

Design and Digital Media

The Design and Digital Media Department (formerly known as Graphic Communication) partners with industry leaders to develop coursework that blends solid theoretical training with digital tools. Faculty members ensure student understanding of the principles of design, typography, color theory, layout, composition, visual message-making, user interface, animation, 3D modeling, and game design while preparing them for real-world employment or transfer to a four-year university or design school. Design and Digital Media has been inspiring creative emergence and developing professional marketability for over four decades.

The program consists of three distinct areas:

- Graphic and Web Design
- Animation and 3D Modeling
- Video Game Design


Courses within these areas focus on specific skills and technical competencies to promote success in the workplace and transfer to four-year colleges and art schools.


Career Options

The Design and Digital Media department partners with industry leaders to develop coursework that blends solid theoretical training with digital tools. The program provides students with opportunity to study and enter into three distinct areas: graphic and web design, animation and 3D modeling, and video game design.

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Associate Degree

A.S. in Design and Digital Media

Design and Digital Media develops coursework in conjunction with Northern California industry leaders. Our courses offer students both current technology and theory in graphic design, digital imaging, digital illustration, and page layout skills for print, web, and other screen-based media, computer animation, 3D modeling, and video game design.

The Design and Digital Media Department partners with industry leaders to develop coursework that blends solid theoretical training with the latest technical tools. Faculty members ensure student engagement with principles of typography, color theory, layout, form, visual message-making, interaction, motion, animation, and game design while preparing students for real-world employment or transfer to a four-year institution. Design and Digital Media has been inspiring creative emergence and developing professional marketability for four decades.

Recommended High School Preparation: Students should complete courses in one or more of the following: art, design, computer skills, photography, journalism, and creative writing.

Catalog Date: June 1, 2020

Degree Requirements

COURSE CODE	COURSE TITLE	UNITS
A minimum of 30 units from the following:		30
ANIM 301	Animation I (3)	
ANIM 302	Animation II (3)	
ANIM 303	Animation III (3)	
ANIM 307	Motion Graphics I (3)	
ANIM 495	Independent Studies in Animation (1 - 3)	
DDSN 301	Graphic Design I (3)	
DDSN 302	Graphic Design II (3)	
DDSN 303	Typography I (3)	
DDSN 305	History of Graphic Design (3)	
DDSN 311	Digital Layout I (3)	
DDSN 312	Digital Layout II (3)	
DDSN 321	Print and Multimedia Publication Design I (3)	
DDSN 322	Print and Multimedia Publication Design II (3)	

COURSE CODE	COURSE TITLE	UNITS
DDSN 323	Print and Multimedia Publication Design III (3)	
DDSN 331	Digital Imaging I (3)	
DDSN 332	Digital Imaging II (3)	
DDSN 333	Digital Imaging III (3)	
DDSN 335	Digital Imaging - Special Techniques (1.5)	
DDSN 341	Digital Illustration for Graphic Design I (3)	
DDSN 342	Digital Illustration for Graphic Design II (3)	
DDSN 360	User Interface Design (3)	
DDSN 361	Web Design I (3)	
DDSN 362	Web Design II (3)	
DDSN 390	Professional Practice and Portfolio (3)	
DDSN 391	Design Studio I (3)	
DDSN 392	Design Studio II (3)	
DDSN 393	Design Studio III (3)	
DDSN 495	Independent Studies in Digital Design (1 - 3)	
GAME 301	Video Game Design (3)	
GAME 303	Video Game Level Design (3)	
GAME 495	Independent Studies in Game Design (1 - 3)	
MODL 301	3D Modeling I (3)	
MODL 302	3D Modeling II (3)	
MODL 495	Independent Studies in 3D Modeling (1 - 3)	
Total Units:		30

The Design and Digital Media 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.

Student Learning Outcomes

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

- demonstrate a comprehensive understanding and application of design theory and processes for creating original work.
- evaluate design opportunities, explore visual responses, and introduce and explain final results to an audience.
- determine the appropriate tool to solve a visual communication need.
- apply appropriate type, color, form, and imagery to a visual project.
- plan, design, and produce a multi-paged, multifaceted project in one or more of these mediums: print, Web, interactive, 3D, animation, or video game.
- communicate with the current and appropriate design industry vocabulary.
- utilize design as a tool of engagement in issues of sustainability, social responsibility, economic equality, and cultural understanding.

