



SACRAMENTO CITY COLLEGE

2019-2020 CATALOG ADDENDUM | JUNE 2019



Sacramento City College

2019-2020 Catalog Addendum, June 2019



The Addendum to the 2019-2020 Sacramento City College Catalog contains changes that offer new educational opportunities for students and other important updates.

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**Associate in Arts (A.A.)
Associate in Science (A.S.)**

2019-20 GRADUATION REQUIREMENTS

All students **MUST** satisfy the following four requirements to earn an Associate in Arts/Science degree:

1. Complete a minimum of **60 degree applicable** units with an overall grade point average of 2.0 ("C" average). A minimum of 12 units must be completed at Sacramento City College.
2. Complete each required course with a grade of "C" or better for a "MAJOR" offered at Sacramento City College (see catalog for the list of majors).
3. Complete all general education requirements, Areas I, II (a & b), III (a & b, or c), IV, V (a & b), and VI with an overall 2.0 grade point average.
4. Complete all three (3) Competency Requirements (reading, writing, and mathematics).

EXCEPTION: Students who possess a baccalaureate or higher degree completed at a college or university accredited through a CHEA (Council for Higher Education Accreditation) recognized Regional Accrediting Agency will have satisfied general education and competency requirements (# 3 and 4 listed above) for the Associate in Arts or Associate in Science degree. Degrees from accredited institutions outside of the United States will be evaluated on a case-by-case basis.

1. Note: Courses marked with an asterisk (*) are listed in more than one area but **can be used to satisfy ONLY ONE AREA** (except Area VI, Ethnic/Multicultural Studies).

COMPETENCY REQUIREMENTS – Complete all three areas (A, B, and C)

A. READING Competency

1. Satisfactory completion of one of the following General Education Patterns:
 - a. Any Los Rios Community College District Associate Degree General Education
 - b. The Intersegmental General Education Transfer Curriculum (IGETC)
 - c. California State University General Education-Breadth Requirements or
2. Possess an AA/AS degree or higher from a regionally accredited college in the U.S. or
3. Show proof that reading competency has been met at any California community college or
4. Complete one of the following courses with a grade of "C" or better:
ENGRD 310 or ESLR 340

B. WRITING Competency

1. Complete one of the following courses with a grade of "C" or better:
BUS 310 or ENGWR 300 or 488 or ESLW 340 or
2. Pass an equivalent course ("C" grade or better) at a regionally accredited college in the U.S.

C. MATHEMATICS Competency

1. Complete one of the following courses with a grade of "C" or better:
ECON 310; MATH 110, 120, 121, 124, 135, 140, 300, 310, 335, 340, 342, 350, 351, 355, 356, 370, 372, 373, 400, 401, 402, 410, 420; STAT 300, 480 or
2. Obtain a satisfactory score on the mathematics competency examination or
3. Pass an equivalent course ("C" grade or better) at a regionally accredited college in the U.S.

2019-20 General Education Requirements

Area I - Humanities (3 units minimum)

ANTH 331; ARABIC 401, 402; ART 300, 320, 390, 430, 440; ARTH 300, 301, 304, 306, 307, 308, 310, 312, 313, 314, 318, 320, 324, 325, 328, 332, 334, 410, 420, 484, 486, 487, 488; CANT 401, 402, 411, 412; COMM 305; DEAF 310, 312, 314, 316, 353, 380; ENGCW 400, 410, 420, 431; ENGLT 303, 304, 310, 311, 317, 320, 321, 327, 331, 332, 334, 335, 345, 346, 360, 365, 370, 380, 392, 400, 401, 403, 404, 480, 481; ENGWR 301*, 303; ESLR 340; FASHN 330; FREN 401, 402, 411, 412; GREEK 401, 402; HIST 300*, 302*, 373*, 380*; HUM 300, 310, 320, 332, 352, 370; INDIS 350*, 351*, 352*, 353*; ITAL 401, 402; JAPAN 401, 402, 411, 412; KOREAN 401, 402; MAND 401, 402, 411, 412; MUFHL 305, 309, 310, 311, 315, 320, 330, 400, 481, 482; PHIL 300*, 306, 310, 330, 331, 338, 352, 368*, 480, 481; PHOTO 302; PNJABI 401, 402; PRSIAN 401, 402; RUSS 101, 102, 401, 402, 411, 412; SPAN 401, 402, 411, 412, 413, 415, 425, 427; TA 300, 302, 303, 308, 454, 455; TAFILM 300, 302, 303, 304, 307, 309; TGLG 401, 402; VIET 401, 402

Area II - Languages and Rationality (6 units minimum) – 3 units from II (a) and 3 units from II (b)

II (a) – English Composition (3 units minimum): BUS 310; ENGWR 300, 301*, 302*, 303, 482*, 488*; ESLW 340

II (b) – Communication and Analytical Thinking (3 units minimum):

AERO 300; CISC 310; CISN 300, 302, 303, 304, 306, 308, 315 (2 units), 320, 336, 340, 341, 346, 378; CISP 301, 310, 320, 350, 360, 400, 401, 430, 440, 452; CISS 321, CISW 400, 410; COMM 301, 303, 311, 315, 316, 331, 341*, 361, 481; ECE 326; ECON 310; ENGLT 328; ENGRD 310; ENGWR 302*, 303, 482*, 488*; ET 314; MATH 110, 120, 124, 135, 140, 300, 310, 335, 340, 342, 350, 351, 352, 355, 356, 370, 372, 373, 400, 401, 402, 410, 420; MET 352; PHIL 300*, 320, 325; PSYC 335; SOC 302, 305*; STAT 300, 480; SURVY 300

Area III - Living Skills (3 units minimum) – 1 course from III (a) and 2 units minimum from III (b) OR III (c) if student meets Military Service Credit requirements.

III (a) – Physical Education (1 course) – any activity course from:

FITNS; KINES; PACT; SPORT; TMACT

III (b) – Life Development Skills (2 units minimum):

ADMJ 303*; 315; AH 126, 301; BUS 320, 498 (minimum 2 units); COMM 321, 335; ECE 314*, 415; EDT 498 (minimum 2 units); FCS 320*, 324*; GERON 300*, 301, 302; HCD 110, 310, 312, 330 (1 unit); HEED 300, 301, 321 (1 unit), 340, 353; INDIS 240 (1 unit), 340 (1 unit); KINES 411, 412, 418; LIBR 318 (1 unit), 325; LIBT 325; NUTRI 300*, 302, 310, 322, 330, 480*; PSYC 356*, 358*, 370*, 374, 390*, 392, 405*, 410; SOC 310*, 335*, 344*; WEXP 198, 498 (minimum 2 units); WGS 300

III (c) – Area III waived for Military Service Credit (honorable discharge) with minimum of one (1) year active duty service.

Submit copy of DD214 to the Admissions & Records office.

Area IV - Natural Sciences (3 units minimum) – Courses with (L) indicates a lab course only for one unit.

