Hostos Community College

ADDENDUM

ACADEMIC BULLETIN
2018-2020
ADDENDUM

CUNY — THE GREATEST URBAN UNIVERSITY IN THE WORLD

The following items are addenda to the official College Catalog. Addenda will be included in the next official publication of the Hostos College Catalog.

February 2019

May 2019

June 2019

October 2019

November 2019

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[ADD] - July 2019

Veterans Benefits and Transition Act of 2018

NOTE: A "Covered Individual" is any individual who is entitled to educational assistance under chapter 31, Vocational Rehabilitation and Employment, or chapter 33, Post-9/11 GI Bill® benefits.

In accordance with Title 38 US Code 3679(e), Hostos Community College permits any covered individual to attend or participate in the course of education during the period beginning on the date on which the individual provides to the educational institution a certificate of eligibility for entitlement to educational assistance under chapter 31 or 33 (a "certificate of eligibility" can also include a "Statement of Benefits" obtained from the Department of Veterans Affairs' (VA) website – eBenefits, or a VAF 28-1905 form for chapter 31 authorization purposes) and ending on the earlier of the following dates:

- The date on which payment from VA is made to the institution.

- 90 days after the date the institution certified tuition and fees following the receipt of the certificate of eligibility.

Hostos Community College will not impose any penalty, including the assessment of late fees, the denial of access to classes, libraries, or other institutional facilities, or the requirement that a covered individual borrow additional funds, on any covered individual because of the individual's inability to meet his or her financial obligations to the institution due to the delayed disbursement funding from VA under chapter 31 or 33.

February 2019 - NEW COURSES

Humanities Department
[ADD] New Course
BLS 201 Black Rebellion and Resistance in the Americas
3 credits 3 hours
Pre-requisites: BLS 101 or BLS 111 or BLS 112 or BLS 114
Pre/Co-requisite: ENG 110
This course offers an Afrocentric and revisionist analysis of the role of Blacks in the fight against European conquest in the Americas, which consisted of armed resistance, sabotage, subversion, and the creation of maroon* communities from the early 1500s to the 19th century. After completing this class, students will have an understanding of how Africans and their descendants achieved their autonomy and fostered social, cultural, political and economic practices that neutralized the destructive impact of life under Makumbo (Enslavement). In addition, students will obtain a greater understanding and appreciation of Black women resistance throughout the Americas.
*A maroon is a formerly enslaved person who resides beyond official colonial authority after fleeing from their enslaver.

May 2019 - NEW COURSES

Humanities Department
[ADD] New Course
DD 215 Portfolio
3 credits 3 hours
Pre-requisite: DD 204
This course will explore the process of branding and portfolio development for design professionals. Students will create and publish branded materials such as logos and business cards for use in the presentation of their own design work to industry professionals. In addition, students will iterate on past work to be included in a portfolio suitable for seeking professional opportunities

June 2019 - NEW COURSES

Behavioral & Social Sciences Department
[ADD] New Course
PSY 170 Cultural Psychology
3 credits 3 hours
Pre/Co-requisite: PSY 101; ENG 93, ESL 91, ENG 100 or higher
This course examines a selection of the theoretical, empirical, and applied issues in cultural psychology. We discuss some aspects of human behavior that are universal and some that are culture-specific that include identity, parenting, intercultural interactions, culture-bound syndromes and taboos. We consider how and why behavior differs across cultures and what this implies for psychological theory and application.

Humanities Department

[ADD] New Course
LAC/WGS 260 Women's Literature
3 credits 3 hours
Pre/Co-requisite: ENG 93 or above/ ESL 91 or higher
LAC 260 examines the literature of US Latina authors since the 19th century, with a particular focus on texts published in the late 20th and early 21st centuries. Students explore the diverse depictions of Latina identity and how Latina women authors have staged oppositional and differential figurations of gender, cultural, racial, and sexual identifications through writing. Primary readings are placed in conversation with each other and with critical writings on gender, feminism, race, sex, and ethnicity. Alongside conventional literary texts, students will consider poetry, memoir, short story, novel, other genres and forms of cultural production, including children's fiction, performance text, graphic novel, film, photography, and performance art. Through their own creative and critical writing and class discussion, students analyze the relationship between this literature and multiple cultural movements and spaces in the light of contemporary theories of race, ethnicity, and gender developed by Latina feminists and other feminists of color.

