ADDENDA TO THE 2014-2016 HOSTOS COMMUNITY COLLEGE ACADEMIC BULLETIN

September 2015

November 2015

January 2016

TABLE OF CONTENTS

NEW COURSE EFFECTIVE SEPTEMBER 2015

Business Department

[ADD] New Course (Catalog Page 107 and 238)
OT 209 Medical Office Procedures
3 Credits 3 Hours
Prerequisite: OT 104 Office Systems and Procedures
Co-requisite: OT 104 Office Systems and Procedures
The course is designed to acquaint the student with the routines of a medical office, including medical records, financial records, correspondence, case histories, medical articles, appointment scheduling, and filing methods. The student will acquire these specific skills through office projects such as case histories, medical reports, filing systems, and record-keeping. The student will also develop the skill of transcribing medical records.

NEW COURSES EFFECTIVE NOVEMBER 2015

Humanities Department

[ADD] New Course (Catalog Page 132 and 204)
DD 108 Visual Narrative
3 Credits 3 Hours
This course explores the techniques of visual storytelling through the analysis, critiquing and development of storyboards, graphic novels and comics with the purpose of further understanding the meaning and structure underlying all stories and time-based media. This course explores: Basic Story Structure (Inciting Incident, Gap Widening Events, Climax, Resolution); The Basic Principles of Story Telling (Crisis Decision, Risk = Motivation, The Basic Elements of Comedy, Types of Conflict, Story Argument, Status, Set Up and Pay Off, Subtext); How to Tell a Story Visually (Panels, Framing, Composition, Lay Out, Elements of Design).

[ADD] New Course (Catalog Page 137 and 208)
GD 298 Independent Study I
3 Credits 3 Hours
Pre-requisite: DD 101
The digital independent study credits have been designed to provide students in digital design, animation, music production and game design, professional and practical experience in their field of study.

[ADD] New Course (Catalog Page 137 and 208)
GD 299 Independent Study II
3 Credits 3 Hours
Pre-requisite: DD 101
The digital independent study credits have been designed to provide students in digital design, animation, music production, and game design professional and practical experience in their field of study.

NEW COURSES EFFECTIVE JANUARY 2016

Language & Cognition Department

[ADD] New Course (Catalog Page 152 and 222)
ESL 93 Basic Composition II
3 Credits 6 Hours
Pre-requisite: Continuing students with at least one attempt in ESL 91 with a failing score of 48 – 55 on the CAT-W writing examination and a passing grade on the CAT-R reading examination.
Continuing students who have completed ESL 35 (and ESL 36 or ESL 37); ESL 82 or ESL 84 or ESL 86 or ESL 88 with a failing score of 48 – 55 on the CAT-W writing examination and a passing grade on the CAT-R reading examination.
First-semester students who have placed in the ESL 91 level and have passed the CAT-R reading examination, with a failing score of 48-55 on the CAT-W writing examination.
The goal of this 6-hour course is to give learners of English as a Second Language the opportunity to engage in writing as a means of communication. The students will learn the major rhetorical modes through the preparation of written essays. This will be achieved not only through writing itself but also by means of an extensive reading component that has been woven into the curriculum in order to respond to the advanced skills of the students of the class, all of whom have been admitted to this course with a passing grade on the CAT-R examination and a failing score of 48 - 55 on the CAT-W examination. Reading selections will be analyzed regularly for structure and meaning, and grammar will also be reviewed weekly. In addition, because the readings will be presented in thematic units, students will learn to write summaries reflecting a synthesis of ideas, a skill that is taught in ENG 110 (Expository Writing). Students will also prepare for the CAT-W examination. A passing grade on this examination will entitle students to a passing grade in the course if they have fulfilled all other requirements as well as entrance into ENG 110. As is generally the case, students may be referred to the Writing Center for additional work by their instructor.