ADMJ 332, ANTH 300, 301 (L), 303*, 480; ASTR 310, 320, 330, 400 (L); BIOL 100, 305, 308, 309 (L), 314, 320, 321, 326, 327, 330, 332, 342, 349, 350, 351, 352, 370, 402, 412, 422, 430, 431, 434, 440; CHEM 300, 305, 306, 309, 320, 330, 333, 336, 400, 401, 410, 420, 421, 425, 426; GEOG 300, 301 (L), 302, 305, 306, 308, 331; GEOL 300, 301 (L) 302, 305, 306 (L), 308, 310, 311 (L), 325, 345; NUTRI 300*, 480*; PHYS 310, 350, 360, 410, 420, 430; PSYC 310, 311(L), 314, 315, 316

Area V - Social and Behavioral Sciences (6 units minimum) – One course from V (a) and one from V (b)

V (a) – American Institutions (3 units): HIST 310, 311*, 314*, 320*, 321*, 483*, 484*, 485*, 486*, 487*; POLS 301, 304, 481

V (b) – Other: ADMJ 349; ANTH 310, 320, 323, 324, 325, 331, 332, 334, 341, 481; BUS 300, 330 345; COMM 325, 341*, 351, DEAF 351, 352, 355; ECE 312, 314*; ECON 100, 302, 304; ENGWR 384; ETHNS 300, 320, 330, 340, 341, 350, 351; FCS 320*, 324; GEOG 310, 320; GERON 300*; GLST 301, 302; HIST 300*, 302*, 307, 308, 309, 310*, 311*, 314*, 320*, 321*, 327, 344, 360, 364, 365, 373*, 375, 380*, 381, 483*, 484*, 485*, 486*, 487*; INDIS 350*, 351*, 352*, 353*; JOUR 310, 320; PHIL 368*, POLS 301*, 302, 303, 304*, 310, 312, 313, 320, 322, 340, 350, 480; PSYC 300, 320, 340, 352, 356*, 358* 360, 364, 367, 370, 390*, 480; SOC 300, 301, 305*, 310*, 318, 319, 321, 335*, 341, 343, 344*, 345, 347, 350, 380, 382, 385 (maximum 1 unit), 480, 481, 482; WGS 300, 302, 304

VI. - Ethnic/Multicultural Studies (0-3 units minimum) – Most of these courses are also listed in Areas I–V and can be used to meet General Education requirements. Terms in parentheses note the effective term.

ADMJ 302 (F98); AH 301 (F07); ANTH 310 (F97), 324 (F18), 331 (F96), 332 (F95), 334 (F95), 341 (F05), 481 (F97); ARTH 320 (F93), 324 (F93), 325 (F07), 328 (F93), 332 (F93); BUS 330 (F04); COMM 325 (F93); DEAF 355 (F15), 362 (S16); ECE 430 (F93); ENGLT 327 (F06), 331 (F08), 332 (F08), 334 (F95), 335 (F99), 345 (F09), 346 (F99), 360 (F97), 365 (F09), 480 (F95), 481 (F95); ESLR 340 (F15); ETHNS 300 (F15), 320; (F15), 330 (F15), 340 (F15), 341 (F15), 350 (F15), 351 (F15); GEOG 310 (F95); GLST 301 (F18), 302, (F18), HIST 307 (F98), 308 (F98), 309 (F93), 310 (F99), 311 (F99), 314 (F12), 320 (F93), 321 (F93), 327 (F18), 344 (F96), 360 (F03), 364 (F93), 365 (F93), 373 (F93), 375 (F12), 380 (F04), 381 (F14), 483 (F00), 484 (F00) 485 (F17), 486 (F17), 487 (F17); HUM 320 (F16); JOUR 320 (F95); MUFHL 330 (F06); NUTRI 310 (F09); PHIL 352 (F93); POLS 312 (F07), 480 (S15); PSYC 367; SOC 321 (F93), SOC 482 (F14); TA 308 (F01), 454 (F93), 455 (F93); TAFILM 307 (S14)

2019-20
CALIFORNIA STATE UNIVERSITY General Education–Breadth Requirements

To complete these requirements, students must have a 2.0 or higher grade point average (GPA) for all courses taken to complete the General Education–Breadth Requirements. To transfer, students must meet the following requirements:

1. **60 transferable units** to include a minimum of 30 units from the General Education–Breadth Requirements,
2. Completion of **Area A1, A2, A3, and Area B4 with a grade of “C” or better**,
3. **2.0 grade point average** for all transferable course work completed.

The CSU General Education–Breadth Requirements may change each year. It is the student’s responsibility to check with a counselor for updated CSU General Education–Breadth Requirements.

**Courses are listed in more than one section in that area or other areas but can only be used once to satisfy a requirement.

Area A - English Language Communication and Critical Thinking (9 units minimum) One course from each numbered section (A1, A2, and A3)	
	A1 - Oral Communication COMM 301, 303, 311**, 331, 361, 481
	A2 - Written Communication ENGWR 300, 488; ESLW 340
	A3 - Critical Thinking COMM 311**, 315, 316; ENGRD 310; ENGWR 301, 302, 303, 482; PHIL 300**, 320, 325, SOC 305
Area B - Scientific Inquiry and Quantitative Reasoning (9 units minimum) – One course from each numbered section (B1, B2, and B4). At least one of the science courses in B1 or B2 must include a related laboratory, designated with an (L). The lecture course must be taken concurrently with or prior to the laboratory. There is no Area B3 because it is the laboratory activity that is included in B1 or B2.	
	B1 - Physical Science ASTR 310, 320, 330, 400 (L only); CHEM 300(L), 305(L), 306(L), 309(L), 320(L), 330(L), 336(L), 400(L), 401(L), 410(L), 420(L), 421(L), 425(L), 426(L), 484(L); GEOG 300, 301 (L only), 305, 306, 308; GEOL 302(L), 305, 306 (L only), 308, 310, 311 (L only), 325, 345; PHYS 310, 350(L), 360(L), 410(L), 420(L), 430(L)
	B2 - Life Science ANTH 300, 301 (L only), 480; BIOL 305(L), 308, 309 (L only), 314, 315, (L only), 326, 327(L only), 332(L), 342**, 350, 351, 352, 370(L), 402(L), 412(L), 422(L), 430(L), 431(L), 434, 440(L); PSYC 310, 311 (L only)
	B3 - Laboratory Activity (one course from B1 or B2 with a “L” or “L only” designation).
	B4 - Mathematics/Quantitative Reasoning: BUS 320; CISP 440; ECON 310; MATH 300, 310, 335, 340, 342, 350, 351, 352, 370, 400, 401, 402, 410, 420; STAT 300, 480
Area C - Arts and Humanities (9 units minimum) At least one course from C1 and C2; one additional course is required and can be chosen from either C1 or C2. NOTE: Courses designated with an * in area C1 or C2 are repeatable for credit, <u>only one</u> can be used to satisfy the general education requirement in Area C.	
	C1 - Arts: Arts, Cinema, Dance, Music, Theater ART 300, 305, 320, 324, 337, 370*, 380, 390, 400; ARTH 300, 301, 304, 306, 307, 308, 310, 312, 313, 314, 318, 320, 324, 325, 328, 332, 334, 410, 420, 484, 486, 487, 488; COMM 305; DDSN 305; ENGLT 400, 403**, 404; FASH 330**; HUM 332**, 352**, MUFHL 305, 309, 310, 311, 315, 320, 330, 400, 401, 410, 411, 481, 482; MUIVI 380, 381, 382, 383; MUP 340*; MUSM 342, 344; TA 300, 302, 303, 308, 364, 370 (2 units), 404, 437, 454; TAFILM 300, 302, 303, 304, 307**, 320*