[ADD] New Course
GD 110 Visual Design for Games
3 credits 3 hours
Pre-requisite: DD 101
This course serves as an introduction to visual design concepts and artistic tools utilized by designers in the game industry. Students will employ visual design strategies and methods within the context of games with an emphasis on aesthetics and usability. Design topics include characters, textures, environments and user interfaces.

October 2019 - NEW COURSES

Education Department

[ADD] New Course
PED 202 Motor Learning and Control
3 credits 3 hours
Pre-requisite: PED 201, BIO 140, BIO 141
This course introduces students to the processes involved in human movement. Motor Learning is the study of motor skill acquisition from practice and experience, while Motor Control is the study of processes affecting control of skilled movements. Connecting research and practice, this course provides students with the necessary tools to build a solid foundation to assess performance, to deliver effective instruction, and to design practice, rehabilitation, and training experiences for optimal skill acquisition and performance in Motor Learning and Control.

English Department

[ADD] New Course
ENG 10 Accelerated Writing Skills
0 credits 3 hours
Pre-requisite: Placement; OR Fail CATW with 47 and below and Fail Accuplacer with 40 and below; OR Pass CATW But Fail Accuplacer with 40 and below; OR Pass Accuplacer But Fail CATW with 47 and below
Co-requisite: Qualified students must register for both the ENG 110 and the linked ENG 10 section taught by the same instructor
The Accelerated Learning Program (ALP) links ENG 110: Expository Writing and a non-credit bearing course, ENG 10: Accelerated Writing Skills. ENG 10 integrates developmental students into a college-level English course. The main objective of ENG 10 is to reinforce the skills learned in the required composition course by providing faculty-led, individualized instruction in a section capped at ten students. The three additional hours of instruction will reinforce reading, composition, and revision strategies so that students will be able to produce essays expected of students who successfully complete ENG 110, Expository Writing.

Language & Cognition Department

[ADD] New Course
LIN 105 Language and Power
3 credits 3 hours
Pre/Co-requisite: ENG 100 or 110 plus any one of the following: LIN 100, LIN 102, ENG 230, SOC 101, SOC 140, ANTH 101, LAW 101, HIS 202
This course focuses on the relationship of language and power. Students will explore the various ways in which language is used to construct inequality and domination, but is also used to offer tools for resistance and change. The syllabus will be organized around selected linguistic issues of language and law in the United States, the post-colonial linguistic experience in Asia and Africa, the impact of global English, and, with the use of media examples, evolving attitudes to language and communication. This multi-disciplinary course integrates insights from cultural linguistics, applied critical linguistics, and linguistic anthropology.

February 2019 - CHANGES MADE TO EXISTING COURSES

English Department (February 2019)

Pathways Approved Courses:
ENG 100 Integrated Reading and Composition – **English Composition**

Allied Health Department (Effective Fall 2019)

NUR 227 Nursing Care of the Childrearing family I
[DELETE] Pre-requisite: NUR 216
[DELETE] Co-requisite: NUR 220, NUR 228
[ADD] Pre -requisite: NUR 216, NUR 220
[ADD] Co-requisite: NUR 228

NUR 228 Nursing Care of the Childrearing family II
[DELETE] Pre-requisite: NUR 216
[DELETE] Co-requisite: NUR 220, NUR 227
[ADD] Pre -requisite: NUR 216, NUR 220
[ADD] Co-requisite: NUR 227

NUR 316 Nursing Care of the Client with Mental Illness
[DELETE] Pre-requisite: NUR 220, NUR 227, NUR 228
[DELETE] Co-requisite: NUR 317
[ADD] Pre -requisite: NUR 317
[ADD] Co-requisite: NUR 326

NUR 317 Nursing Care of the Adult I
[DELETE] Pre-requisite: NUR 220, NUR 227, NUR 228
[DELETE] Co-requisite: NUR 316
[ADD] Pre -requisite: NUR 216
[ADD] Co-requisite: NUR 220

NUR 326 Nursing Care of the Adult II
[DELETE] Pre-requisite: NUR 316, NUR 317
[DELETE] Co-requisite: NUR 320
[ADD] Pre -requisite: NUR 317
[ADD] Co-requisite: NUR 316

Humanities Department (Effective Fall 2019)
GD 102 Beyond Games
[DELETE] Pre-requisite: ENG 110
[ADD] Pre-requisite: GD 101