[ADD] New Course (Catalog Page 152 and 222)
ESL 94 Readings in the Natural Sciences
1 Credit 3 Hours
Pre-requisite: Continuing students with at least one "R" grade in ESL 92 with a failing score of 60 – 69 on the CAT-R reading examination;
Continuing students who have completed ESL 35 (and ESL 36 or ESL 37) or ESL 82 or ESL 84 or ESL 86 or ESL 88 with a failing score of 60 – 69 on the CAT-R reading examination;
First-semester students who have placed in the ESL 91 level or have passed the CAT-W writing examination, with a failing score of 60-69 on the CAT-R reading examination.
This course has been designed to give students who have already taken ESL 92 ("Foundations in Critical Reading") the opportunity to respond to the challenges of reading advanced texts in the natural sciences as they continue to prepare for the CAT-R reading exam. The texts are more advanced than those normally encountered in ESL 92 because they have been selected to cater to the needs of students with high failing scores (60 to 69) on the reading examination. The readings give students a grasp of the major changes that have occurred in the history of science from antiquity to modern times. Students are given an overview of the progress made in each historical period. By offering students key excerpts from authentic reading materials, they study in depth the contributions of one or two scientists in each period. Students become aware of how different discoveries and scientific theories have contributed to society and human development but have also clashed with religious and spiritual views throughout history and resulted in conflicts that have often made life dangerous for the innovators because of the threats their ideas posed to the particular status quo of their time. As various topics are discussed in their specific sociocultural context, students consider the varying "tensions" that often exist between scientists and members of the public media and government policy makers and religious leaders and how the "facts" of scientific discoveries in our natural world are not always embraced by everyone despite their apparent authenticity. They also learn to appreciate how these "tensions" have often been mitigated in time and how, through the progress made through scientific inquiry, we humans have become

increasingly aware of our ability to tap the resources of the natural world – in ways that have sometimes proven not only to be to our advantage but also to our disadvantage.

In addition to the selected readings, students study a work of fiction or nonfiction during the semester that is related to the scientific experience. Students will have completed a review of this work at the end of the semester.
Through the prism of the specific content of the course, students work on refining their reading skills. A conscious effort is made to improve students' reading comprehension, while focusing on vocabulary development, reference building, past and present, and the critical thinking skills that are essential for success with the college reading experience. In addition, students are given test-taking practice throughout the semester in order to refine their test-taking strategies.

The following college-level pedagogical strategies are incorporated into the course curriculum:

1. Making students aware from the start that reading is a problem-solving process and key to their success in their college programs; 2. Exposing students to more complex prose so that they will acquire the higher-level vocabulary and advanced reading skills necessary to negotiate the more complex academic discourses they will encounter in the major content areas; 3. Learning skimming and scanning strategies; 4. Learning to anticipate outcomes and draw conclusions; 5. Learning to identify and build connections between central points, main ideas, and supporting details; 6. Learning to go from literal comprehension of texts to more interpretive, inferential reasoning; 7. Learning to differentiate between facts and opinions, purpose and tone; different rhetorical modes and text functions; 8. Learning to critically analyze maps, graphs and charts. 9. Learning to create outlines and summaries not only for written texts but also for maps, graphs, and charts; 10. Learning through the reading process how to become better writers; 11. Writing in response to reading.

[ADD] New Course (Catalog Page 152 and 222)
ESL 96 Readings in the Social Sciences
1 Credit 3 Hours
Pre-requisite*: <u>Continuing students</u> with at least one "R" grade in ESL 92 with a failing score of 60 – 69 on the CAT-R reading examination;*
<u>Continuing students</u> who have completed ESL 35 (and ESL 36 or ESL 37) or ESL 82 or ESL 84 or ESL 86 or ESL 88 with a failing score of 60 – 69 on the CAT-R reading examination;
<u>First-semester students</u> who have placed in the ESL 91 level or have passed the CAT-W writing examination, with a failing score of 60-69 on the CAT-R reading examination.
This course has been designed to give students who have already taken ESL 92 ("Foundations in Critical Reading") the opportunity to respond to the challenges of reading advanced texts in the social sciences as they continue to prepare for the CAT-R reading exam. The texts are more advanced than those normally encountered in ESL 92 because they have been selected to cater to the needs of students with high failing scores (60 to 69) on the reading examination. The readings give students a grasp of major social issues that are presented in both academic frameworks and the public media. Students will respond to authentic reading materials presenting an overview of different viewpoints and including different styles and genres. As various topics are discussed in their specific sociocultural context, students will reflect on conflicting ideas and tensions. In addition to the selected readings, students will study a work of fiction or nonfiction during the semester that is related to a topic in the social sciences. Students will have completed a review of this work at the end of the semester. Students will also read a weekly selection from the New York Times, which reflects an idea presented in a reading discussed in class.
Through the prism of the specific content of the course, students work on refining their reading skills. A conscious effort is made to improve students' reading comprehension, while focusing on vocabulary development, reference building, past and present, and the critical thinking skills that are essential for success with the college reading experience. In addition, students are given test-taking practice throughout the semester in order to refine their test-taking strategies. The following college-level pedagogical strategies are incorporated into the course curriculum: 1. making students aware from the start that reading is a problem-solving process and key to their success in their college programs; 2. exposing students to more complex prose so that they will acquire the higher-level vocabulary and

advanced reading skills necessary to negotiate the more complex academic discourses they will encounter in the major content areas; 3. learning skimming and scanning strategies; 4. learning to anticipate outcomes and draw conclusions; 5. learning to identify and build connections between central points, main ideas, and supporting details; 6. learning to go from literal comprehension of texts to more interpretive, inferential reasoning; 7. learning to differentiate between facts and opinions, purpose and tone; different rhetorical modes and text functions; 8. learning to critically analyze maps, graphs and charts. 9. Learning to create outlines and summaries not only for written texts but also for maps, graphs, and charts; 10. Learning through the reading process how to become better writers; 11. Writing in response to reading.