<p>C2 - Humanities: Literature, Philosophy, Languages Other than English</p> <p>ARABIC 401, 402; CANT 401, 402, 411, 412; DEAF 310, 312, 314, 316, 353, 355, 380; ENGCW 400, 410; ENGLT 303, 304, 310, 311, 317, 320, 321, 327, 328, 331, 332, 334**, 335, 345, 346, 360, 365, 370, 380, 392, 401, 403**, 480, 481; ESLR 340; FASHN 330**, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000</p>
<p>Area D - Social Sciences (9 units minimum)</p> <p>Three courses from at least two different subject areas.</p>
<p>U.S. History, Constitution and American Ideals- CSU graduation requirement but not part of the CSU Certification. Can count toward the 9 units for AREA D.</p> <p>POLS 301** or 481** <i>paired with</i></p> <p>HIST 310** or 311** or 320** or 321** or 483** or 484** or 486**</p> <p>OR</p> <p>HIST 310** or 320** or 483** or 486** <i>paired with</i></p> <p>HIST 311** or 321** or 484** or POLS 301** or 304** or 481**</p>
<p>ADMJ 349; ANTH 310, 320, 323, 331, 332, 334, 341, 481; BUS 330, 345; COMM 321, 325, 335, 341, 351; DEAF 351; ECE 312**, 314**; ECON 302, 304; ENGLT 334**, ENGWR 384; ETHNS 300, 320, 330, 340, 341, 350, 351; FCS 320**, 324**; GEOG 302, 310, 320; GERON 300**, 302**, HIST 300**, 302**, 307**, 308**, 309, 310**, 311**, 314, 320**, 321**, 344, 360**, 364**, 365**, 373**, 375**, 380**, 381, 483**, 484**, 485, 486**, 487**; JOUR 310, 320; NUTRI 310; PHIL 368** ; POLS 301**, 302, 303, 304**, 310, 312, 313, 320, 322, 340, 350, 480, 481**; PSYC 300, 314, 316, 320, 335, 340**, 352, 356**, 360**, 364, 367, 370**, 374**, 390**, 392** (2 units), 480; SOC 300, 301, 302, 310**, 318, 319, 321, 335**, 341**, 343, 344**, 345, 347, 350, 375, 480, 481, 482; WGS 300, 302, 304</p>
<p>Area E. Lifelong Learning and Self Development (3 units minimum)</p>
<p>BIOL 342**; ECE 312**, 314**, 415; FCS 320**, 324**; GERON 300**, 302**; HCD 310; HEED 300; 301, 353, KINES 411, 418; NUTRI 300, 302, 330, 480; Physical Education Activity (not more than one unit of PE activity may count in Area E with the following prefixes) FITNS, KINES, PACT, SPORT, TMACT; PSYC 340**, 356**, 358, 360**, 370**, 374**, 390**, 392** (2 units), 410; SOC 310**, 335**, 341**, 344**</p>

**2019-20 Intersegmental General Education Transfer Curriculum (IGETC)
 University of California or California State University**

Completion of ALL the requirements (full-certification) in the IGETC will permit a student who transfers from a community college to a campus in either the California State University or University of California system without the need, after transfer to take additional lower-division general education courses. Students must meet with a counselor to request the IGETC Certification. All courses must be completed with a "C" grade or better.

NOTE: The IGETC is NOT appropriate for certain majors and/or campuses. Please consult with a counselor.

**Courses are listed in more than one area but can only be used once to satisfy a requirement.

THE IGETC REQUIREMENTS MAY CHANGE EACH YEAR.

It is the student's responsibility to check with a counselor each year for updated IGETC information.

See a counselor prior to transfer concerning certification.

<p>Area 1- English Communication For CSU—three courses required, one from each Area 1A, 1B and 1C For UC—two courses required, one from each Area 1A, 1B For AA-T/AS-T - Area 1C MUST be completed</p>	
	<p>1A - English Composition (one course, 3 units required) ENGWR 300, 488</p>
	<p>1B - Critical Thinking - English Composition (one course, 3 units required) COMM 316; ENGWR 301, 302, 303, 482; SOC 305</p>
	<p>1C - Oral Communication - <u>CSU REQUIREMENT and AA-T/AS-T degree ONLY</u> (one course, 3 units required) COMM 301, 303, 311, 331, 361, 481</p>
<p>Area 2 - Mathematical Concepts and Quantitative Reasoning (one course, 3 units required) CISP 440; ECON 310; MATH 300, 340, 342, 350, 351, 370, 400, 401, 402, 410, 420; STAT 300, 480</p>	
<p>Area 3 - Arts and Humanities (three courses, 9 units required) Three courses with at least one from the Arts and one from Humanities.</p>	
	<p>3A - Arts ARTH 300, 304, 306, 307, 308, 310, 312, 313, 314, 318, 320, 324, 325, 328, 332, 334, 410, 420, 484, 486, 487, 488; COMM 305; DDSN 305, ENGLT 400, 403**, 404; MUFHL 305, 309, 310, 311, 315, 320, 330, 400, 401, 410, 411, 481, 482; TA 300, 302, 303, 308, 454; TAFILM 300, 302, 303, 304, 320</p>
	<p>3B - Humanities ANTH 331**, ARTH 301, 484; CANT 411, 412; DEAF 314, 316, 380; ENGLT 303, 304, 310, 311, 317, 320, 321, 327, 328, 331, 332, 334, 335, 345, 346, 360, 365, 380, 392, 401, 403**, 480, 481; FASH 330, FREN 411, 412; HIST 300, 302, 307**, 308**, 310**, 311**, 314**, 320**, 321**, 360**, 364, 365, 373, 375, 380**, 483**, 484**, 485**; HUM 300, 310, 320, 332, 352, 370; JAPAN 411, 412; MAND 411, 412; PHIL 300, 306, 310, 330, 331, 338, 352, 368, 480, 481; RUSS 411, 412; SPAN 411, 412, 413, 415, 425, 427; TAFILM 307</p>
<p>Area 4 (Area 4A-4J in ASSIST) - Social and Behavioral Sciences (three courses, 9 units required) Three courses from at least two disciplines. ADMJ 349; ANTH 310, 320, 323, 331**, 332, 334, 341, 481; BUS 345; COMM 321, 325, 335, 351; DEAF 355, 362; ECE 312, 314; ECON 302, 304; ENGWR 384; ETHNS 300, 320, 330, 340, 341, 350, 351; FCS 320, 324; GEOG 302, 310, 320; GERON 300, 302; HIST 307, 308, 309, 310*, 311*, 314, 320*, 321*, 344, 360**, 375, 380**, 381, 483*, 484*, 485; JOUR 310, 320; NUTRI 310; POLS 301*, 302, 303, 304*, 310, 312, 313, 320, 322, 340, 350, 480, 481*; PSYC 300, 316, 320, 335, 340, 352, 356, 360, 364, 367, 370, 374, 390, 480; SOC 300, 301, 302, 310, 318, 319, 321, 335, 341, 343, 344, 345, 347, 350, 480, 481, 482; WGS 300, 302, 304</p>	

Area 5 - Physical and Biological Sciences (two courses, 7-9 units required)

One Physical Science course and one Biological Science course; at least one course must include a related laboratory that is designated with an (L). The lecture course must be taken concurrently with or prior to the laboratory.

5A - Physical Science

ASTR 310, 320, 330, 400 (L only); CHEM 300 (L), 305 (L), 306 (L), 309 (L), 320 (L), 330 (L), 336 (L), 400 (L), 401 (L), 410 (L), 420 (L), 421 (L), 425 (L), 426 (L); GEOG 300, 301 (L only), 305, 306, 308; GEOL 302 (L), 305, 306 (L only), 308, 310, 311 (L only), 325,345; PHYS 310, 350 (L), 360 (L), 410 (L), 420 (L), 430 (L)

5B - Biological Science

ANTH 300, 301 (L only), 480; BIOL 305 (L), 308, 309 (L only), 314, 315 (L only), 326, 327(L only), 332 (L), 342, 350, 351, 352, 370 (L), 402 (L), 412 (L), 422 (L), 430 (L), 431 (L), 434, 440 (L); PSYC 310, 311 (L only)

5C - Laboratory Activity (any course from 5A or 5B with an “L” or “L only” designation).

AREA 6 Language Other Than English - (UC REQUIREMENT ONLY)

Completion of a college level foreign language course or higher:

ARABIC 401, 402; CANT 401; 402, 411, 412; FREN 401, 402, 411, 412; ITAL 401, 402; JAPAN 401, 402, 411, 412; KOREAN 401, 402; MAND 401, 402, 411, 412; PNJABI 401, 402; PRSIAN 401, 402; RUSS 401, 402, 411, 412; SPAN 401, 402, 411, 412, 413, 415; TGLG 401, 402; VIET 401, 402

OR DEAF 310, 312, 314, 316

OR completion of two years of the same foreign language in high school level work with a grade of “C” or better

OR completion of two years of formal schooling at the sixth grade level or higher in an institution where the language of instruction is not English with a grade of “C” or better
(Appropriate documentation must be presented to substantiate that the required coursework was completed.)

