

Media Arts & Technologies

The Media Arts & Technologies program provides a focused sequence of courses for students who wish to transfer to a four-year institution or gain employment in the fields of graphic design, web and interactive design, video production, animation, digital media, and print production and delivery. Career options include graphic design, user interface (UI) design, user experience (UX) design, web design, web development, multimedia programming, video editing, video production, media content development, information architecture, graphics production, and layout design. Specific career positions include graphic designer, web designer, video editor, web developer, user interface (UI) designer, user experience (UX) designer, interactive designer, art production assistant, video production assistant, special effects artist, background artist, product modeler, product animator, and storyboard artist.

Academic and Career Pathway: Creative and Applied Arts

Contact Information

Chair: Karl Cleveland
Dean: Al Taccone
<https://www.miracosta.edu/academics/degree-and-certificate-programs/creative-and-applied-arts/media-arts-and-technologies/index.html>

Department: Media Arts and Technologies
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Full-Time Faculty

Min Choi
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Associate Degrees

Associate in Arts Degrees

Graphic Design

Web Development and Design

Students may earn one of the above-named associate degrees by completing a certificate of achievement and the general education courses required for MiraCosta College's Associate in Arts degree (see Associate Degrees). Students should meet with a MiraCosta College counselor to identify required courses and to develop a written educational plan for the specific degree or certificate they wish to earn.

Certificates

Certificate of Achievement

Graphic Design

This certificate provides students with the design and technical skills needed to gain employment in the graphic design field with organizations and small businesses that design and distribute publications in both print and digital media. Students who complete this certificate will also be prepared to work as freelancers or pursue a graphic design degree at a four-year university. Students learn principles and professional practices

in graphic design and publishing using current computer software applications as well as concept development through project planning and management. Employment opportunities include graphic designer, graphic artist, imaging specialist, photographic assistant, layout artist, and graphic production assistant.

Program Student Learning Outcome Statement

- ▶ Upon completion of this program, the student will be able to plan, design, and produce professional-level graphic designs that apply design, layout, and typographic principles and demonstrate effective communication solutions.

Foundation courses (15 units):

MAT 110	Digital Imaging 1: Adobe Photoshop	3
MAT 120	Media Design 1: Production	3
MAT 125	Web Design 1: Fundamentals	3
MAT 135	Graphic Design 1: Principles	3
MAT 155	Graphic Design 2: Typography	3

Emphasis courses (select 12 units): 12

At least 6 units must be at the 100-level and at least 3 units must be at the 200-level selected from the courses below.

MAT 145	UI/UX Design
MAT 170	Digital Illustration 1: Adobe Illustrator
MAT 180	Digital Publishing: Adobe InDesign
MAT 185	Graphic Design 3: Design and Layout
MAT 210	Advanced Digital Imaging & Illustration
MAT 230	Advanced Publishing: Output for Print
MAT 270	Advanced Design Studio

Elective courses:

Students may substitute 3 units from these elective courses below in lieu of 3 units from the emphasis courses listed above.

MAT 105	History of Graphic Design
MAT 150	Animation and Interactivity
MAT 292	Internship Studies

Required to graduate (3 units): 3

MAT 290	Portfolio Development	3
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Total Units **30**

Note: MAT 292 or MAT 296 may be substituted for courses within this certificate with approval of the MAT Department Chair.

Certificate of Achievement

Video and Media Design

This certificate provides the skills students need to gain employment in the corporate, broadcast, technical, educational, and entertainment industries. Students learn how to create video programs and digital media content for broadcast, cable, DVD, Internet, and mobile delivery as well as for dedicated computer presentations. Students gain skills in all phases of video production, 3D and traditional animation techniques, special effects, DVD authoring, and

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project management. Employment opportunities include video editor, video production assistant, camera operator, product animator, DVD author, mobile content developer, special effects artist, and special effects animator.

Program Student Learning Outcome Statement

- ▶ Upon completion of this program, the student will be able to plan, design, and produce professional-level videos, interfaces, applications, or experiences that integrate media, utilize appropriate tools and techniques, and demonstrate effective communication solutions.