GD 105 Game Programming I
[DELETE] Pre-requisite: GD 101, MAT 100 or equivalent
[ADD] Pre-requisite: MAT 100 or higher, except MAT 105

GD 201 Digital Games
[DELETE] Pre-requisite: DD 101
[DELETE] Pre/Co-requisite: GD 105
[ADD] Pre-requisite: DD 101, GD 101
[ADD] Pre/Co-requisite: GD 105

Language & Cognition Department (Effective Fall 2019)

ESL 86 Intensive ESL Writing & Language Workshop III
[DELETE] Intensive ESL Writing & Language Workshop III
[ADD] Basic Academic Writing in ESL
[DELETE] 3 Credits 9 Hours
[ADD] 3 Credits 6 hours

Natural Sciences Department (Effective Fall 2019)

BIO 230 Anatomy & Physiology I
[DELETE] Pre/Co-requisite: MAT 15, MAT 20, or passing the COMPASS /CMAT exam AND ESL 91, ENG 91 or equivalent, or ENG 101, ENG 102 or higher.
[ADD] Pre/Co-requisite: MAT 15, MAT 20, MA 20 or equivalent, AND ESL 91/93, ENG 91/93 or higher

Humanities Department (Effective Fall 2019)

[REVISED] Course Descriptions Revised
GD 102 Beyond Games
This course explores how games are used beyond entertainment by artists, storytellers, educators, and others. 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 and social change. Students will read a variety of articles as well as play games relating to these topics. Students will develop educational games and learn about game analysis and criticism.

May 2019 - CHANGES MADE TO EXISTING COURSES

Natural Sciences Department
Pathways Approved Courses:
BIO 140 Human Biology I - **Life & Physical Sciences**
BIO 150 Human Biology II - **Scientific World**

June 2019 - CHANGES MADE TO EXISTING COURSES

Humanities Department (Effective Spring 2020)
DD 107 Concepts in Animation
[DELETE] Pre-requisite: DD 101
[ADD] Pre -requisite: None

DD 108 Visual Narrative
[DELETE] Pre-requisite: None
[ADD] Pre -requisite: VPA 121

DD 111 Intro to Sound Design
[DELETE] Pre-requisite: DD 101
[ADD] Pre -requisite: None

DD 201 Communication Design
[DELETE] 3 Credits 3 Hours
[ADD] 4 Credits 4 Hours

DD 207 3D Computer Animation I
[DELETE] Pre-requisite: DD 107
[ADD] Pre -requisite: DD 107 or GD 110

DD 305 2D Computer Animation
[DELETE] Course Number DD 305
[DELETE] 3 Credits 3 Hours
[ADD] Course Number DD 250
[ADD] 4 Credits 4 Hours

DM 201 Synthesizers, Sampling, and MIDI Production
[DELETE] Pre-requisite: MUS 101, DM 106
[DELETE] Co-requisite: DM 202

[ADD] Pre-requisite: MUS 101, DM 106

DM 202 Sound Lab 1
[DELETE] Co-requisite: DM 106, DM 201
[ADD] Co-requisite: DM 201

DM 205 Sound Design
[DELETE] Co-requisite: DM 201
[DELETE] Pre-requisite: MUS 101, DM 106
[ADD] Pre -requisite: MUS 101, DM 106, DM 201

DM 206 Production 1
[DELETE] Course Title: Production 1
[DELETE] 3 Credits 3 Hours
[DELETE] Pre-requisite: MUS 101
[DELETE] Co-requisite: DM 106, DM 201
[ADD] Course Title: Production
[ADD] 4 Credits 4 Hours
[ADD] Pre-requisite: MUS 101, DM 106, DM 201

GD 201 Digital Games
[DELETE] Pre-requisite: GD 101, DD 101
[DELETE] Co-requisite: GD 105
[ADD] Pre-requisite: GD 101
[ADD] Pre/Co-requisite: GD 105, GD 110

GD 210 Game Studio
[DELETE] 3 Credits 3 Hours
[ADD] 4 Credits 4 Hours

Natural Sciences Department (Effective Spring 2020)

ENV 100 Environmental Issues
[DELETE] Pre/Co-requisite: MAT 10. If taught in English, ENG 91 or ESL 91. If taught in Spanish, SPA 121.
[ADD] Pre/Co-requisite: MAT 10. ENG 93 or Higher/or ESL 91. If taught in Spanish, SPA 121 or Higher.