OR earn a score of 3 or higher on the Foreign Language Advanced Placement test

(NOT PART OF IGETC)

CSU Graduation Requirement in U.S. History, Constitution, and American Ideals, may be completed prior to transfer

Six units, choose one two-course combination from section 1 or 2:

1. POLS 301 or 481 -PLUS- HIST 310 or 311 or 320 or 321 or 483 or 484 or 486

or

2. HIST 310 or 320 or 483 or 486 -PLUS- HIST 311 or 321 or 484 or POLS 301 or 304 or 481

Aeronautics AERO

Degrees:

- A.S. – Airframe
- A.S. – Combined Airframe and Powerplant
- A.S. – Powerplant

Division of Advanced Technology

**Donnetta Webb
Technology, room 106
916-558-2491**

Certificates of Achievement:

- Airframe**
 - Combined Airframe and Powerplant**
 - Powerplant**
-

New Experimental Course

**AERO 299 Experimental Offering .5 – 4 Units
in Aeronautics**

Prerequisite: None

This is a self-paced course in aeronautics tailored to individual student needs in cooperation with the Federal Aviation Administration (FAA). This course meets, in part, the certification requirements of Part 147 of the Federal Aviation Regulations covering Airframe and Powerplant Mechanics.

Business BUS, ENTR, MGMT, MKT, RE

Degrees:

- A.S. – Accounting (see under Accounting)
- A.S. – Business, General
- AS-T – Business Administration for Transfer
- A.S. – Management
- A.S. – Marketing
- A.S. – Marketing, Advertising
- A.S. – Real Estate

Division of Business and Computer Information Science

Deborah Saks, Dean
Business Building, room 213
916-558-2581

Certificates of Achievement:

- Accounting (see under Accounting)
- Business Information Worker
- Entrepreneurship
- Management
- Marketing
- Real Estate

Certificate:

- Customer Service

New Program, page 113

Entrepreneurship

Certificate of Achievement

Program Information

Designed for current and aspiring entrepreneurs, the Entrepreneurship Certificate is a one-year program. Students will gain the knowledge, insights, and confidence of entrepreneurship through application of business concepts and ideas in the creation of a business plan. Improve your chances for success by developing skills and insights for evaluating, articulating, refining, and pitching a new product or service, either as a physical brick and mortar business, or as a virtual, online business. Learn to identify and evaluate opportunities, develop strategies, learn the basics of entrepreneurial finance, develop the professional competencies necessary for small business ownership, and launch your business.

Upon completion of this program, the student will be able to:

- create alternatives and analyze solutions for an entrepreneurial venture.
- apply ethical decision-making strategies and explain the importance of ethics and social responsibility in an entrepreneurial venture.
- distinguish the four functions of management: planning, organizing, directing, and controlling in the context of launching a business.
- develop and present a marketing plan for an entrepreneurial venture.
- research and use open source tools and resources for the development of a small business web page.
- build a well-crafted business plan.
- prepare and analyze financial statements for a start-up.
- articulate their entrepreneurial vision and present it for potential venture funding.

Required Program

Units

CISW 306 Introduction to Web Page Creation and Web Accessibility .	2
ENTR 301 Accounting for Entrepreneurs	3
ENTR 350 Introduction to Entrepreneurship, Strategy, and Managing People	3
ENTR 352 21st Century Skills & Professional Competencies for Entrepreneurs	3
ENTR 356 Bootstrap Marketing for Entrepreneurs	3
ENTR 358 Entrepreneurship Capstone	3

Total Required Units

17

Certificate of Achievement

The Certificate of Achievement may be obtained by completion of the required program with grades of “C” or better.

Marketing
Associate in Science

Program Information

This program is designed for those who wish to pursue a career in marketing, marketing communications, or sales and progress into positions of higher responsibility. This curriculum has a two-fold purpose: 1) to introduce students to the principles of marketing, and 2) to help students acquire the knowledge, skill, and understanding they need as preparation for positions in Marketing.

Career Opportunities

This program provides an opportunity for students to acquire knowledge and training for careers in sales, sales management, retail management, advertising, e-marketing, product management, marketing research, public relations, international marketing, and services marketing.

Upon completion of this program, the student will be able to:

- examine the major functional areas of business organizations, including management, marketing, finance, and accounting.
- assess which marketing communications will most effectively meet the needs of the marketplace.
- evaluate the principles of product development, pricing, distribution, promotion, and market research in the development and execution of a marketing strategy.
- incorporate professional sales skills by effectively identifying and responding to customers' needs.
- formulate a strategic marketing plan for a new or existing business.
- create the appropriate strategy, execution, and media for advertising.
- examine the concepts of ethics and social responsibility.
- formulate original ideas and concepts in addition to integrating the ideas of others into the problem solving process.
- apply principles of retailing such as business location, merchandising, inventory control, store management, and vendor relationships.
- compose effective verbal and written communications in various business settings.
- create effective internet marketing strategies that enhance a business' relationship with present and future customers.

Required Program	Units
ACCT 101 Fundamentals of College Accounting (3).....	3 - 4
or ACCT 301 Financial Accounting (4)	
BUS 300 Introduction to Business.....	3
BUS 310 Business Communications	3
BUS 340 Business Law.....	3
CISA 305 Beginning Word Processing	2
CISA 340 Presentation Graphics.....	2
ECON 302 Principles of Macroeconomics.....	3
MGMT 304 Principles of Management	3
MKT 300 Principles of Marketing	3
MKT 310 Selling Professionally.....	3
MKT 312 Retailing	3
MKT 314 Advertising.....	3
MKT 330 Internet Marketing	3
Total Required Units	37 - 38

Associate in Science Degree

The Marketing Associate in Science (A.S.) degree may be obtained by completion of the required program, plus general education requirements, plus sufficient electives to meet a 60-unit total. See SCC graduation requirements.

Computer Information Science

CISA, CISC, CISN, CISP, CISS, CISW

Degrees:

A.S. – Computer Science
A.S. – Information Processing
A.S. – Information Systems Security
A.S. – Management Information Science
A.S. – Network Administration
A.S. – Network Design
A.S. – Web Developer

Division of Business and Computer Information Science
Deborah Saks, Dean
Business Building, room 213
916-558-2581

Certificates of Achievement:

Advanced CISCO Networking
Computer Science
Data Science
Front-End Web Developer
Information Processing Specialist
Information Processing Technician
Information Systems Security
Management Information Science
Network Administration
Network Design
PC Support
Programming
Web Developer
Web Production Specialist

New Course

CISS 316 Cisco Networking Academy™: 3 Units
CCNA Cybersecurity Operations

Prerequisite: None.

Advisory: CISN 340 and CISS 310 with grades of "C" or better

Course Transferable to CSU

Hours: 45 hours LEC; 27 hours LAB

This course equips students with the knowledge and skills needed by today's organizations that are challenged with rapidly detecting cybersecurity breaches and effectively responding to security incidents. The CCNA Cybersecurity Operations curriculum provides an introduction to the knowledge and skills needed for a Security Analyst working with a Security Operations Center team. CCNA Cyber Ops covers core security skills needed for monitoring, detecting, investigating, analyzing and responding to security events, thus protecting systems and organizations from cybersecurity risks, threats, and vulnerabilities.

Design and Digital Media**ANIM, DDSN, GAME, MODL****Degree:**

A.S. – Design and Digital Media

Division of Advanced Technology

Donnetta Webb, Dean

Technology, room 106

916-558-2491

Certificates of Achievement:

3D Animation and Modeling

Design and Digital Media

Game Design

Graphic Design

User Interface and Web Design

Program correction**Design and Digital Media**

Associate in Science

Certificate of Achievement

Total Units Required = 30**Course corrections to emphasize “Formerly known as” and course number conversions****Animation (ANIM)****ANIM 295 Independent Studies in Animation 1-3 Units***Prerequisite: None.**Hours: 162 hours LAB*

This course allows students to have a learning experience in one or more of the areas of animation that is not currently covered by other course curriculum. Students will gain new skills, a real-world experience, and portfolio pieces while independently studying under the advisement of a Design and Digital Media faculty member.