Foundation courses (15 units):

MAT 110	Digital Imaging 1: Adobe Photoshop	3
MAT 120	Media Design 1: Production	3
MAT 125	Web Design 1: Fundamentals	3
MAT 135	Graphic Design 1: Principles	3
MAT 160	Video 1: Production	3

Emphasis courses (select 12 units): 12

MAT 140	3D Animation 1: Maya
MAT 150	Animation and Interactivity
MAT 200	Video 2: Post-Production and Special Effects
MAT 270	Advanced Design Studio

Elective courses:

Students may substitute 3 units from these elective courses below in lieu of 3 units from the emphasis courses listed above.

MAT 190	Programming for Animation, Interactivity, and Games
MAT 292	Internship Studies
FILM 101	Introduction to Film
or FILM 101H	Introduction to Film (Honors)
FILM 112	Film History II: 1945-Present
or FILM 112H	Film History II: 1945-Present (Honors)
MTEC 110	Recording Arts I

Required to graduate (3 units): 3

MAT 290	Portfolio Development	3
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Total Units **30**

Note: MAT 292 or MAT 296 may be substituted for courses within this certificate with approval of the MAT Program Director.

Certificate of Achievement

Web Development and Design

This certificate trains students in the skills necessary to gain employment in the dynamic field of web and interactive media content design, development, and delivery. Students gain skills in all phases of website design, including site planning and information architecture, user experience design (UX), user interface (UI) and graphic design, content management, web programming and production, animation and motion graphics, audio and video integration, and designing for interactivity. Employment opportunities include web designer, web developer, web producer, front end developer, interaction designer, interactive developer, UI designer, UX designer, UX

engineer, production assistant, information architect, mobile content designer, creative director, and project manager.

Program Student Learning Outcome Statement

- ▶ Upon completion of this program, the student will be able to plan and develop professional-level graphical user interfaces, web pages, and websites that utilize appropriate tools and techniques and demonstrate effective communication solutions.

Foundation courses (15 units):

MAT 110	Digital Imaging 1: Adobe Photoshop	3
MAT 120	Media Design 1: Production	3
MAT 125	Web Design 1: Fundamentals	3
MAT 135	Graphic Design 1: Principles	3
MAT 165	Web Design 2: WordPress and Site Production	3

Emphasis courses (select 12 units): 12

At least 3 units must be advanced 200-level courses.

MAT 145	UI/UX Design
MAT 150	Animation and Interactivity
MAT 175	Web Design: JavaScript and jQuery
MAT 190	Programming for Animation, Interactivity, and Games
MAT 225	Web Design 3: Custom Sites and Professional Practices
MAT 270	Advanced Design Studio

Elective courses:

Students may substitute 3 units from these elective courses below in lieu of 3 units from the emphasis courses listed above.

BUS 133	Project Management
CS 130	Fundamentals of Scripting Languages
CSIT 146	E-Commerce and Web Presence
CSIT 155	Social Media for Business
MAT 292	Internship Studies

Required to graduate (3 units): 3

MAT 290	Portfolio Development	3
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Total Units **30**

Note: MAT 292 or MAT 296 may be substituted for courses within this certificate with approval of the MAT Program Director.

Certificate of Proficiency

Digital Media Foundations

This certificate provides students with a broad-based foundation in media arts. It includes core classes in the areas of digital imaging, graphic design, web design, and video and media production. It is designed for students seeking stronger digital literacy and media design skills for their current or future jobs. It also allows students to gain broad exposure to the varying disciplines within media arts while taking a sequence of courses that counts toward the certificate of achievement and associate degree programs offered by the department.

Program Student Learning Outcome

Upon successful completion of this program, students will be able to demonstrate proficiency with digital media production tools and design techniques.

Required courses:		
MAT 110	Digital Imaging 1: Adobe Photoshop	3
MAT 120	Media Design 1: Production	3
MAT 125	Web Design 1: Fundamentals	3
MAT 135	Graphic Design 1: Principles	3
Total Units		12

Certificate of Proficiency Digital and Print Publishing

This certificate provides focused skills necessary to gain employment in the field of digital and print publishing. Students gain specific skills in graphic design, image manipulation, page layout, digital illustration, and preparation for final output. Graduates of this program are able to move into employment opportunities as graphic artists, digital imaging assistants, layout artists, and graphic production assistants. In addition, students majoring in English who are transferring to a four-year university gain the skills necessary for self-publishing their written work.

Program Student Learning Outcome Statement

- ▶ Upon completion of this program, students will be able to demonstrate proficiency with digital imaging and print publishing tools and techniques.