CHANGES MADE TO EXISTING COURSES EFFECTIVE NOVEMBER 2015

<u>Humanities Department</u>

DD 104 Color Theory & Design (Catalog Page 131 and 203)
[DELETE] Pre-requisite: None
[ADD] Pre-requisite: DD 101
[REVISED] Course Description Revised
This course provides students with a foundational understanding of color from the perspective of design, and helps students to recognize how color choices can enhance or undermine an intended message. The class will explore the basic principles of color theory and its history. Students will learn to apply this information to the practice of graphic design through projects and brief research presentations.

DD 105 2D Design (Catalog Page 131 and 203)
[DELETE] Pre-requisite: None
[ADD] Pre-requisite: DD 101
[REVISED] Course Description Revised
This course will help students to build a familiarity with the use of point, line, shape, value and texture in order to create effective compositions. Knowledge of these fundamentals and how they work will help them to better understand design across media platforms. Students will explore scale, contrast, emphasis, pattern, as well as rhythm by means of exercises and readings. These readings and exercises will serve as a foundation for their future careers in design.

DD 107 Concepts in Animation (Catalog Page 132 and 203)
[DELETE] Pre-requisite: VPA 121
[ADD] Pre-requisite: DD 101
[REVISED] Course Description Revised
This course introduces students to principles and techniques of character animation. With an emphasis on process, experimentation, and critical thinking, students will explore techniques for depicting movement, expression and emotion through an assortment of projects working with traditional and digital animation techniques. Projects will involve physical movement, narrative structure, character development and sound design. By terms end each student will have the beginnings of a sophisticated animation portfolio.

DD 112 Introduction to Web Design (Catalog Page 132 and 204)
[DELETE] Introduction to Web Design
[ADD] Web Design I
[REVISED] Course Description Revised
This course introduces web design principles and basic programming techniques for developing effective and functional web sites. The course provides students with a foundation in hand coding in hypertext markup language

(HTML) and cascading style sheets (CSS). Course work will emphasize information design, hierarchical and navigational models, screen-based design considerations, and current industry trends.

DD 113 Introduction to Motion Graphics (Catalog Page 132 and 204)
[DELETE] Introduction to Motion Graphics
[ADD] Motion Graphics and Animation Production
[DELETE] Pre-requisite: DD 101, DD 102
[ADD] Pre-requisite: DD 107
[REVISED] Course Description Revised
This course introduces students to motion graphics and animated short film production through the use of current industry standard software. Students will gain insight into making both independent and commercial animated shorts, through critical viewing, lectures, in-class exercises, and creative projects.

DD 114 Digital Illustration (Catalog Page 132 and 204)
[DELETE] Digital Illustration
[ADD] Digital Illustration I
[DELETE] Pre-requisite: DD 101, DD 102, DD 112
[ADD] Pre-requisite: DD 105, VPA 121

DD 201 Communication Design (Catalog Page 132 and 204)
[ADD] Pre-requisite: DD 101, DD 204

DD 202 Introduction to Final Cut Pro (Catalog Page 132 and 204)
[DELETE] Introduction to Final Cut Pro
[ADD] Video Production
[DELETE] Pre-requisite: DD 102, DD 113
[ADD] Pre-requisite: DD 101

DD 204 Principles of Typography (Catalog Page 133 and 205)
[DELETE] Principles of Typography
[ADD] Typography I
[DELETE] Pre-requisite: DD 101
[ADD] Pre-requisite: DD 105
[REVISED] Course Description Revised
This course provides students with a foundational understanding of typography, its history, principles, considerations, and techniques. Bridging the gap between visual design and language, typography is one of the most important elements of graphic design. The course will explore the power of communication that the letterform holds, and the rules that guide a typographer's hand. Through a series of readings and exercises, students will gain insight into the world of typography.