ANIM 299 Experimental Offering in Animation .5-4 Units*Prerequisite: None**Course Transferable to UC/CSU**Hours: 72 hours LEC*

See Experimental Topics

ANIM 301 Animation I 3 Units*Prerequisite: None.**Advisory: ART 300 or ART 304 with a grade of “C” or better or equivalent.**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course introduces students to the animation industry: a historical perspective, industry overview, and the principles and theory that guide animation. The principles of animation are emphasized through lecture and the use of 2D drawing tools. Students learn the animation production process and industry trends. Students work on hands-on projects creating 2D animations. Formerly known as GCOM 400

ANIM 302 Animation II 3 Units*Prerequisite: ANIM 301 (formerly GCOM 400) with a grade of “C” or better, or equivalent**Advisory: ART 304 with a grade of “C” or better.**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

Students are introduced to the creation of 3D animation using the personal computer. The principles of animation and the use of 3D animation tools are emphasized through lecture and hands-on projects. Students experience the animation production process and are exposed to industry trends. Students work on projects creating 3D animations, animatics, and short films. Formerly known as GCOM 401.

ANIM 303 Animation III 3 Units*Prerequisite: ANIM 302 (formerly GCOM 401) or MODL 301 (formerly GCOM 402) with a grade of “C” or better, or equivalent**Advisory: ANIM 301 (formerly GCOM 400), ART 304, and TAFILM 330 with grades of “C” or better**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course consists of a hands-on study of the challenging subject of computer animation. Areas of focus include advanced 3D modeling, rigging, and character animation using industry standard software, as well as the synchronization of voice, sound effects, and music. Students will explore advanced techniques in camera tracking, photo realistic rendering, compositing, and video publication. The animation production process and principles of animation will be reinforced throughout this course. Formerly known as GCOM 410

ANIM 307 Motion Graphics I 3 Units*Prerequisite: None.**Course Transferable to CSU**Hours: 36 hours LEC; 54 hours LAB*

This course introduces the student to creating and animating 2D motion graphics using industry-standard applications. Students will explore the tools and techniques needed to produce motion graphics and animations for television, film, and the web. Topics will include a basic overview of motion design principles, 2D animation practices, audio integration, advanced video effects, and the technical challenges of working with video and film materials. Formerly known as GCOM 390

ANIM 495 Independent Studies in Animation 1-3 Units

Prerequisite: None.

Course Transferable to CSU

Hours: 162 hours LAB

This course allows students to have a learning experience in one or more of the areas of animation that is not currently covered by other course curriculum. Students will gain new skills, a real-world experience, and portfolio pieces while independently studying under the advisement of a Design and Digital Media faculty member. UC transfer credit will be awarded only after the course has been evaluated by the enrolling UC camps. The units completed for this course cannot be counted towards the minimum 60 units required for admissions.

ANIM 499 Experimental Offering in Animation .5-4 Units

Prerequisite: None

Course Transferable to CSU

Hours: 72 hours LEC

See Experimental Offerings

Digital Design (DDSN)

DDSN 295 Independent Studies in Digital Design 1-3 Units

Prerequisite: None.

Hours: 162 hours LAB

This course allows students to have a learning experience in one or more of the areas of graphic design, Web design, and user interface/user experience design, that is not currently covered by other course curriculum. Students will gain new skills, a real-world experience, and portfolio pieces while independently studying under the advisement of a Design and Digital Media faculty member. Formerly known as GCOM 295

DDSN 299 Experimental Offering in Digital Design .5-4 Units

Prerequisite: None

Hours: 216 hours LAB

See Experimental Offerings

DDSN 301 Graphic Design I 3 Units

Prerequisite: None.

Advisory: DDSN 311 (formerly GCOM 313) or DDSN 341 (formerly GCOM 340) with a grade of "C" or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course prepares students pursuing a career in the graphic communication fields with an in-depth exploration of the principles of graphic design. Strong emphasis is given to the development of visual acumen. Specific focus will be on design and gestalt principles; integration of text and image on the two-dimensional page; and introduction to typographic exploration. This course is a foundation course for all design students and explores interactivity across all forms of visual communication. This course is relevant to students studying graphic design, Web design, and computer animation. Formerly known as GCOM 343

DDSN 302 Graphic Design II 3 Units

Prerequisite: DDSN 301 (formerly GCOM 343) with a grade of "C" or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This is an in-depth graphic design course focusing on explorations in page layout design, image creation, and design research. Students will use hand construction techniques to design projects containing "real world" and experimental challenges. Students will develop and follow graphic design processes, resulting in several new portfolio pieces. Topics include branding, experimental image creation, multi-page publication design, book binding, constructive critique, sustainable design, and proper planning for a graphic design project. Formerly known as GCOM 345

DDSN 303 Typography I 3 Units

Prerequisite: DDSN 311 (formerly GCOM 313) or DDSN 341 (formerly GCOM 340) with a grade of "C" or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

Typography is the most essential ingredient for successful graphic design, including print, web, and all other new media. This introductory course serves as an essential primer for graphic designers in understanding the history and core principles of typography. Formerly known as GCOM 347

DDSN 305 History of Graphic Design 3 Units

Prerequisite: None.

General Education: CSU Area C1; IGETC Area 3A

Course Transferable to UC/CSU

Hours: 54 hours LEC

This course surveys the history of visual communication, design's sociopolitical and cultural contexts, and the artistic and technological characteristics of various movements. Students gain a broad understanding of design and its dynamic past to discover inspiration for the present. Students conduct research, propose, and create a project inspired by the designers and movements studied. Formerly known as GCOM 305

DDSN 311 Digital Layout I 3 Units

Prerequisite: None.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course is an introduction to graphic design principles related to page layout, composition, and electronic publishing, utilizing an industry-standard software. Students will discover how to effectively utilize the software, the design process, and critical thinking skills to create print projects such as brochures, publications, advertising, business systems, and a variety of other digital materials that follow basic layout and design principles. Formerly known as GCOM 313

DDSN 312 Digital Layout II 3 Units

Prerequisite: DDSN 311 (formerly GCOM 313) with a grade of "C" or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This is an in-depth course covering advanced creative layout, production, and electronic publishing in the graphic design industry. Utilizing industry-standard software and process, students will conceive and produce dynamic portfolio-quality projects. Topics include brand and identity design, interactive accessible form design, typography, grid, color theory, composition, multipage publication design, brochure and packaging layout, Gestalt principles, basic interactive media design, print and digital book and publication design, and working with clients. Formerly known as GCOM 314

DDSN 321 Print and Multimedia 3 Units
Publication Design I

Prerequisite: DDSN 311 (formerly GCOM 313) with a grade of “C” or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course introduces beginning level newspaper, magazine, Web, and multimedia publication design. Students will learn how to design and produce the award-winning Sacramento City College school newspaper, the bi-annual student magazine, and their accompanying websites and multi-media content. Using fundamental design concepts and theory involving grid, page layout, typography, and visual communication, students will work alongside journalism, photography, and intermediate- and advanced-level design students to produce a variety of content. This course offers an opportunity to build a portfolio and gain experience while working on real-world projects. Formerly known as GCOM 319

DDSN 322 Print and Multimedia 3 Units
Publication Design II

Prerequisite: DDSN 321 (formerly GCOM 319) with a grade of “C” or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course examines intermediate-level newspaper, magazine, Web, and multimedia publication design. Students are responsible for the design and production of the award-winning Sacramento City College school newspaper, the bi-annual student magazine, and their accompanying websites and multimedia content. Using fundamental design concepts and theory involving grids, page layout, typography, and visual communication, students will work alongside journalism and photography students and beginning- and advanced-level design students to plan and produce a variety of content. This course offers an opportunity to build a portfolio and gain experience while working on real-world projects. Formerly known as GCOM 320

DDSN 323 Print and Multimedia 3 Units
Publication Design III

Prerequisite: DDSN 322 (formerly GCOM 320) with a grade of “C” or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course examines advanced level newspaper, magazine, Web, and multimedia publication design. Students are responsible for the planning, art direction, and production management of the award-winning Sacramento City College school newspaper, the bi-annual student magazine, and their accompanying websites and multi-media content. Using fundamental design concepts and theory involving grids, page layout, typography, and visual communication, students will work alongside student editors and beginning- and intermediate-level design students to plan and produce a variety of publication content. This course offers an opportunity to build a portfolio and gain experience while working on real-world projects. Formerly known as GCOM 321

DDSN 331 Digital Imaging I 3 Units

Prerequisite: None.