Required courses:		
MAT 110	Digital Imaging 1: Adobe Photoshop	3
MAT 170	Digital Illustration 1: Adobe Illustrator	3
MAT 180	Digital Publishing: Adobe InDesign	3
MAT 230	Advanced Publishing: Output for Print	3
or MAT 155	Graphic Design 2: Typography	
Total Units		12

Certificate of Proficiency Graphic Communication

This certificate forms a solid foundation in graphic design proficiency. These skills are essential in all types of visual media where a message must be conveyed to a specific target market. This certificate is designed to be completed in conjunction with other MAT certificates to enhance a student's ability to create more effective and dynamic communication or for professionals who would like to enhance their job skills.

Program Student Learning Outcome Statement

- ▶ Upon completion of this program, students will be able to demonstrate proficiency with graphic design principles and techniques.

Choose 15 units from the following courses:		15
MAT 105	History of Graphic Design	
MAT 135	Graphic Design 1: Principles	
MAT 155	Graphic Design 2: Typography	
MAT 170	Digital Illustration 1: Adobe Illustrator	

MAT 180	Digital Publishing: Adobe InDesign	
MAT 185	Graphic Design 3: Design and Layout	
Total Units		15

Certificate of Proficiency Video and Animation

This certificate forms a solid foundation in the skills students need to create video, special effects and animation media programs for delivery in traditional formats, over the Web, or via mobile devices. Career opportunities include video editor, video production assistant, special effects artist, background artist, product modeler, product animator, and storyboard artist.

Program Student Learning Outcome Statement

- ▶ Upon completion of this program, students will be able to demonstrate proficiency with video and animation production tools and techniques.

Required courses:		
MAT 140	3D Animation 1: Maya	3
MAT 150	Animation and Interactivity	3
MAT 160	Video 1: Production	3
MAT 200	Video 2: Post-Production and Special Effects	3
Total Units		12

Certificate of Proficiency Web Design

This certificate provides the focused skill set necessary to gain employment in website design. Depending on which courses are selected, students gain specific skills in web markup, web programming and production, graphics production, web animation techniques, UI and UX design, content management, and website planning and architecture. Graduates of this program will be able to move into employment opportunities in web design, web development, interactive design, content development, user interface (UI) design, and user experience (UX) engineering.

Program Student Learning Outcome Statement

- ▶ Upon completion of this program, students will be able to demonstrate proficiency with web design and development tools and techniques.

Required courses:		15
Five of the following:		
CSIT 146	E-Commerce and Web Presence	
MAT 125	Web Design 1: Fundamentals	
MAT 145	UI/UX Design	
MAT 150	Animation and Interactivity	
MAT 165	Web Design 2: WordPress and Site Production	
MAT 175	Web Design: JavaScript and jQuery	
MAT 190	Programming for Animation, Interactivity, and Games	

MAT 225 Web Design 3: Custom Sites and
Professional Practices

Total Units **15**

Courses

MAT 105: History of Graphic Design

Units: 3

Prerequisites: None

Acceptable for Credit: CSU, UC

Lecture 3 hours.

Course Typically Offered: Fall, Spring, and Summer

The course surveys the origin and evolution of graphic design from the nineteenth century to the present day. It explores the development and influence of graphic communication through genre, design, style, and format from historical, multicultural, and global perspectives. Topics include the influence of art and technology on graphic design, types of graphic representation, significant historical design movements, and the importance of graphic design in contemporary culture and a global economy.

MAT 110: Digital Imaging 1: Adobe Photoshop

Units: 3

Prerequisites: None

Acceptable for Credit: CSU, UC

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Fall, Spring, and Summer

This foundation course introduces students to the aesthetic, technical, and conceptual practices of digital imaging. Students use Adobe Photoshop to edit imagery and create artwork and graphic designs for print or web output. Students generate artwork that involves photo editing, tonal and color correction, masking, layer adjustments, painting techniques, blending, and advanced compositing. Through hands-on instruction and multiple projects, students explore efficient workflows, professional practices, layout and design techniques, typography, application of color, and more.

MAT 120: Media Design 1: Production

Units: 3

Prerequisites: None

Acceptable for Credit: CSU

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Fall, Spring

This course introduces the fundamental skills needed for the design and production of multimedia projects and interactive media. Topics include capturing and editing video, images, audio, motion graphics, basic 3D animations, and interactive media design. The course also covers digital media presentation formats, services, and platforms and the basics of network protocol.