Humanities Department (Effective Spring 2020)
[REVISED] Course Descriptions Revised

DD 111 Intro to Sound Design
This course introduces students to basic sound recording, sound and music editing for multimedia. In this course, students will explore recording dialogue, narration, sound effects and foley for an assortment of projects. Assignments will involve learning how to use microphones, edit and mix sound and music in audio editing software, work collaboratively and have a more comprehensive understanding of sound and music design for commercial and independent multimedia.

DD 201 Communication Design

This course provides students with a culminating experience via integrating knowledge and design skills obtained from all courses into a series of intensive communication design projects. Students will explore primary issues relating to communication design, its practice and application. Projects involving research and analysis, as well as practical application will allow students to put into practice what they have learned thus far. Students will follow appropriate design procedures to produce a prototype of a substantial and professional level project to be featured in their portfolio. Simultaneously, students will learn and practice project management, collaboration and presentation skills that are essential in their future as communication designers.

DD 250 2D Computer Animation

This course is designed to synthesize all aspects of animation production learned over the course of this two-year animation program. Students will spend the semester working on a carefully scaffolded capstone style assignment which places emphasis on tying together writing, designing, animating and compositing skills. At the end of the course, students will walk away with a fully realized, short animated film that can be used as the center piece of their portfolio.

DM 201 Synthesizers, Sampling, and MIDI Production

This course introduces students to important skills in sound synthesis, sampling techniques, and MIDI production. Students will gain a better understanding of the history of these important elements as well as the history of electronic music. Students will learn how to work with the electronic keyboard as a tool in audio production, music composition, arranging, and sound design and gain a better awareness of how synthesis, sampling, and MIDI continue to play an important role in sound production. By means of "hands-on" exercises and projects working in actual production environments, students will gain competence with one of the most important tools in a music professional's arsenal.

DM 202 Sound Lab 1

This course will allow students to hone their audio engineering and production skills while using their critical listening abilities to focus on sound creation rather than strict sound reproduction. From sonic reassembly of tones using synthesis to the reproduction of existing arrangements by means of waveform analysis and replacement using sampled sounds the course allows students to think creatively while mastering technical applications to develop fully developed electronic compositions. Students will do several minor audio exercises and then develop two major compositional projects of their own design.

DM 205 Sound Design

This course takes students of the recording arts farther into the process of sound production by introducing them to a greater number of recording techniques and experiences. In addition, there is a focus on how these more advanced techniques may be applied to various forms of new media. A series of projects focusing on sound composition will help students to hone their concepts of sound production while further exploring varied approaches to the recording process and in so doing gain insight into the world of sound design.

DM 206 Production

This course is designed to synthesize all aspects of digital music production learned over the course of this two-year program. Students will spend the semester working on a carefully scaffolded capstone-style assignment which places emphasis on tying together recording, sound design, digital synthesis, mixing, and mastering professional-quality audio. At the end of the course, students will obtain a fully-realized and cohesive body of work that can be used as the centerpiece of their portfolio.

GD 210 Game Studio

This course focuses first on contextualizing 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 capstone project, creating a game from initial concept to final production. Over the course of the semester students are provided with the opportunity to develop this long-form project using iterative design methodologies.

October 2019 - CHANGES MADE TO EXISTING COURSES

Education Department (Effective Spring 2020)

EDU 101 Foundations of Education
[DELETE] Co-requisite: ESL 91 or ENG 91
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 104 Language Arts for Young Children
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 105 Social Studies for Young Children
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 107 Creative Art Activities for Young Children
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 109 Music and Movement
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 111 Science and Mathematics for Young Children
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 113 Field Experience in Early-Childhood Education I
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 116 Child Development
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 130 Teaching in the Multicultural Classroom
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 131 Language Arts in a Bilingual Classroom
[DELETE] Pre-requisite: EDU 101 and EDU 130
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher; and SPA 222
[ADD] Pre-requisite: EDU 101
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher; and EDU 130

EDU 132 Social Studies in a Bilingual Classroom
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher; and SPA 222
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 150 Introduction to Special Education
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