DD 205 3D Design (Catalog Page 133 and 205)
[DELETE] Pre-requisite: DD 105
[ADD] Pre-requisite: DD 101, VPA 121
[REVISED] Course Description Revised
This course introduces students to three-dimensional design through figure drawing, enlightening gallery/museum visits, and by means of design projects exploring the issues and techniques discovered. Particular attention will be paid to the importance of depicting the environment, object, and figure.

DD 207 Introduction to Maya (Catalog Page 133 and 205)
[DELETE] Introduction to Maya
[ADD] 3D Computer Animation I
[DELETE] Pre-requisite: DD 101, DD 102, DD 205
[ADD] Pre-requisite: DD 107
[REVISED] Course Description Revised
This class introduces students to 3D computer animation with a series of exercises and projects created to develop a strong foundation. Students will develop necessary modeling, rigging, and animating skills, as well as a solid understanding of the complex software interfaces. Along the way students will be exposed to project development strategies as well as more complex issues dealing with 3D design.

DD 298 Digital Independent Study I (Catalog Page 133 and 205)
[DELETE] 1 Credit
[ADD] 3 Credit

DD 299 Digital Independent Study II (Catalog Page 133 and 205)
[DELETE] 1 Credit
[ADD] 3 Credit

DD 301 Advance Digital Illustration (Catalog Page 133 and 205)
[DELETE] Advance Digital Illustration
[ADD] Digital Illustration II
[DELETE] Pre-requisite: DD 101, DD 102, DD 112,
[ADD] Pre-requisite: DD 114

DD 302 Advance Web Design (Catalog Page 134 and 205)
[DELETE] Advanced Web Design
[ADD] Web Design II
[DELETE] Pre-requisite: DD 101, DD 102, DD 105, DD 106, DD 113, DD 201
[ADD] Pre-requisite: DD 112
[REVISED] Course Description Revised
This course expands on the foundation established in DD112 Web Design I focusing on web design principles and programming techniques for developing web content. Students will further explore hypertext markup language (HTML) and cascading style sheets (CSS) while broadening the scope of their programming knowledge focusing on server-side scripting and relational databases.

DD 305 After Effects (Catalog Page 134 and 206)
[DELETE] After Effects
[ADD] 2D Computer Animation
[DELETE] Pre-requisite: DD 102
[ADD] Pre-requisite: DD 101, DD 107
[REVISED] Course Description Revised
This course is an introductory computer animation class designed to develop fluency in visual expression within time based digital environments. Students will gain a solid foundation in 2D computer animation and effects techniques that will enhance their creative expression. Complimentary relationships between commercial and fine arts work will also be explored.

DD 307 Advanced Maya (Catalog Page 134 and 206)
[DELETE] Advanced Maya
[ADD] 3D Computer Animation II
[DELETE] Pre-requisite: DD 101, DD 102, DD 107, DD 113, DD 205,
[ADD] Pre-requisite: DD 207
[REVISED] Course Description Revised
In this class students will explore 3D animation to a far deeper extent than previously experienced in its pre-requisite class Introduction to 3D Animation. Students will explore rigging, animating and rendering their own animation short, as well as developing techniques in lighting, skinning, texturing and painting their creations.

DM 201 Synthesizers, Sampling, & MIDI Production (Catalog Page 134 and 206)
[DELETE] Pre-requisite: DM 103, DM 105,
[ADD] Pre-requisite: MUS 101, DM 106

DM 202 Sound Lab I (Catalog Page 135 and 206)
[DELETE] Pre-requisite: DM 201
[ADD] Pre-requisite: MUS 101
[ADD] Co-requisite: DM 106, DM 201

DM 205 Sound Design (Catalog Page 135 and 205)
[DELETE] Pre-requisite: DM 103, DM 105,
[ADD] Pre-requisite: MUS 101, DM 106
[DELETE] Co-requisite: None
[ADD] Co-requisite: DM 201

DM 206 Production I (Catalog Page 135 and 207)
[DELETE] Pre-requisite: DM 205
[ADD] Pre-requisite: MUS 101
[DELETE] Co-requisite: None
[ADD] Co-requisite: DM 106, DM 201

DM 298 Digital Independent Study I (Catalog Page 135 and 207)
[DELETE] 1 Credit
[ADD] 3 Credit

DM 299 Digital Independent Study II (Catalog Page 135 and 207)
[DELETE] 1 Credit
[ADD] 3 Credit

DM 310 Sound as Story (Catalog Page 135 and 207)
[DELETE] Pre-requisite: DM 201, DM 202, DM 205
[ADD] Pre-requisite: MUS 101, DM 106
[DELETE] Co-requisite: None
[ADD] Co-requisite: DM 201