Career Information

Career Opportunities may be found in graphic design studios, publications, animation studios, video game design studios, in-house agencies, and self-employment or freelance work.

Certificates of Achievement

3D Animation and Modeling Certificate

This program introduces students to the 3D animation and computer modeling industry. Through lectures and hands-on assignments, students will master real-world production techniques in both animation and 3D modeling. Rendering, compositing, and camera tracking are also covered.

Catalog Date: June 1, 2020

Certificate Requirements

COURSE CODE	COURSE TITLE	UNITS
ANIM 301	Animation I	3
ANIM 302	Animation II	3
ANIM 303	Animation III	3

COURSE CODE	COURSE TITLE	UNITS
MODL 301	3D Modeling I	3
Total Units:		12

Student Learning Outcomes

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

- demonstrate an understanding of the animation production process.
- recognize and articulate the principles of animation.
- create effective storyboards for use in the animation process.
- design and create a 3D character model.
- create and manipulate a wireframe mesh using a variety of tools.
- work with surfaces, including procedural textures and texture maps.
- demonstrate an understanding of the 3D rendering process.

Career Information

Upon completion of this program, students will have mastered the necessary skills to complete short animated films and commercial projects for the television, film, biomedical, architectural visualization, legal visualization, product design, and video game industries.

Design and Digital Media Certificate

Design and Digital Media develops coursework in conjunction with Northern California industry leaders. Our courses offer students both current technology and theory in graphic design, digital imaging, digital illustration, and page layout skills for print, web, and other screen-based media, computer animation, 3D modeling, and video game design.

The Design and Digital Media Department partners with industry leaders to develop coursework that blends solid theoretical training with the latest technical tools. Faculty members ensure student engagement with principles of typography, color theory, layout, form, visual message-making, interaction, motion, animation, and game design while preparing students for real-world employment or transfer to a four-year institution. Design and Digital Media has been inspiring creative emergence and developing professional marketability for over four decades.

Recommended High School Preparation: Students should complete courses in one or more of the following: art, design, computer skills, photography, journalism, and creative writing.

Catalog Date: June 1, 2020

Certificate Requirements

COURSE CODE	COURSE TITLE	UNITS
A minimum of 30 units from the following:		30
ANIM 301	Animation I (3)	
ANIM 302	Animation II (3)	
ANIM 303	Animation III (3)	
ANIM 307	Motion Graphics I (3)	
ANIM 495	Independent Studies in Animation (1 - 3)	
DDSN 301	Graphic Design I (3)	
DDSN 302	Graphic Design II (3)	
DDSN 303	Typography I (3)	
DDSN 305	History of Graphic Design (3)	
DDSN 311	Digital Layout I (3)	
DDSN 312	Digital Layout II (3)	
DDSN 321	Print and Multimedia Publication Design I (3)	
DDSN 322	Print and Multimedia Publication Design II (3)	
DDSN 323	Print and Multimedia Publication Design III (3)	
DDSN 331	Digital Imaging I (3)	
DDSN 332	Digital Imaging II (3)	
DDSN 333	Digital Imaging III (3)	
DDSN 335	Digital Imaging - Special Techniques (1.5)	
DDSN 341	Digital Illustration for Graphic Design I (3)	
DDSN 342	Digital Illustration for Graphic Design II (3)	
DDSN 360	User Interface Design (3)	
DDSN 361	Web Design I (3)	

COURSE CODE	COURSE TITLE	UNITS
DDSN 362	Web Design II (3)	
DDSN 390	Professional Practice and Portfolio (3)	
DDSN 391	Design Studio I (3)	
DDSN 392	Design Studio II (3)	
DDSN 393	Design Studio III (3)	
DDSN 495	Independent Studies in Digital Design (1 - 3)	
GAME 301	Video Game Design (3)	
GAME 303	Video Game Level Design (3)	
GAME 495	Independent Studies in Game Design (1 - 3)	
MODL 301	3D Modeling I (3)	
MODL 302	3D Modeling II (3)	
MODL 495	Independent Studies in 3D Modeling (1 - 3)	
Total Units:		30

Student Learning Outcomes

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

- demonstrate a comprehensive understanding and application of design theory and processes for creating original work.
- evaluate design opportunities, explore visual responses, and introduce and explain final results to an audience.
- determine the appropriate tool to solve a visual communication need.
- apply appropriate type, color, form, and imagery to a visual project.
- plan, design, and produce a multi-paged, multifaceted project in one or more of these mediums: print, Web, interactive, 3D, animation, or video game.
- communicate with the current and appropriate design industry vocabulary.
- utilize design as a tool of engagement in issues of sustainability, social responsibility, economic equality, and cultural understanding.