EDU 299 Independent Study
[DELETE] Co-requisite: ENG 91 or ESL 91 or higher
[ADD] Co-requisite: ENG 93 or higher; or ESL 86 or higher

GERO 199 Fieldwork with an Older Population
[DELETE] Course number: GERO 199
[ADD] Course number: GERO 299

February 2019 - ACADEMIC PLAN REVISION
Licensed Practical Nursing   EFFECTIVE FALL 2019

MAJOR REVISED

Licensed Practical Nursing (Certificate)

[TO]

Program of Study Leading to a Certificate in Licensed Practical Nursing

Semester I, Fall Term ....Credits

ENG 110	Expository Writing	3
BIO 230	Anatomy & Physiology I...	4
PSY 101	General Psychology	3
MAT 120...................................	Introduction to Probability and Statistics	3
Total Semester Credits..		**13**

Semester II, Spring Term ..... Credits

BIO 240	Anatomy & Physiology II	4
SOC 101	Introduction to Sociology	3
PSY 110...................................	Lifespan Development of Behavior	3
Total Semester Credits..........		**10**

CLINICAL COURSE SEQUENCE

Semester III, FALL Term ....Credits

NUR 110...................................	Clinical Nursing I...	6
NUR111...................................	Pharmacology I	2
NUR 112...................................	Maternal / Child	2
Total Semester Credits..........		**10**

Semester IV, SPRING Term ....Credits

NUR 120...................................	Clinical Nursing II	8.5
BIO 310	Microbiology	4
Total Semester Credits..		**12.5**
Total General Education Credits		**27.0**
Total Nursing Credits		**18.5**
Total Credits for Certificate		**45.5**

May 2019 - ACADEMIC PLAN REVISION
Digital Design & Animation EFFECTIVE FALL 2019

MAJOR REVISED

Digital Design & Animation

[TO]

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..... .... **4**

BIO 110, BIO 140, BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110, PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.

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 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 112....................................Web Design I 3

DD 114...................................Digital Illustration I 3

DD 201....................................Communication Design 3

DD 204...................................Typography I.. 3

DD 215...................................Portfolio.. 3

Electives Courses: Choose two courses from the following………………………………………………….6

BUS 101 ....Intro to Business for the Digital Entrepreneur

DD 107 .... Concepts in Animation
DD 113 .... Motion Graphics & Animation Production
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 Games
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 I 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 Games
GD 105 .... Game Programming I
VPA 133 .... Digital Photography I
VPA 134 .... Digital Photography II
Total Credits for Degree 60

June 2019 - ACADEMIC PLAN REVISION
Digital Design & Animation EFFECTIVE Spring 2020
MAJOR REVISED

Digital Design & Animation

[TO]

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..... .... **4**

BIO 110, BIO 140, BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110, PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.

FLEXIBLE COMMON CORE

Individual & Society **3**

PSY 101   General Psychology

OR

SOC 101   Introduction to Sociology

Foreign Language 4

MAJOR REQUIREMENTS	**CREDITS**

DD 101 ....Intro to the Digital Toolbox 3

DD 102....................................Media Design in the Digital Age 3

DD 105....................................2D Design 3

VPA 121.................................Painting & Drawing I 3

CHOOSE ONE MAJOR SEQUENCE
Digital Design Sequence

DD 104....................................Color Theory & Design 3

DD 112....................................Web Design I 3

DD 114....................................Digital Illustration I 3

DD 201....................................Communication Design 3

DD 204....................................Typography I... 3

DD 215....................................Portfolio.. 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 107....................................Concepts in Animation

DD 108....................................Visual Narrative

DD 111....................................Intro to Sound Design

DD 113....................................Motion Graphics & Animation Production

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
GD 101....................................Introduction to Games
GD 105....................................Game Programming I
GD 110....................................visual Design for games
VPA 133..................................Digital Photography I
VPA 134..................................Digital Photography II

Animation Sequence

DD 107....................................Concepts in Animation 3
DD 108....................................Visual Narrative.. 3
DD 111....................................Intro to Sound Design 3
DD 113....................................Motion Graphics & Animation Production.. 3
DD 205 ....3D Design.. 3
DD 250....................................2D Computer Animation 3