DM 315 Sound Design in Context (Catalog Page 135 and 207)
[DELETE] Pre-requisite: DM 206
[ADD] Pre-requisite: MUS 101
[DELETE] Co-requisite: None
[ADD] Co-requisite: DM 106, DM 201

GD 102 Beyond Games (Catalog Page 137 and 208)
[REVISED] Course Description Revised
This course explores the revolutionary effect that games have had on our culture at large and how artists, sociologists, politicians, musicians and others have used games and gaming tools to create new forms of expression. The class will be divided into four sections focusing on: games as art, games as story, games as social interaction, and games as tools for learning. Students will read and analyze a variety of articles relating to these topics. Students will develop educational games, research related topics and develop papers about their research. In addition students will have the opportunity to create game art as well as explore the narrative power of games.

GD 105 Introduction to Flash (Catalog Page 137 and 208)
[DELETE] Introduction to Flash
[ADD] Game Programming I
[DELETE] Pre-requisite: DD 101,
[ADD] Pre-requisite: GD 101, MAT 100
[REVISED] Course Description Revised
This course introduces students to game programming. Students will explore the core concepts of basic programming techniques, including variables, syntax, conditionals, loops, functions and classes. Students will incorporate their knowledge of illustration, images, text, animation, and sound to create meaningful game experiences in code.

GD 201 Digital Games (Catalog Page 137 and 208)
[DELETE] Pre-requisite, DD 112
[ADD] Pre-requisite: DD 101, GD 101

GD 205 Game Programming (Catalog Page 137 and 208)
[DELETE] Game Programming
[ADD] Game Programming II
[REVISED] Course Description Revised
This course builds on students' programming knowledge and strengthens the foundations and fundamentals of programming with a focus on the creation of games. Here, students build an increased familiarity with programming concepts such as variables, scope, iteration, conditionals as well as basic animation techniques, and with these tools students create a series of game interactions in preparation for conceptualizing and building a final small game. This course also covers Artificial Intelligence, Collision, and Physics algorithms as well as teaching students how to use a variety or pre-built game architectures.

GD 210 Game Studio (Catalog Page 137 and 208)
[DELETE] Pre-requisite: GD 101, DD 112
[ADD] Pre-requisite: GD 105, GD 201
[REVISED] Course Description Revised
This course focuses first on introducing students to how small and large scale game development takes place in the games industry. Students study the different career paths within a company, the development cycle, game marketing and peripheral game markets. Then students develop a group project to create a game from initial concept to final production. Over the course of the semester students are introduced to the principles of developing a project using iterative design methodologies.

CHANGES MADE TO EXISTING COURSES EFFECTIVE JANUARY 2016

Education Department

EDU 105 Social Studies for Young Children (Catalog Page 119 and 209)
[ADD] Pre-requisite: EDU 104
[DELETE] Co-requisite: ENG 91
[ADD] Co-requisite: ENG 93 or ESL 91 or Higher

EDU 107 Creative Art Activities for Young Children (Catalog Page 120 and 209)
[ADD] Pre-requisite: EDU 104, EDU 131
[DELETE] Co-requisite: ENG 91
[ADD] Co-requisite: ENG 93 or ESL 91 or Higher

EDU 109 Music and Movement (Catalog Page 120 and 210)
[ADD] Pre-requisite: EDU 104, EDU 131
[DELETE] Co-requisite: ENG 91
[ADD] Co-requisite: ENG 93 or ESL 91 or Higher

EDU 111 Science and Mathematics for Young Children (Catalog Page 120 and 210)
[ADD] Pre-requisite: EDU 104, EDU 131
[DELETE] Co-requisite: ENG 91
[ADD] Co-requisite: ENG 93 or ESL 91 or Higher

EDU 113 Field Experience in Early Childhood Education I (Catalog Page 120 and 210)
[ADD] Pre-requisite: EDU 104, EDU 131
[DELETE] Co-requisite: ENG 91
[ADD] Co-requisite: ENG 93 or ESL 91 or Higher

EDU 132 Social Studies in a Bilingual Classroom (Catalog Page 121 and 211)
[ADD] Pre-requisite: EDU 131
[DELETE] Co-requisite: ENG 91
[ADD] Co-requisite: ENG 93 or ESL 91 or Higher

OFFICE TECHNOLOGY – ACADEMIC PLAN REVISION
EFFECTIVE SEPTEMBER 2015
REVISED PROGRAM (Catalog Page 187)