MAT 125: Web Design 1: Fundamentals

Units: 3

Prerequisites: None

Acceptable for Credit: CSU, UC

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Fall, Spring, and Summer

This course introduces the fundamentals of building webpages, including HTML coding, Cascading Style Sheets (CSS), image optimization, web typography, interface design, basic JavaScript, and Secure File Transfer Protocol (SFTP) for uploading websites. Students also learn about browser and platform issues, modern coding best practices, responsive design, and management techniques for personal websites.

MAT 135: Graphic Design 1: Principles

Units: 3

Prerequisites: None

Acceptable for Credit: CSU, UC

Lecture 2 hours, laboratory 3 hours.

Course Typically Offered: Fall, Spring

This course introduces the visual communication principles and concepts of successful graphic design. Topics include form, color palettes, text/image relationships, typography, grid structures, and layout design. The course develops and refines each student's personal design sensibility by applying appropriate and conceptual design thinking within cultural and historical contexts.

MAT 140: 3D Animation 1: Maya

Units: 3

Prerequisites: None

Advisory: MAT 120.

Acceptable for Credit: CSU

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Fall, Spring

This course introduces students to the concepts and design of 3D modeling, animation, and rendering using Autodesk Maya. Topics include storyboard development and visualization, efficient modeling and texturing techniques, 3D environment design (including lighting and camera angles), object and camera animation, and rendering considerations. The course also covers proper formats for delivery through various mediums.

MAT 145: UI/UX Design

Units: 3

Prerequisites: None

Acceptable for Credit: CSU

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Fall

This course provides an introduction to user interface (UI) and user experience (UX) design and prototyping. Students learn user-centered design approaches to research, design, prototype, and test user interfaces for screen-based media, such as websites and apps. Topics include UX research and strategy, user personas and user scenarios, information architecture, interaction design, prototyping, usability testing, and industry tools and techniques. Students collaborate to design and prototype digital products.

MAT 150: Animation and Interactivity

Units: 3

Prerequisites: None

Advisory: MAT 120

Acceptable for Credit: CSU

Lecture 2 hours, laboratory 3 hours.

Course Typically Offered: Fall, Spring

This course introduces students to 2D animation and interactive media design techniques and tools. Students learn to integrate animation, text, graphics, audio, and video to create rich, interactive user experiences. The course emphasizes design principles for time-based media and effective user interface and interaction design. Students produce animation projects and interactive applications for delivery on the Web and other platforms.

MAT 155: Graphic Design 2: Typography

Units: 3

Prerequisites: None

Advisory: MAT 135

Acceptable for Credit: CSU

Lecture 2 hours, laboratory 3 hours.

Course Typically Offered: Fall

This course covers the essential concepts of typographic design and its incorporation into all forms of visual communication. Topics include historical development and cultural impacts, type design, the anatomy of letterforms and the use of words, and structural and experimental design. Students develop a solid understanding of how to use type and letterforms to solve design and typographic problems.

MAT 160: Video 1: Production

Units: 3

Prerequisites: None

Advisory: MAT 120.

Acceptable for Credit: CSU, UC

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Fall, Spring

This course offers detailed coverage of the video production environment. It covers the process of creating and editing video programs from concept and storyboards through shooting and recording, culminating in acquiring, editing, and mastering a digital video production. Topics also include proper formats for delivery through various mediums.

MAT 165: Web Design 2: WordPress and Site Production

Units: 3

Prerequisites: None

Advisory: MAT 125

Acceptable for Credit: CSU

Lecture 2 hours, laboratory 3 hours.

Course Typically Offered: Fall

This intermediate-level course builds on the skills developed in MAT 125 and introduces students to WordPress and other content management systems (CMS). Students plan and design websites using UI/UX tools and gain skills authoring and implementing HTML, CSS, and JavaScript in hand-coded sites and within CMS platforms. Topics include site planning, content strategy, image preparation, web animation, responsive design, CMS solutions, hosting platforms, and site management.