Electives Courses: Choose two courses from the following **6**
BUS 101 ....Intro to Business for the Digital Entrepreneur
DD 104....................................Color Theory & Design
DD 106....................................Intro to Usable Design
DD 112....................................Web Design I
DD 114....................................Digital Illustration I
DD 201....................................Communication Design
DD 202....................................Video Production
DD 204....................................Typography I
DD 205 ....3D Design
DD 207....................................3D Computer Animation I
DD 298....................................Digital Independent Study I
DD 299....................................Digital Independent Study II
DD 307....................................3D Computer Animation II
GD 101....................................Introduction to Games
GD 102 ....Beyond Games
GD 105....................................Game Programming I
GD 110....................................Visual Design for Games
VPA 122..................................painting & Drawing
VPA 133..................................Digital Photography I
Free Electives (Writing Intensive strongly recommended for on-time Graduation).................................... 3
Total Credits for Degree **60**

June 2019 - ACADEMIC PLAN REVISION
Digital Music   EFFECTIVE Spring 2020

MAJOR REVISED

Digital Music

[TO]

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.................... ....**4**

FLEXIBLE COMMON CORE **3**

Individual & Society

PSY 101 ....General Psychology

OR

SOC 101 ....Introduction to Sociology

Foreign Language 4

MAJOR REQUIREMENTS

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 4

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 202 ....Video Production
DM 298 ....Independent Study I
DM 299 ....Independent Study II
DM 310 ....Sound as Story
DM 315 ....Sound Design in Context
DM 316 ....Production II
MUS 207 ....Music Theory & Ear Training II
VPA 141 ....Music Appreciation
Total Credits for Degree **60**

June 2019 - ACADEMIC PLAN REVISION
Game Design   EFFECTIVE Spring 2020

MAJOR REVISED

Game Design (Major)

[TO]

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 **4**

BIO 110, BIO 140, BIO 210, BIO 220, BIO 230, BIO 240, CHE 105, CHE 110, CHE 210, CHE 220, ENV 110, PHY 105, PHY 110, PHY 120, PHY 210, PHY 220.

FLEXIBLE COMMON CORE

Individual & Society **3**

PSY 101 ....General Psychology

OR

SOC 101 ....Introduction to Sociology

Foreign Language **4**

MAJOR REQUIREMENTS

DD 101 ....Intro to the Digital Toolbox 3
DD 102 ....Media Design in the Digital Age 3
DD 113 ....Motion Graphics **OR**
DD 207 ....3D Computer Animation I...3
GD 101 ....Introduction to Games 3
GD 102 ....Beyond Games...3
GD 105 ....Game Programming I...3
GD 110 ....Visual Design for Games 3
GD 201 ....Digital Games..3
GD 210 ....Game Studio 3

Code Requirement (Choose one of the following)...**3**

CSC 215...Modern Programming
DD 112 ....Web Design I
DD 302 ....Web Design II
GD 205 ....Game Programming II

Major Electives: Choose two courses from the following... **6**

BUS 101...Intro to Business for the Digital Entrepreneur
DD 107 ....Concepts in Animation
DD 108 ....Visual Narrative
DD 111 ....Intro to Sound Design
DD 112 ....Web Design I
DD 202 ....Video Production
DD 302 ....Web Design II
DD 307 ....3D Computer Animation II
GD 205 ....Game Programming II
GD 298 ....Independent Study I
GD 299 ....Independent Study II
CSC 215..Modern Programming
VPA 121 ....Painting & Drawing I
Free Electives (Writing Intensive strongly recommended for on-time Graduation)..3
Total Credits for Degree **60**

November 2019 - ACADEMIC PLAN REVISION
Liberal Arts AA   EFFECTIVE Fall 2020

MAJOR REVISED

Liberal Arts AA (Major)

[TO]

REQUIRED COMMON CORE   **CREDITS**

English Composition..**6**

ENG 110, ENG 111

Mathematical and Quantitative Reasoning..**3**[1]

MAT 100, MAT 105, MAT 115, MAT 119, MAT 120, MAT 160, MAT 210, MAT 220, MAT 310

Life and Physical Sciences..**3**[2]

BIO 110, BIO 111 (Lab), BIO 140, BIO 141 (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   **CREDITS**[3]