OFFICE TECHNOLOGY (A.A.S)
REQUIRED COMMON CORE   CREDITS

English Composition.. **6**
ENG 110, ENG 111
Mathematical & Quantitative Reasoning **3**
MAT 100 **OR** MAT 120
Life & Physical Sciences... **4**
BIO 110, BIO 111 (Lab), BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110,
ENV 111 (Lab), PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.
FLEXIBLE COMMON CORE

CHOOSE FROM ANY FLEXIBLE COMMON CORE AREA

Behavioral & Social Sciences.................................... 3
Humanities 3
Liberal Arts Elective 3

MAJOR REQUIREMENTS   CREDITS
BUS 100 ....Introduction to Business 3
BUS 201 ....Principles of Management 3
BUS 203 ....Business Communications 3
OT 101 ....Basic Computer Keyboarding & Document Formatting 3
OT 102...Intermediate Computer Keyboarding & Document Formatting........................ 3
OT 103...Introduction to Computer software Packages 3
OT 104 ....Office Systems and Procedures.. 3
COOP 101...Introduction to Career Practices.. 1
COOP 102 ....Work Experience I 1

SELECT <u>ONE</u> OPTION FROM THE FOLLOWING:
Administrative Assistant
ACC 100 ....Introduction to Accounting.. 2
BUS 110 ....Business Ethics.. 3
BUS 210 ....Business Law I 3
BUS 215 ....Business Applications Using Excel 3
BUS 240 ....Entrepreneurship 3
Free elective credit 1
OR
Medical Office Manager
HLT 124 ....Medical Terminology 3
OT 105 ....Electronic Health Records 3
OT 209...Medical Office Procedures 3
OT 206 ....Medical Billing and Insurance 3
OT 210...Medical Billing/Coding and Insurance II......................... 3
Total Credits for Degree.. **60**

ACCOUNTING FOR FORENSIC ACCOUNTING – ACADEMIC PLAN REVISION EFFECTIVE SEPTEMBER 2015

REVISED PROGRAM (Catalog Page 183)
[FROM] Accounting for Forensic Accounting (Major)
[TO] Fraud Examination & Financial Forensics Program (Major)

DIGITAL DESIGN & ANIMATION – ACADEMIC PLAN REVISION EFFECTIVE NOVEMBER 2015

REVISED PROGRAM (Catalog Page 181)

DIGITAL DESIGN & ANIMATION (A.A.S)

REQUIRED COMMON CORE   **CREDITS**

English Composition **6**
ENG 110, ENG 111

Mathematical & Quantitative Reasoning
MAT 100 .... Intro to College Mathematics **OR** Higher (except MAT 105) 3

Life & Physical Sciences **4**
BIO 110, BIO 111 (Lab), BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220,
ENV 110, ENV 111 (Lab), PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.

FLEXIBLE COMMON CORE

Individual & Society
PSY 101 .... General Psychology
OR
SOC 101 .... Introduction to Sociology 3

CHOOSE FROM ANY FLEXIBLE COMMON CORE AREA
Liberal Arts Electives 5

MAJOR REQUIREMENTS   **CREDITS**
DD 101 .... Intro to the Digital Toolbox 3
DD 102 .... Media Design in the Digital Age 3
DD 104 .... Color Theory & Design 3
DD 105 .... 2D Design 3
VPA 121 .... Painting & Drawing I 3

LANGUAGE REQUIREMENT (Choose one of the following) **3**
Foreign Language ....
DD 112 .... Web Design I ....
DD 302 .... Web Design II..
GD 105 .... Game Programming I...
GD 205 .... Game Programming II ....

CHOOSE ONE MAJOR SEQUENCE
Digital Design Sequence
DD 106 .... Intro to Usable Design 3
DD 112 .... Intro to Web Design...3
DD 114 .... Digital Illustration...3

DD 201 .... Communication Design 3
DD 204 .... Typography I 3

Electives Courses: Choose two courses from the following 6
BUS 101 .... Intro to Business for the Digital Entrepreneur ....
DD 103 .... Digital photography ....
DD 107 .... Concepts in Animation ....
DD 113 .... Intro to Motion Graphics ....
DD 202 .... Video Production ....
DD 205 .... 3D Design ....
DD 207 .... 3D Computer Animation I ....
DD 298 .... Digital Independent Study I ....
DD 299 .... Digital Independent Study II..
DD 301 .... Digital Illustration II ....
DD 302 .... Web Design II...
DD 305 .... 2D Computer Animation..
DD 307 .... 3D Computer Animation II ....
DM 106... Introduction to Recording Technology ....
DM 205... Sound Design ....
GD 101 .... Introduction to Game Design ....
GD 105 .... Game Programming I..
VPA 133 .... Digital Photography I...
VPA 134 .... Digital Photography II ....