MAT 170: Digital Illustration 1: Adobe Illustrator

Units: 3

Prerequisites: None

Acceptable for Credit: CSU

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Fall, Spring

This course addresses vector-based illustration topics, tools, and techniques related to visual art and design. Particular focus is placed on project ideation, iterative process, and application of elements and principles of art and design. Technical topics include digital vector tools for drawing, pattern development, application of texture and color, grid-based design, and workflow using Adobe Illustrator and related software.

MAT 175: Web Design: JavaScript and jQuery

Units: 3

Prerequisites: MAT 125.

Advisory: MAT 165.

Acceptable for Credit: CSU

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Spring

This course introduces web design students to JavaScript and jQuery for interactive web development, including how JavaScript can be used in conjunction with HTML and CSS to add interactivity, animation, visual effects, and advanced functionality to web pages. Students explore interface design and core programming concepts in JavaScript and jQuery to create rich user experiences, manage dynamic content, create animation, and make web pages more interactive and intuitive. Students learn to design and script user interface elements common on websites, such as content sliders, interactive galleries, and more. Students also learn to use the HTML5 canvas element with JavaScript to draw, animate, and create interactive graphics for HTML5 games or web applications. Topics also include integrating and customizing jQuery plugins, working with AJAX, and using API interfaces to web services, such as maps and social media.

MAT 180: Digital Publishing: Adobe InDesign

Units: 3

Prerequisites: None

Advisory: MAT 110 and MAT 170

Acceptable for Credit: CSU

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Fall, Spring

This course introduces students to Adobe InDesign, the page layout software program used by professional graphic designers to publish ads, business cards, brochures, postcards, newsletters, magazines, books, and more. It involves considerable hands-on instruction and projects similar to those faced by today's designers. Students learn how to prepare documents for professional publication, how to format type, import images, use styles, generate tables, create swatches, and apply shortcuts. Students learn typographic and publishing techniques, basic design principles, and how to apply spot and process color. Students examine, troubleshoot, and package digital files for output to a commercial press and for the Web.

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MAT 185: Graphic Design 3: Design and Layout

Units: 3

Prerequisites: None

Advisory: MAT 135

Acceptable for Credit: CSU

Lecture 2 hours, laboratory 3 hours.

Course Typically Offered: Fall, Spring

This course covers the process of creating effective, efficient, and dynamic layouts to solve complex design problems. Students explore every stage of the design process, including research, concept and design development, and applying intuitive design, structural hierarchy, and grid systems. The course emphasizes developing a conceptual problem-solving approach and refining a personal design sense.

MAT 190: Programming for Animation, Interactivity, and Games

Units: 3

Prerequisites: None

Advisory: MAT 150

Acceptable for Credit: CSU, UC

Lecture 2 hours, laboratory 3 hours.

Course Typically Offered: Fall even years

This course emphasizes creative coding and programming for interactive media, including 2D games, web, and multimedia applications. Students learn to code within the context of the visual arts using JavaScript, Processing, and/or JavaScript frameworks such as p5.js, CreateJS, or PhaserJS. Students explore the creative and technical aspects of designing interactive user experiences that integrate media, animation, and interactivity. Additional topics include user interface design, experience design, interactive storytelling, game design, animation techniques, and developing content for delivery across a variety of platforms and devices.

MAT 200: Video 2: Post-Production and Special Effects

Units: 3

Prerequisites: None

Advisory: MAT 110 or MAT 160.

Acceptable for Credit: CSU

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Fall

This course offers detailed coverage of the video post-production environment. Students learn techniques for creating complex video sequences by combining video, animated graphics, Foley effects, advanced editing techniques, green screen, and other special effects using industry-standard software. The course emphasizes instruction in advanced video editing techniques, as well as final project output for delivery through various presentation platforms.

MAT 210: Advanced Digital Imaging & Illustration

Units: 3

Prerequisites: MAT 110.

Advisory: MAT 170 or MAT 135.

Acceptable for Credit: CSU

Lecture 2.50 hours, laboratory 1.50 hours.

Course Typically Offered: Fall

This course builds upon knowledge and skills gained in MAT 110. Through the use of Adobe Photoshop, Illustrator, and related software, students create multiple projects utilizing advanced digital imaging and illustration production techniques. Students develop higher-level compositing and illustration skills, with focus on creative processes, advanced technical processes, workflow integrations, and conceptual development.

MAT 225: Web Design 3: Custom Sites and Professional Practices

Units: 3

Prerequisites: None

Advisory: MAT 165

Acceptable for Credit: CSU

Lecture 2 hours, laboratory 3 hours.