World Cultures and Global Issues..**3**

ANT 101, BLS 101, ENG 200, ENG 213, ENG 215, ENG 222, HIS 201, HIS 202, HUM 100, LAC 108, LAC 118,

POL 207, SPA 117, SPA 118, WGS 200

US Experience in its Diversity..**3**

BLS 114, ENG 225, HIS 210, HIS 211, HIS 214, LAC 101, LAC 132, POL 101, WGS 100

Creative Expression..**3**

ENG 203, ENG 204, ENG 210, ENG 212, ENG 214, ENG 221, LAC 246, VPA 114, VPA 141, VPA 181, VPA 192

Individual & Society...**3**

ECO 101, ECO 102, CJ 101, ENG 223, ENG 224, ENG 228, ENG 230, LIN 100, LIN 102, LIN 103, PSY 101,

PSY 110, PSY 120, PSY 121, SOC 101

Scientific World..**3**

BIO 120, BIO 121 (Lab), BIO 130, BIO 131 (Lab), BIO 150, BIO 151 (Lab), BIO 210, BIO 220, BIO 230, BIO 240,

BIO 260, BIO 310, CHE 210, CHE 220, CHE 310/312, ENV 120, ENV 122 (Lab), MAT 160, MAT 210, MAT 310,

PHY 110, PHY 120, PHY 210, PHY 220

One (1) additional course from the Flexible Common Core **3**

Subtotal..**30**

Natural Science Laboratory ....1-2[4]

First Year Seminar..3

Modern Languages, Humanities, Arts and Culture...6[5]

Behavioral, Social Sciences, Historical Studies/Public Affairs 6

Recommended/Options/Electives* ....**9**[6]

A) Linguistics: Language, Society and Culture

B) Education

C) English

   1. Style, Story and Expression

   2. Writing Studies

   3. Literature and the Human Experience

D) Latin-American Studies
E) African-American Studies
   1. The Black and African Diaspora Studies
F) Public Affairs
G) Historical Studies
H) Social Work
I) Community Health
   1. Health Care Management
J) Women & Gender Studies
K) Mathematics
L) Theater
M) Visual Arts
   1. Art History
   2. Studio Art Liberal Arts
* *For the Recommended/Options/Electives see the Degree Audit for course offerings*

Electives & Options

Electives: The students may use the electives credits in any number of ways. Students may choose to take courses that interest them or they may choose to select courses that satisfy one of the options available at Hostos for entry into major at a senior institution.

Capstone Course 3

Free Electives ....**1-4[7]**

Subtotal **30**

Total **60**

1STEM courses of four credits (designed for math related fields) will fulfill core requirements for Mathematical and Quantitative Reasoning category.

2STEM courses of four credits (designed for science related fields) will fulfill core requirements for Life & Physical Sciences and the Scientific World categories.

3The Flexible Common Core features six liberal arts and sciences courses, with at least one course from each of the five listed areas, and no more than two courses in any discipline or interdisciplinary field. Course menus are subject to modification as additional courses may be added. Students should consult their advisor to determine current menu offerings.

4Students who complete a STEM variant science course (designed for science or health related fields) or a sequence in the natural sciences, or any other course in the natural sciences that fulfills the LPS or SW requirements, are exempt.

5Course list is based on departmental liberal arts offerings including courses that are prerequisites for entry into concentration or major requirements. Students who enroll in a modern language discipline should complete a two semester sequence.

6Students may complete approved foundation courses that articulate with senior college degree concentrations to ensure effective transfer. While completion of a concentration is encouraged, students may pursue an elective option. The concentrations are illustrative and additional offerings are under development. Students should consult an advisor to determine specific requirements for entry into program majors.

Notations for: Recommended Options / Electives

English

The English Department values the ability of literature to enrich our lives. Our electives foster deep engagement with texts and the ability to use writing as a creative, flexible tool. As such, the English Department offers three Options as part of the A.A. Degree in Liberal Arts.

Style, Story, and Expression

How do writers build stories? How does the style of a poem shape its meaning? What is the difference between reading words on a page and hearing them performed on stage? Why are comic books, popular music, and movies worthy of serious attention? The English Option in Style, Story, and Expression invites students to explore the multitude of ways that writers tell stories. It emphasizes the pleasure of reading while teaching students to analyze literature at a more advanced level. This Option prepares students for further studies in English upon transfer to a 4-year college. It also empowers students to be effective communicators in a number of disciplines, including literature, film, media studies, visual art, philosophy. It also prepares students for further studies in career

fields including translation, education, publishing, and the law.