Animation Sequence
DD 107 .... Concepts in Animation 3
DD 113 .... Motion Graphics & Animation Production 3
DD 114 .... Digital Illustration 3
DD 205 .... 3D Design 3
DD 207 .... 3D Computer Animation I 3

Electives Courses: Choose two courses from the following 6
BUS 101 .... Intro to Business for the Digital Entrepreneur ....
DD 106 .... Intro to Usable Design ....
DD 112 .... Web Design I..
DD 201 .... Communication Design ....
DD 202 .... Video Production..
DD 204 .... Typography I...
DD 298 .... Digital Independent Study I ....
DD 299 .... Digital Independent Study II..
DD 301 .... Digital Illustration II ....
DD 302 .... Web Design II..
DD 305 .... 2D Computer Animation..
DD 307 .... 3D Computer Animation II ....
DM 106... Introduction to Recording Technology ....
DM 205... Sound Design ....
GD 101 .... Introduction to Game Design ....
GD 105 .... Game Programming I..
VPA 133 .... Digital Photography I...
VPA 134 .... Digital Photography II ....
Total Credits for Degree........................ 60

DIGITAL MUSIC – ACADEMIC PLAN REVISION
EFFECTIVE NOVEMBER 2015
REVISED PROGRAM (Catalog Page 182)

DIGITAL MUSIC (A.A.S)

REQUIRED COMMON CORE   **CREDITS**

English Composition... **6**
ENG 110, ENG 111
Mathematical & Quantitative Reasoning
MAT 100 ....College Mathematics **OR** Higher (except MAT 105).. 3
Life & Physical Sciences
PHY 105 ....Physics of Sound 3

FLEXIBLE COMMON CORE

Individual & Society **3**
PSY 101..General Psychology
  OR
SOC 101 ....Introduction to Sociology
Choose from any flexible common core area
Liberal Arts Electives 3

MAJOR COURSES
MUS 101 ....Fundamentals of Music at the Keyboard.......................... 3
MUS 102 ....Music Theory & Ear Training I 3
MUS 118 ....History of Western Musical Styles 3

Music Electives: Choose any two of the following 6
BLS 161..Hip Hop World View
  OR
LAC 262 ....History of Latin American and Caribbean Music
OR
MUS 114 ....History of the Film Score
OR
MUS 116 ....World Music

Digital Music Sequence
DM 103 ....History of Electronic Music.. 3
DM 106..Introduction to Recording Techniques 3
DM 201 ....Synthesizers, Sampling & MIDI Production....................... 3
DM 202 ....Sound Lab 1... 3
DM 205 ....Sound Design... 3
DM 206 ....Production I 3

Major Area Electives: Choose three of the following 9
BUS 101 ....Intro to Business for the Digital Entrepreneur ....
DD 101 ....Intro to the Digital Toolbox ....
DD 102 ....Media Design in Digital Age ....
DD 107 ....Concepts in Animation ....
DD 112 ....Web Design I ....
DD 202 ....Video Production ....

DM 301 .... Sound Lab II ....
DM 310 .... Sound as Story ....
DM 315 .... Sound Design in Context ....
DM 316.. Production II ....
GD 101 .... Introduction to Game Design ....
MUS 207 .... Music Theory & Ear Training II ....

Total Credits for Degree........................ 60

GAME DESIGN – ACADEMIC PLAN REVISION
EFFECTIVE NOVEMBER 2015
REVISED PROGRAM (Catalog Page 184)

GAME DESIGN (A.A.S)
REQUIRED COMMON CORE   **CREDITS**

English Composition **6**
ENG 110, ENG 111
Mathematical & Quantitative Reasoning **3**
MAT 100 .... College Mathematics or Higher (except MAT 105)
Life & Physical Sciences **4**
BIO 110, BIO 111 (Lab), BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110,
ENV 1-+11 (Lab), PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.

FLEXIBLE COMMON CORE
Individual & Society
PSY 101 .... General Psychology
  OR
SOC 101 .... Introduction to Sociology 3

CHOOSE FROM ANY FLEXIBLE COMMON CORE AREA
Liberal Arts Electives **5**

MAJOR REQUIREMENTS
DD 101 .... Intro to the Digital Toolbox 3
DD 102 .... Media Design in the Digital Age 3
DD 105 .... 2D Design 3
DD 112 .... Web Design I 3
GD 101 .... Introduction to Games 3
GD 102 .... Beyond Games 3
GD 105 .... Game Programming 3
GD 201 .... Digital Games 3
GD 210 .... Game Studio 3

