



ASSOCIATE IN ARTS: MULTIMEDIA

This program is designed to provide students with technical skills and a strong foundation in design. Students have the opportunity to explore the many different areas of multimedia while following professional practices and employing industry-standard software.

Requirements for AA Degree:

- a) Complete Major Field, Graphic/Arts Area, and Supporting Courses with a grade of C or better.
- b) Complete Ohlone College General Education (Plan A), CSU GE (Plan B), or IGETC (Plan C) requirements. These requirements are specified in the Ohlone College catalog.
- c) Complete at least 60 degree-applicable units with a 2.0 grade point average.
- d) Complete at least 12 units at Ohlone College.

Student Learning Outcomes

1. Use technical skills and professional workmanship by demonstrating proficiency using multimedia software.
2. Use conceptual skills by innovating, brainstorming, sketching, problem-solving, building prototypes and scenarios, constructing narratives.
3. Use visual communication by demonstrating the ability to design projects that communicate specific ideas and illustrate concepts of design.
4. Exhibit professional behavior and work ethics.
5. Express recognition of the diverse cultural contributions to art and design.

Multimedia AA degree sequence of classes:

Year 1				Year 2			
Fall		Spring		Fall		Spring	
MM-100 (Major Field, will be added in Fall 2015) Introduction to Concepts in Digital Media	3	MM-105 (Major Field) Web Site Design	4	MM 110 (Major Field) Digital Video for the Web and DVD	4	MM 160 (Major Field) Multimedia Portfolio Development	3
MM-102A (Major Field) Introduction to Multimedia	3	MM 109 2D Animation	3	MM 113 Mobile Application Development Or MM 121C Advanced 3D Modeling and Animation	3 3	MM 119 Video Game Development	3
MM 118 Introduction to Video Game Design	3	MM 121B 3D Animation	3	GA 160A or GA 109A or ART 139A	3-4		
MM 121A , 3D Modeling Or WEX-195A1 Occupational Work Experience	3 1	MM 107 Wordpress	.5	MM-106 Advanced Interaction Design for Web and Mobile	3		

Major Field

Graphic Arts Area Courses (3-4 units)

Supporting courses (12-14 units)

**Classes offered every semester:**

MM-105: Web Site Design

MM-102A: Introduction to Multimedia

MM 107: Wordpress

MM 113: Mobile Application Development

Classes only offered in the Fall semester:

MM-118: Introduction to Video Game Design

MM-121A: 3D Modeling

MM-121C: Advanced 3D Modeling and Animation

MM-106: Advanced Interaction Design for Web and Mobile

MM-110: Digital Video for the Web and DVD

Classes only offered in the Spring semester:

MM-109: 2D Animation

MM-119: Video Game Development

MM-121B: 3D Animation

MM-160: Multimedia Portfolio Development

MM-114: Textures for 3D



CERTIFICATE OF ACCOMPLISHMENT IN 3D MODELING AND ANIMATION

This certificate provides students with technical and aesthetic skills needed for animation and 3D modeling.

Student Learning Outcomes

1. Employ industry standard software to create 3D imagery and animations.
2. Demonstrate the ability to create 3D objects.
3. Demonstrate the ability to create 3D animations.
4. Illustrate concepts using 3D objects and animations.

Year 1				Year 2			
Fall		Spring		Fall		Spring	
MM-102A Introduction to Multimedia	3	MM 121B 3D Animation	3	MM 121C Advanced 3D Modeling and Animation	3		
MM 121A 3D Modeling	3						



CERTIFICATE OF ACCOMPLISHMENT IN WEB DESIGN

This certificate provides students with knowledge, skills, and hands-on experience using industry standard software to create web sites that are attractive, accessible, and functional. The curriculum emphasizes design principles applied to layouts, graphics, animations, and interactive applications for the web.

Student Learning Outcomes

1. Employ industry standard software to create a variety of web sites
2. Create and optimize images, animations, sounds, and interactive applications for the web
3. Explain the design process from concept to completion
4. Employ principles of design
5. Develop aesthetic understanding to analyze and critique web sites
6. Demonstrate understanding of professional practices such as writing contracts, working with clients, and implementation of copyright law

Year 1				Year 2			
Fall		Spring		Fall		Spring	
MM-102A Introduction to Multimedia	3	MM-109 2D Animation	3	MM-106 Advanced Interaction Design for Web and Mobile	3		
MM-105 Web Site Design	4						



CERTIFICATE OF ACCOMPLISHMENT IN MULTIMEDIA

This certificate provides students with technical, artistic, and creative skills to develop graphics, animations, videos, and interactive projects.

Student Learning Outcomes

1. Employ principles of design
2. Employ industry standard software and hardware to create multimedia projects
3. Demonstrate the ability to produce and optimize media for the web and DVDs
4. Design multimedia projects that are creative

Year 1				Year 2			
Fall		Spring		Fall		Spring	
MM-102A Introduction to Multimedia	3	MM-109 2D Animation	3	MM-110 Digital Video for Web and DVD	4		
GA-160A Computer Graphics I	4						



CERTIFICATE OF ACCOMPLISHMENT IN VIDEO GAME DEVELOPMENT

This certificate prepares students for entry-level positions in the game Software Development industry, with emphasis on the following roles: Game and Interactive Software Tester, Game Artist, Game Designer.

Student Learning Outcomes

1. Demonstrate an understanding of video game terminology.
2. Produce 3D models and animations for video games.
3. Demonstrate technical and creative skills required to produce a game.
4. Plan and develop projects from concept through to completion.
5. Construct projects in a team environment while following production practices employed in the video game industry.

Year 1				Year 2			
Fall		Spring		Fall		Spring	
MM-118 Introduction to Video Game Design	2	MM-114 Textures for 3D	3				
MM 121A 3D Modeling	3	MM-119 Video Game Development	3				
		MM-121B 3D Animation	3				



CERTIFICATE OF ACCOMPLISHMENT: MOBILE APPLICATION DEVELOPMENT

The certificate is designed to provide students with comprehensive training in interaction design and web application programming. Students create mobile web applications and native applications in Android platforms.

Student Learning Outcomes

1. Demonstrate professional workmanship by using technical and programming skills proficiently.
2. Design projects that communicate specific ideas and illustrate concepts of design.
3. Exhibit professional behavior and work ethic.
4. Use conceptual skills by innovating, brainstorming, sketching, and problem-solving to build prototypes and scenarios.
5. Demonstrate an understanding of the strengths, scope and limitations of software tools and APIs by selecting the appropriate tools when implementing a design

Year 1				Year 2			
Fall		Spring		Fall		Spring	
MM-105 Web Site Design	4	CS 125 Introduction to Programming Using Java	4				
MM-113 Mobile Application Development (online)	3	CS 174 Mobile App Programming in Android	4				