imaging.

Career Opportunities: Photography, graphic design, advertising, trade-show exhibitions, marketing image production and display houses

Required Courses

MM/DI 510	Photoshop
MM/DI 511	Photography
MM/DI 512	Digital Printing
MM/DI 550	Design Studio Practice

Program Learning Outcomes

Students who complete the program will be able to:

- Use digital multimedia equipment and/or software programs to create and edit multimedia works in digital imaging
- Use both traditional and digital art techniques to generate creative solutions to problems and expand and transform imagery and ideas into meaningful multimedia works
- Evaluate artwork with discernment, appropriate terminology, and aesthetic awareness