Writing Studies

How does writing become persuasive? What is the relationship between writing and thinking? People write more than ever in the digital age. In this Option, students practice the foundations and features of powerful and diverse types of writing. This Option also empowers students to be effective communicators in a number of different styles and prepares students for all types of careers and degrees as they move forward with their professional progress. The technical and written expertise in many of the included courses will benefit students, including STEM majors of all types, future engineers, nurses, business administrators, social scientists, and those whose passion lies in the arts.

Literature and the Human Experience

Through the study of literature, this suite of courses provides insight into our understanding of the human experience and invites students to consider diverse and sometimes conflicting literary representations of our world. This Option prepares students for further studies in English upon transfer to a four-year college. Studying literature in this context will also enrich perspectives on courses in sociology, psychology, political science, history, and cultural studies. This Option emphasizes skills valued in the professional workplace including thoughtful reading, careful attention to detail, openness to different perspectives, imaginative thinking, evidence-based reasoning, deep analysis, and advanced research methods. As such, it also prepares students for further studies in career fields including translation, education, publishing, and the law.

Art History

The Art History Option supports students interested in the history of creative expression. This option is for students who are interested in the history of art and visual culture and who want to explore the world of images and what they mean. It is a strong basis for the pursuit of further study in art history or any of the humanities disciplines at a four-year institution and beyond. Successful completion will help prepare students for career paths that rely on the ability to have visual image literacy such as advertising, marketing, merchandising, social media, and creative direction.

Studio Art Liberal Arts

The Studio Art Option supports students interested in creative expression. It allows the student to discover, explore, and refine their own creative abilities through a selection of courses designed to give a free reign to creativity in a supportive environment that provides important feedback and instruction. Students will develop and refine skills that will be transferrable to the study of studio practice at four-year institutions and beyond. Successful completion will prepare students for careers for which the ability to communicate visually is key, such as illustration, design, or production.

Health Care Management Liberal Arts

This interdisciplinary concentration will provide students with a broad understanding of the health care field. It consists of courses from several academic programs such as community health, public policy & administration, and business management. It will provide a strong foundation in the liberal arts as well as foundational understanding of current health issues such as health inequity, cross-cultural and interpersonal communication, health and public administration as well as business management. All of the courses in this concentration are transferrable to a four-year CUNY College such as Lehman where students will be able to pursue a B.S. degree in Health Services Administration.

The Black and African Diaspora Studies

The Black and African Diaspora Studies option introduces students to Black Studies, a serious discipline that insists on African centeredness and an Afrocentric frame of reference in research methodology, pedagogy, and intellectual production. Students will engage in studying the intellectual heritage pertaining to people of African descent throughout Africa and African Diaspora communities from an Afrocentric and interdisciplinary lens. Hence, this option cultivates junior scholars dedicated to civic engagement and applying emancipatory knowledge. It ultimately prepares students to excel upon transferring to senior colleges; and conforms to any future career and academic plans of study in fields such as history, law, anthropology, art, government, international relations, education, policy, health, literature, sports, music, and beyond.

Theater

The Theater Option within the VPA Unit provides students majoring in Liberal Arts with the skills and knowledge necessary to begin a career in the theatre. The Option recognizes that theatre is a combination of different arts, from writing and designing to performing and directing. This Option provides a well-grounded introduction to all the components that make theater such an exciting and creative art form. Students can enroll in a series of classes designed to lay the foundation for careers in theater, including working on a variety of fully-produced plays and appreciating the various artistic aspects of theater. Field trips to Broadway and Off-Broadway plays are part of course offerings.

Linguistics: Language, Society, and Culture

Linguistics is the study of language and communication and draws upon knowledge from psychology, education, sociology, political science, anthropology, history, computer science, artificial intelligence, and media studies. Linguists study all aspects of language and how these are used for successful communication and optimal academic development. Topics include how children acquire language, how language and culture influence our interactions with others and how political and social power shapes attitudes to language. Linguistics is a field that is constantly growing. Linguistics students can pursue majors in education, ESL, speech pathology, and library/information science. Knowledge of linguistics has also become closely associated with careers in health, business, law, criminal justice, social work, computer science, government, advertising, and the media.

7Students who complete prerequisites or foundation courses in a concentration through the flexible core may select additional electives from the clustered disciplines (i.e. humanities, arts, modern languages behavioral, social sciences/historical studies/public affairs) or the free elective category.