Course Typically Offered: Spring

In this advanced course, students plan, design, and develop complex, real-world, custom websites in a team environment using modern web standards, professional practices, and workflows. Students integrate HTML, CSS, JavaScript, and PHP programming skills and learn how to customize and create WordPress themes. Additional topics include working with clients, user experience design (UX), site planning and research, content strategy, information architecture development, user interface design (UI), usability analysis, and emerging industry trends.

MAT 230: Advanced Publishing: Output for Print

Units: 3

Prerequisites: None

Advisory: MAT 180

Acceptable for Credit: CSU

Lecture 2 hours, laboratory 3 hours.

Course Typically Offered: Spring odd years

This advanced publishing course takes students through the process of producing and printing a press-ready publication at a professional printing company. Students explore print technologies (e.g., offset printing, variable-data printing, and direct digital printing), learn the steps required for prepress, production, binding, trimming, and finishing, and apply prepress techniques using Adobe InDesign, Adobe Photoshop, and Adobe Illustrator. The course includes a professional print bureau tour.

MAT 270: Advanced Design Studio

Units: 3

Prerequisites: None

Advisory: This class is not advised for beginning students. It is intended for intermediate and advanced students majoring in Graphic Design, Web Design and Development, or Video and Media Design.

Acceptable for Credit: CSU

Lecture 2 hours, laboratory 3 hours.

Course Typically Offered: Spring

This capstone course provides advanced students firsthand experience in the function of a professional studio environment where they create real-world projects for real-world clients. Students build their portfolio and experience client relations, project development and management, problem solving, team management, asset management, and business practices.

MAT 290: Portfolio Development

Units: 3

Prerequisites: None

Advisory: It is recommended that students complete most courses within a MAT certificate or degree program before enrolling in MAT 290.

Acceptable for Credit: CSU

Lecture 3 hours.

Course Typically Offered: Fall, Spring

Students develop a professional portfolio that showcases their design, media, and/or artistic skills and completed projects. Topics also include developing a personal brand and related marketing materials, such as a website, resume, business card, and cover letter. The portfolio's content and format are determined by individual student goals in order to market themselves as a freelancer or prospective employee.

MAT 292: Internship Studies

Units: 0.5-3

Prerequisites: None

Corequisite: Complete 75 hrs paid or 60 hrs non-paid work per unit.

Enrollment Limitation: Instructor, dept chair, and Career Center approval. May not enroll in any combination of cooperative work experience and/or internship studies concurrently.

Acceptable for Credit: CSU

Course Typically Offered: To be arranged

This course provides students the opportunity to apply the theories and techniques of their discipline in an internship position in a professional setting under the instruction of a faculty-mentor and site supervisor. It introduces students to aspects of the roles and responsibilities of professionals employed in the field of study. Topics include goal-setting, employability skills development, and examination of the world of work as it relates to the student's career plans. Students must develop new learning objectives and/or intern at a new site upon each repetition. Students may not earn more than 16 units in any combination of cooperative work experience (general or occupational) and/or internship studies during community college attendance.

MAT 296: Topics in Media Arts & Technologies

Units: 1-3

Prerequisites: None

Acceptable for Credit: CSU

Lecture 1 hour.

Lecture 2 hours.

Lecture 3 hours.

Course Typically Offered: To be arranged

This course gives students an opportunity to study topics in Media Arts and Technologies that are not included in regular course offerings. Each Topics course is announced, described, and given its own title and 296 number designation in the class schedule.

MAT 299: Occupational Cooperative Work Experience

Units: 1-4

Prerequisites: None

Corequisite: Complete 75 hrs paid or 60 hrs non-paid work per unit.

Enrollment Limitation: Career Center approval. May not enroll in any combination of cooperative work experience and/or internship studies concurrently.

Acceptable for Credit: CSU

Course Typically Offered: To be arranged

Cooperative Work Experience is intended for students who are employed in a job directly related to their major. It allows such students the opportunity to apply the theories and skills of their discipline to their position and to undertake new responsibilities and learn new skills at work. Topics include goal-setting, employability skills development, and examination of the world of work as it relates to the student's career plans. Students may not earn more than 16 units in any combination of cooperative work experience (general or occupational) and/or internship studies during community college attendance.