Course Transferable to UC/CSU

Hours: 36 hours LEC; 54 hours LAB

This introductory course covers the core concepts associated with digital imaging. Adobe Photoshop is used for creating, manipulating, and enhancing digital images for print and screen-based media. Students learn how to effectively use this software in a graphic design environment, planning and carrying out professional digital imaging projects. This course introduces both basic visual design concepts and a comprehensive understanding of digital workflow, providing the student with a foundation for print, web, interactive, animation, and game design projects. Formerly known as GCOM 330

DDSN 332 Digital Imaging II 3 Units

Prerequisite: DDSN 331 (formerly GCOM 330) with a grade of “C” or better or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course centers on graphic design process and production employing advanced image editing techniques using the current version of industry-standard software. In addition to learning advanced capabilities, students will learn how to alter existing images realistically, creatively apply techniques to original artwork and images, visually communicate ideas and messages successfully, and prepare and present their projects to meet professional industry standards. Formerly known as GCOM 331

DDSN 333 Digital Imaging III 3 Units

Prerequisite: DDSN 331 (formerly GCOM 330) with a grade of “C” or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course centers on advanced digital imaging and image editing techniques for Internet, user interface, 3D, and video applications, using the current version of industry-standard software. Students will learn advanced capabilities such as how to alter existing images realistically, creatively apply techniques to original artwork and images, prepare static and animated graphics for use in a variety of digital media, import and alter 3D and video images, visually communicate ideas and messages successfully, and prepare and present their projects to meet professional industry standards. Formerly known as GCOM 332

DDSN 335 Digital Imaging - 1.5 Units
Special Techniques

Prerequisite: DDSN 331 (formerly GCOM 330) with a grade of “C” or better, or equivalent

Course Transferable to CSU

Hours: 18 hours LEC; 27 hours LAB

Students will learn how to use industry-standard digital imaging techniques in the process of creating artistic pieces and a final design project. Through lecture and hands-on exercises, students will learn to create and edit digital image types for any digital, creative, or visual situation. Topics include the use of channels, layers, brushes, filters, typography, color, gradients, and adjustments. Emphasis is placed on gaining creative control over every step in the creative process as well as efficient practices in handling the program. The techniques covered in this course can be applied to various digital media output methods including print design, Web design, 3D animation, and digital video. Formerly known as GCOM 105

DDSN 341 Digital Illustration for Graphic Design I 3 Units

Prerequisite: None.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This is an introductory course engaging students in theories of form making, design research, composition, and typography using the medium of digital illustration. Course projects encourage students to experiment, work within creative and technical limitations, and communicate visually. Additionally, students learn how digital illustrations are created, are exposed to a variety of different illustration styles, practice contemporary design methods and thinking, and study a designers' use of digital illustration as a communication tool. This course offers students several processes for designing original graphics and illustrations for graphic design. Formerly known as GCOM 340

DDSN 342 Digital Illustration for Graphic Design II 3 Units

Prerequisite: DDSN 341 (formerly GCOM 340) with a grade of "C" or better, or equivalent

Advisory: ART 300 with a grade of "C" or better

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course builds upon the thinking and making skills developed in DDSN 341 (formerly GCOM 340) and takes an in-depth look at applying digital illustration tools to graphic design investigations. The course work encourages students to experiment and communicate with digitally illustrated and typographic form making. Topics include color, typography, composition, visual theme, drawing technique, and understanding the offset and digital printing processes. Students complete the course with several professionally designed, original illustrations for their portfolios. Formerly known as GCOM 341

DDSN 360 User Interface Design 3 Units

Prerequisite: None.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course introduces the fundamentals and principles of contemporary user interface and website design, and the current process and technologies used. The course will provide students with the basics of Web literacy, site and interaction development, information architecture, accessibility, user experience and usability testing, wireframes, prototypes, visual design principles, and process. Students will also create a content management system-based website. Formerly known as GCOM 360

DDSN 361 Web Design I 3 Units

Prerequisite: DDSN 360 (formerly GCOM 360) with a grade of "C" or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

Students will explore theory and processes involved in designing various types of websites using an industry-standard CMS (content management system). Through a series of incremental lectures, reading, and assignments, students will explore theory and processes involved in online communications and integration of online tools, culminating in the development of a live / functional website. This course provides an overview of HTML and CSS, usability (UI/UX), project and client management, preparing images for screens, marketing via social media, prototyping, and responsive design. Students will be required to have or purchase web hosting and a domain name (\$50-\$75). Formerly known as GCOM 361

DDSN 362 Web Design II 3 Units

Prerequisite: DDSN 361 (formerly GCOM 361) with a grade of "C" or better, and CISW 306 with a grade of "C" or better, or proof of equivalent experience using HTML and CSS

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

In this course, career-minded students will explore advanced concepts of website communications, applying user-centered design principles to improve interactive features. Using an industry-standard CMS (content management system), students will learn to add extensions to the core features, advanced theme customization with CSS, child themes, and customized functions and layouts. Students will improve interaction with users through social media and email marketing, eCommerce, advanced forms and surveys, targeted SEO, and event calendars. Students who complete this course will have the ability to create and manage complex website systems and tools. Students will be required to have or purchase Web hosting and a domain name (\$50-\$75). Formerly known as GCOM 362

DDSN 390 Professional Practice and Portfolio 3 Units

Prerequisite: Prior to taking this course, a student will need to have produced at least five finished works to use in the creation of their portfolio.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course prepares students pursuing occupations in digital media arts and related technologies, including graphic design and communication, web design, user interface design, 3D animation and modeling, and game design, with a portfolio of work, career skills, and knowledge of industry practices essential to these fields. Topics include: organization and physical preparation of a portfolio of work, applying to a four-year college or design program, job and internship searches, soliciting and performing freelance work, setting up a studio, working in an existing firm, developing client relationships, self-promotion, and other resources. Using a combination of lectures and guests from the industry, this course will offer practical advice and philosophical guidance toward gaining a rewarding career in the many digital media and design fields. Formerly known as GCOM 349

DDSN 391 Design Studio I 3 Units

Prerequisite: DDSN 311 (formerly GCOM 313) and one course from the following: ANIM 301, DDSN 331, DDSN 341, DDSN 360, DDSN 361, MODL 301 (formerly GCOM 400, GCOM 330, GCOM 340, GCOM 360, GCOM 361, GCOM 402) with grades of "C" or better or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

Design Studio I introduces career-driven design students to producing real-world graphic design, Web design, or animation projects for non-profit organizations and the Sacramento community. Through lecture, demonstration, client meetings, and group brainstorming sessions, students will have the opportunity to develop a portfolio of completed projects. Students will also experience deadlines, the client-designer relationship, how to set pricing for projects, and strategies for presenting concepts and design work to a team and client. Formerly known as GCOM 490

DDSN 392 Design Studio II 3 Units

Prerequisite: DDSN 391 (formerly GCOM 490) with a grade of "C" or better

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

Design Studio II introduces intermediate-level skills to career-driven design students. Through lecture, demonstration, client meetings, and group brainstorming sessions, students will have the opportunity to develop a portfolio of completed projects. Students will also experience deadlines, the client-designer relationship, setting prices for projects, and how to present concepts and design work to a team and client. Formerly known as GCOM 491

DDSN 393 Design Studio III 3 Units

Prerequisite: DDSN 392 (formerly GCOM 491) with a grade of "C" or better

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

Design Studio III introduces advanced-level skills to career-driven design students. Through lecture, demonstration, client meetings, and group brainstorming sessions, students will have the opportunity to develop a portfolio of completed projects. Students will also experience deadlines, the client-designer relationship, how setting prices for projects, and how to present concepts and design work to a team and client. Formerly known as GCOM 493

DDSN 495 Independent Studies in Digital Design 1-3 Units

Prerequisite: None.