Career Information

Career Opportunities may be found in graphic design studios, publications, animation studios, video game design studios, in-house agencies, and self-employment or freelance work.

Game Design Certificate

In this program, students will study the art, technology, science, and design principles for the creation and development of video games. This program covers video game history, game theory, design of computer-based games, delivery systems, development cycles, case studies, ethical and social issues, emerging technologies, industry trends, and the development of 3D art assets. This program emphasizes the understanding and the interdisciplinary nature of video game design, production, and delivery. This program does not include computer programming topics.

Catalog Date: June 1, 2020

Certificate Requirements

COURSE CODE	COURSE TITLE	UNITS
ANIM 301	Animation I	3
ANIM 302	Animation II	3
DDSN 331	Digital Imaging I	3
GAME 301	Video Game Design	3
GAME 303	Video Game Level Design	3
MODL 301	3D Modeling I	3
MODL 302	3D Modeling II	3
Total Units:		21

Student Learning Outcomes

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

- exhibit an understanding of the game design process.
- communicate an understanding of game structure and elements.
- identify the various roles in a professional game development environment.
- build a working game prototype.
- create 3D art assets for video games.
- optimize 3D art assets to run correctly in a real-time game engine.

Career Information

Students who successfully complete this program and continue their education in four year programs will be prepared for entry level positions in the video game industry.

Graphic Design Certificate

This program offers students a comprehensive study of graphic design for print and/or web medium using current technologies. The curriculum encompasses the full spectrum of design theory, process, tools, and techniques that students will need to be successful in the graphic design industry. Students will also experience working with clients and preparing final project files and materials for printing or distribution. Students who complete this certificate will be able to produce a variety of print and/or web design projects and possess a professional portfolio of their work.

Catalog Date: June 1, 2020

Certificate Requirements

COURSE CODE	COURSE TITLE	UNITS
DDSN 301	Graphic Design I	3
DDSN 311	Digital Layout I	3
DDSN 331	Digital Imaging I	3
DDSN 341	Digital Illustration for Graphic Design I	3
DDSN 360	User Interface Design	3
DDSN 390	Professional Practice and Portfolio	3
A minimum of 6 units from the following:		6
DDSN 302	Graphic Design II (3)	
DDSN 303	Typography I (3)	
DDSN 305	History of Graphic Design (3)	
DDSN 312	Digital Layout II (3)	
DDSN 332	Digital Imaging II (3)	
DDSN 333	Digital Imaging III (3)	
DDSN 342	Digital Illustration for Graphic Design II (3)	
DDSN 391	Design Studio I (3)	
DDSN 392	Design Studio II (3)	
DDSN 393	Design Studio III (3)	
Total Units:		24

Student Learning Outcomes

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

- demonstrate a comprehensive understanding and application of design theory and processes for creating original print and Web projects.
- evaluate design opportunities, explore visual responses, and introduce and explain final results to an audience.
- determine the appropriate tool to solve a visual communication need.
- apply appropriate type, color, form, and imagery to a visual project.
- plan, design, and produce a multi-paged, multifaceted project for print and/or Web.
- communicate with the current and appropriate design industry vocabulary.
- utilize design as a tool of engagement in issues of sustainability, social responsibility, economic equality, and cultural understanding.

Career Information

Career Opportunities may be found in graphic design studios, publications, animation studios, in-house agencies, and self-employment or freelance work. This certificate will also prepare students for studies that may lead to transfer to four-year institutions, such as the design program at CSU, Sacramento, where a mastery of technology skills is required for entry.

User Interface and Web Design Certificate

This program provides a foundation of Web, user interface and user experience design, and development skills for students interested in careers as user interface designers for Web and mobile applications. The students completing this program will acquire tangible skills needed for planning, creating developing, and maintaining websites and user interfaces for small to medium businesses. Students will be presented with various Web technologies, processes, and techniques, which will provide well-rounded skills for increasing their employment and freelancing potential.