Language Requirement (Choose one of the following) **3**
Foreign Language 3
DD 112 .... Web Design I 3
DD 302 .... Web Design II 3
GD 105 .... Game Programming I 3
GD 205 .... Game Programming II 3

Major Electives: Choose three courses from the following **9**
BUS 101 .... Intro to Business for the Digital Entrepreneur
DD 113 .... Introduction to Motion Graphics
DD 202 .... Video Production
DD 207 .... 3D Computer Animation I
DD 302 .... Web Design II
DD 307 .... Advanced Maya
DM 106 .... Introduction to Recording Techniques
DM 205 .... Sound Design
GD 205 .... Game Programming
MAT 215 .... Modern Programming
VPA 121 .... Painting & Drawing I
Total Credits for Degree **60**

RADIOLOGIC TECHNOLOGY – ACADEMIC PLAN REVISION EFFECTIVE NOVEMBER 2015

REVISED PROGRAM (Catalog Page 189)

RADIOLOGIC TECHNOLOGY (A.A.S)
REQUIRED COMMON CORE   CREDITS
English Composition.. **6**
ENG 110, ENG 111

Mathematics & Quantitative Reasoning
MAT 105 .... Mathematics for Allied Health 3

Life & Physical Sciences
BIO 230 .... Anatomy and Physiology I & Lab 4

FLEXIBLE COMMON CORE
Scientific World
BIO 240 .... Anatomy and Physiology II & Lab 4

HLT 103 .... Interpersonal Relations and Teamwork 3
HLT 124 .... Medical Terminology 3

MAJOR REQUIREMENTS
XRA 110	Radiography I & Lab	2.5
XRA 111	Radiologic Science I & Lab	2.5
XRA 112	Radiologic Physics	2
XRA 113	Topographic Anatomy I	2
XRA 114	Professional Practice Issues in Diagnostic Imaging	2
XRA 120	Radiography II & Lab	2.5
XRA 121	Radiologic Science II & Lab	2.5
XRA 122	Radiation Protection	2
XRA 123	Topographic Anatomy II	1
XRA 124	Contrast Media	1
XRA 129	Clinical Radiography I	2
XRA 139	Clinical Radiography II	3
XRA 210	Radiation Biology	1
XRA 211	Advanced Procedures I	1
XRA 219	Clinical Radiography III	2.5
XRA 220	Pathology	2
XRA 221	Advanced Procedures II	1
XRA 222	Applied Quality Assurance	2
XRA 229	Clinical Radiography IV	2.5
XRA 230	Seminar	2
XRA 239	Clinical Radiography V	2.5
Subtotal		**47.5**
Total Credits for Degree		**64.5**

EARLY CHILDHOOD EDUCATION – ACADEMIC PLAN

REVISION EFFECTIVE JANUARY 2016

REVISED PROGRAM (Catalog Page 182)

EARLY CHILDHOOD EDUCATION (A.A.S)

REQUIRED COMMON CORE		CREDITS
English Composition		**6**
ENG 110, ENG 111		
Mathematical & Quantitative Reasoning		**3**
MAT 100	Introduction to College Mathematics **OR** Higher	
	(Except MAT 105, MAT 130, MAT 140, MAT 200)*	
Life & Physical Sciences		**3**
BIO 110, BIO 111 (Lab), BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110, ENV 111 (Lab), PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.		

FLEXIBLE COMMON CORE

Individual & Society

PSY 101	General Psychology	3

US Experience in its Diversity

HIS 210	U.S. History: Through the Civil War	
OR		
HIS 211	U.S. History: Reconstruction to the Present	3

MAJOR REQUIREMENTS

HLT 103	Interpersonal Relations	3
HLT 111	Health and the Young	3
EDU 101	Foundations of Education	3
EDU 107	Creative Arts for Young Children	
OR		
EDU 109	Music and Movement	3
EDU 111	Science and Mathematics for Young Children	3
EDU 113	Field Experience in Early Childhood Education I	3
EDU 116	Child Development	3
EDU 130	Teaching in the Multicultural/ Multilingual Classroom	3
EDU 150	Introduction to Special Education	3
Science Lab		1
Modern Languages		3-4
Physical Education		1
Free Electives		3-4

CHOOSE ONE OF THE FOLLOWING CONCENTRATIONS:

Early Childhood Education

EDU 104	Language Arts for Young Children	3
EDU 105	Social Studies for Young Children	3

Bilingual Education

EDU 131	Language Arts in a Bilingual Classroom	3
EDU 132	Social Studies in a Bilingual Classroom	3
Total Credits for Degree		**60**

*Effective Fall 2016