Course Transferable to UC/CSU

Hours: 162 hours LAB

This course involves an individual student or small groups of students in study, research, or activities beyond the scope of regularly offered courses, pursuant to an agreement among college, faculty members, and students. Independent Studies in Digital Design offers students a chance to do research and/or experimentation in the areas of graphic design, Web design, and/or user interface/user experience design, that is more typical of advanced studies in this program, studying under the advisement of a Design and Digital Media faculty member. Formerly known as GCOM 495

DDSN 499 Experimental Offerings in Digital Design .5-4 Units

Prerequisite: None

Course Transferable to CSU

Hours: 72 hours LEC

See Experimental Offerings

Game Design (GAME)

GAME 295 Independent Studies in Game Design 1-3 Units

Prerequisite: None.

Hours: 162 hours LAB

This course allows students to have a learning experience in one or more of the areas of Game Design that is not currently covered by other course curriculum. Students will gain new skills, a real-world experience, and portfolio pieces while independently studying under the advisement of a Design and Digital Media faculty member.

GAME 299 Experimental Offering in Game Design .5-4 Units

Prerequisite: None

Hours: 72 hours LEC

See Experimental Offerings

GAME 301 Video Game Design 3 Units

Prerequisite: None.

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This introductory course to video game design studies the art, technology, and science involved in the creation and development of computer games. The course covers video game history, game theory, design of computer-based games, delivery systems, development cycle, case studies, ethical and social issues, and emerging technologies and trends. This course emphasizes the understanding and the interdisciplinary nature of video game design; this course is not a computer programming course. Formerly known as GCOM 420

GAME 303 Video Game Level Design 3 Units

Prerequisite: MODL 302 (formerly GCOM 424) with a grade of "C" or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

In this course, students will explore the art of video game level design. The course follows the level designer through the game development process. Using industry standard software, students will develop and refine a three-dimensional video game level. Topics covered include theme, audience, mood, player challenges, level narrative, puzzle design, diagram design, template creation, play-testing, and troubleshooting. The artistic aspects of game design will be emphasized; this course is not a computer programming course. Formerly known as GCOM 426

GAME 495 Independent Studies in Game Design 1-3 Units

Prerequisite: None.

Course Transferable to CSU

Hours: 162 hours LAB

This course allows students to have a learning experience in one or more of the areas of game design that is not currently covered by other course curriculum. Students will gain new skills, a real-world experience, and portfolio pieces while independently studying under the advisement of a Design and Digital Media faculty member. UC transfer credit will be awarded only after the course has been evaluated by the enrolling UC camps. The units completed for this course cannot be counted towards the minimum 60 units required for admissions.

GAME 499 Experimental Offering in Game Design .5-4 Units

Prerequisite: None

Course Transferable to UC/CSU

Hours: 72 hours LEC

See Experimental Offerings

3D Modeling (MODL)

MODL 295 Independent Studies in 3D Modeling 1-3 Units

Prerequisite: None.

Hours: 162 hours LAB

This course allows students to have a learning experience in one or more of the areas of 3D Modeling that is not currently covered by other course curriculum. Students will gain new skills, a real-world experience, and portfolio pieces while independently studying under the advisement of a Design and Digital Media faculty member.

MODL 299 Experimental Offering in 3D Modeling .5-4 Units

Prerequisite: None

Hours: 72 hours LEC

See Experimental Offerings

MODL 301 3D Modeling I 3 Units

Prerequisite: None.

Advisory: ANIM 301 (formerly GCOM 400) and ART 304 with grades of "C" or better

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

This course introduces the student to 3D modeling and character rigging using industry standard 3D modeling software. Through exercises and hands on projects, students explore concepts, principles, and techniques in 3D modeling and character rigging. Formerly known as GCOM 402

MODL 302 3D Modeling II 3 Units

Prerequisite: MODL 301 (formerly GCOM 402) with a grade of "C" or better, or equivalent

Course Transferable to CSU

Hours: 36 hours LEC; 54 hours LAB

In this course, students will explore the production of video game graphics. The course follows the role of the video game artist through the game development process. Using industry standard graphic software, students will develop and refine three-dimensional video game assets. Topics covered include concept art, understanding and developing game assets, and troubleshooting. The artistic side of video game design will be emphasized; this course is not a computer programming course. Formerly known as GCOM 424

MODL 495 Independent Studies in 3D Modeling 1-3 Units

Prerequisite: None.

Course Transferable to CSU

Hours: 162 hours LAB

This course allows students to have a learning experience in one or more of the areas of 3D Modeling that is not currently covered by other course curriculum. Students will gain new skills, a real-world experience, and portfolio pieces while independently studying under the advisement of a Design and Digital Media faculty member. UC transfer credit will be awarded only after the course has been evaluated by the enrolling UC camps. The units completed for this course cannot be counted towards the minimum 60 units required for admissions.

MODL 499 Experimental Offering in 3D Modeling .5-4 Units

Prerequisite: None

Course Transferable to CSU

Hours: 72 hours LEC

See Experimental Offerings

Advanced Proficiency in English as a Second Language Certificate of Achievement

Correction to Required Program

Program Information

The Advanced Proficiency Program recognizes attainment of English language abilities to an advanced-low level of English in listening, speaking, reading, writing, and grammar skills. It demonstrates achievement of skills used in academic courses at the community college level as well as in the workplace community.

Upon completion of this program, the student will be able to:

- recognize cultural practices common to workplace situations in the United States.
- demonstrate communication skills necessary in the workplace.
- employ a variety of active reading strategies and adjust reading speed appropriately to address a full range of reading tasks including reading for inferences and bias.
- analyze and evaluate a variety of texts.
- cite outside sources correctly by using quotations, paraphrases, and summaries in writing assignments.
- compose and edit clear, well-developed, and organized essays on academic topics.
- revise and edit to achieve clarity of ideas and correctness of grammar, punctuation, and mechanics.
- use a variety of sentence types with sophisticated logical connectors.

Required Program

Units

ESL 114 Career Communication Skills: Intermediatea	4
ESLG 320 Advanced-Low Grammar.....	4
ESL 325 Advanced-Low Integrated Reading and Writing (6).....	6 - 8
or [ESLW 320 Advanced-Low Writing (4)	
and ESLR 320 Advanced-Low Reading (4)]	

Total Units Required

14-16

Certificate of Achievement

The Certificate of Achievement may be obtained by completion of the required program with grades of “C” or better.

Geography GEOG

Degree: AA-T – Geography for Transfer

Division of Behavioral and Social Sciences
Kasey Gardner, Dean
Rodda Hall North, room 226
916-558-2401

Course Correction – hours

GEOG 391 Field Studies in Geography: 1 – 4 Units Mountain Landscapes

Prerequisite: None.

Course Transferable to CSU

Hours: 24 hours LEC; 144 hours LAB

This course involves the study of geographic principles and processes in mountain environments. The course content will vary by destination but may include topics in physical geography (e.g., plant and animal communities, climate and weather, geology and geomorphology, natural hazards, environmental impacts, etc.), human geography (e.g., cultural landscapes, economic activities, transportation issues, land use patterns, etc.), and introduction to tools and techniques used for geographic field research (e.g., map and compass use, the Global Positioning System (GPS), Geographic Information Systems (GIS), etc.). Field excursions are required.

Interdisciplinary Studies**INDIS****MAKR****Degree**

A.A. – Environmental Literacy

A.A. – Interdisciplinary Studies: Arts and Humanities

A.A. – Interdisciplinary Studies: Math and Science

A.A. – Interdisciplinary Studies: Social and Behavioral Sciences

Coursework:**Modern Making****New Courses****MAKR 140 Introduction to Making 2 Units***Prerequisite: None.**Hours: 18 hours LEC; 54 hours LAB*

This highly immersive, hands-on introductory survey course introduces students to the principles of making and design thinking through fabricating or producing a finished product. Students learn to design and build physical things or spaces, make them work, and integrate them with electronics, software, or mediums of innovation. Students will gain knowledge of common fabrication techniques and skill using the associated tools, such as: 3D printing, CNC (Computer Numerical Control) machining, laser cutting, woodworking and metalworking, large printer and cutter usage, electronics, microcontroller programming, textile making, weaving looms, food and beverage making and processing, and more. Students will use this knowledge and skill in both individual and team settings, and participate in a capstone project. Supplies are provided for all assigned projects. Students who have taken this course as MAKR 299 are not eligible to enroll in this course.

MAKR 151 Makerspace Lab I .5 – 1.0 Units*Prerequisite: None.**Hours: 54 hours LAB*

This lab course provides access to workshops in the methodologies and practices of making in a contemporary Makerspace / fabrication laboratory environment. Via hands-on trainings, workshops, and instruction, students will gain experience using a variety of equipment used in the Makerspace to design and build projects using materials and equipment such as wood, plastics, metals, textiles, organic matter, 3D printing, milling, electronics, large format printing, sewing machines, looms, and food and beverage processors. Supplies are provided for all training projects for this course but not for larger scale commercial projects. Students have access to all equipment after completing the required safety training and any relevant workshops. Students who have taken this course as MAKR 299 are not eligible to enroll in this course.

MAKR 152 Makerspace Lab II 1 Unit*Prerequisite: MAKR 151 (Makerspace Lab) or 151 (Makerspace Lab I) with a grade of "C" or better**Hours: 54 hours LAB*

This lab course provides access to intermediate-level workshops in the methodologies and practices of making in a contemporary Makerspace / fabrication laboratory environment. Via hands-on trainings, workshops, and instruction, students will gain experience using a variety of equipment used in the Makerspace to design and build projects using materials and equipment such as wood, plastics, metals, textiles, organic matter, 3D printing, milling, electronics, large format printing, sewing machines, looms, and food and beverage processors. Supplies are provided for all training projects for this course but not for larger scale commercial projects. Students have intermediate-level access to all equipment after completing the required safety training and any relevant workshops.

MAKR 153 Makerspace Lab III 1 Unit*Prerequisite: MAKR 152 (Makerspace Lab II) with a grade of "C" or better**Hours: 54 hours LAB*

This lab course provides access to advanced-level workshops in the methodologies and practices of making in a contemporary Makerspace / fabrication laboratory environment. Via hands-on trainings, workshops, and instruction, students will gain experience using a variety of equipment used in the Makerspace to design and build projects using materials and equipment such as wood, plastics, metals, textiles, organic matter, 3D printing, milling, electronics, large format printing, sewing machines, looms, and food and beverage processors. Supplies are provided for all training projects for this course but not for larger scale commercial projects. Students have advanced-level access to all equipment after completing the required safety training and any relevant workshops.

MAKR 295 Independent Studies in Modern Making 1 – 3 Units*Prerequisite: None.**Hours: 54 - 162 hours LAB*

This course involves an individual student or small groups of students in study, research, or activities beyond the scope of regularly offered courses, pursuant to an agreement among college, faculty members, and students. Independent Studies in Making offers students a chance to do research and/or experimentation that is more typical of advanced studies in digital fabrication and making.

Library and Information Technology LIBT

Degree:

A.S. – Library and Information Technology

Division of Learning Resources

Kevin Flash, Dean

Learning Resource Center, room 236

916-558-2253

Certificate of Achievement:

Library and Information Technology
School Library Media Center

New Program

School Library Media Center

Certificate of Achievement

Program Information

The School Library Media Center Certificate is designed to prepare students with the skills and knowledge needed to run a school library media center. Students with little or no experience working in libraries will gain a valuable understanding of common job requirements for work in school library media centers. Students who are currently employed in school libraries will gain an improved understanding of their jobs and potentially increase their employment opportunities.

Career Opportunities

There are a large number of job opportunities for School Library Media Center Assistants in the Sacramento region. There are multiple school districts in Sacramento County alone. Most k-12 school sites have a school library media center and school administrators are interested in well trained library staff to run these facilities.

Upon completion of this program, the student will be able to:

- manage a school library media center.
- describe the skills and personal qualities that make an effective library paraprofessional.
- describe the philosophical and legal foundations of libraries and the history, mission, roles, and organization of various types of libraries and networks.
- describe the processes required for acquiring and maintaining a library collection.
- identify the most appropriate methods for providing library services to a diverse clientele.
- understand the history of the Internet, how it functions, ethical issues relating to it, and how to use informational resources on the Internet to do research.
- select, use, and maintain appropriate equipment for library functions and services; perform basic troubleshooting.

Required Program

LIBT 100 Introduction to Library and Information Technology.....	1
LIBT 300 Introduction to Library Services	2
LIBT 325 Internet Research Skills	3
LIBT 330 Library Technical Processes	3
LIBT 333 Library/Media Materials and Equipment	1
LIBT 340 The School Library Media Center.....	3
LIBT 343 Library Public Services.....	3
LIBT 498 Work Experience in Library and Information Technology (1 -4).....	1 - 4
or WEXP 498 Work Experience in (Subject) (1 -4)	
Total Units Required	17-20

Certificate of Achievement

The Certificate of Achievement may be obtained by completion of all courses in the required program with a minimum grade of “C” or better.

Physics PHYS

**Division of Science and Allied Health
James Collins, Dean
South Gym, room 220
916-558-2271**

Course Correction - hours

PHYS 410 Mechanics of Solids and Fluids 5 Units

Prerequisite: MATH 400 with a grade of "C" or better

Corequisite: MATH 401

General Education: AA/AS Area IV; CSU Area B1; CSU Area B3; IGETC Area 5A; IGETC Area 5C

Course Transferable to CSU/UC

Hours: 72 Hours LEC; 54 hours LAB

Topics covered in this class include linear and rotational motion, Newton's laws, dynamics of rigid bodies, harmonic motion, and fluid statics. This course is for physics, mathematics, chemistry, architecture, and engineering majors.

Psychology PSYC

Degrees:

- A.A. – Psychology
- AA-T – Psychology for Transfer

Division of Behavioral and Social Science
Kasey Gardner, Dean
Rodda Hall North, room 226
916-558-2401

New Course

PSYC 330 Introductory Statistics 3 Units
for the Behavioral Sciences

Prerequisite: MATH 120 with a grade of “C” or better, or placement through the assessment process.

Course Transferable to CSU

Hours: 54 hours LEC

This course focuses upon the concepts and applications of descriptive and inferential statistics in psychology and other social and behavioral sciences. Topics include: descriptive statistics; probability and sampling distributions; parametric and nonparametric statistical methods; hypothesis testing; statistical inference; correlation and regression; chi-square; t-tests; and analysis of variance procedures. Application of both hand-computation and statistical software to data in a social science context will be emphasized, in addition to the interpretation of the relevance of the statistical findings.