Catalog Date: June 1, 2020

Certificate Requirements

COURSE CODE	COURSE TITLE	UNITS
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CISW 306	Introduction to Web Page Creation and Web Accessibility	2
CISW 327	Introduction to Web Development coding HTML and CSS	4
DDSN 301	Graphic Design I (3)	3
or DDSN 311	Digital Layout I (3)	
DDSN 331	Digital Imaging I	3
DDSN 360	User Interface Design	3
DDSN 361	Web Design I	3
DDSN 362	Web Design II	3
DDSN 390	Professional Practice and Portfolio	3
DDSN 391	Design Studio I	3
Total Units:		27

Student Learning Outcomes

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

- employ the applications, languages, and processes necessary for publishing interactive, standards compliant, accessible websites and user interfaces.
- understand and utilize user-centered graphic design principles and how to apply them to meet the needs of a user interface project.
- design and develop websites individually and as a member of a team demonstrating effective processes for information architecture and navigation, content creation, and user interface and user experience design.
- manage a design project and utilize the communication skills necessary to function productively in interdisciplinary teams and organizational structures.
- use of an industry-standard content management system to develop and maintain a user-centered, responsive website.
- communicate the ethical and legal issues associated with creating websites.
- create a web-based portfolio of work and apply professional strategies to develop a successful career in user interface design, gain freelance clients, and manage projects.

Career Information

Career Opportunities include employment at Web design studios, graphic design studios, in-house design teams, or self-employment.

3D Modeling (MODL)

MODL 295 Independent Studies in 3D Modeling

Units: 1 - 3
Hours: 54 - 162 hours LAB
Prerequisite: None.
Catalog Date: June 1, 2020

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.

Student Learning Outcomes

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

- design an outline of a project that includes measurable goals and objectives, a schedule of completion, and methods of learning and discovery.
- demonstrate new skills in a specific design area of 3D modeling.
- demonstrate the ability to produce work independently.

MODL 299 Experimental Offering in 3D Modeling

Units: 0.5 - 4
Prerequisite: None.
Catalog Date: June 1, 2020

MODL 301 3D Modeling I

Units: 3
Hours: 36 hours LEC; 54 hours LAB
Prerequisite: None.
Advisory: ANIM 301 (formerly GCOM 400) and ART 304 with grades of "C" or better
Transferable: CSU
Catalog Date: June 1, 2020

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

Student Learning Outcomes

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

- design and create 3D models of hard surfaced objects.
- design and create 3D models of soft surfaced objects.
- create and manipulate a wireframe mesh using a variety of tools.
- create and apply texture maps.
- prepare and rig 3D models for animation.
- demonstrate an understanding of the 3D rendering process.

MODL 302 3D Modeling II

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	MODL 301 (formerly GCOM 402) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- create, manipulate, and author video game art assets.
- describe the various roles of a professional video game artist.
- explain the video game art pipeline.
- critique the art projects of other students.
- analyze and compare the work of professional game artists.
- successfully 'pitch' game art concepts.

MODL 495 Independent Studies in 3D Modeling

Units:	1 - 3
Hours:	54 - 162 hours LAB
Prerequisite:	None.
Transferable:	CSU
Catalog Date:	June 1, 2020

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.

Student Learning Outcomes

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

- demonstrate competency with equipment, technologies, and skills specific to the proposed digital design project or projects.
- demonstrate an understanding of the process by which specific ideas are developed into finalized digital design projects.
- demonstrate the ability to produce work independently.

MODL 499 Experimental Offering in 3D Modeling

Units:	0.5 - 4
Prerequisite:	None.
Catalog Date:	June 1, 2020

Animation (ANIM)

ANIM 295 Independent Studies in Animation

Units:	1 - 3
Hours:	54 - 162 hours LAB

Prerequisite:	None.
Catalog Date:	June 1, 2020

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.

Student Learning Outcomes

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

- design an outline of a project that includes measurable goals and objectives, a schedule of completion, and methods of learning and discovery.
- demonstrate new skills in a specific design area of animation.
- demonstrate the ability to produce work independently.

ANIM 299 Experimental Offering in Animation

Units:	0.5 - 4
Prerequisite:	None.
Catalog Date:	June 1, 2020

ANIM 301 Animation I

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	None.
Advisory:	ART 300 or ART 304 with a grade of "C" or better or equivalent.
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- create 2D animations using traditional drawing tools.
- demonstrate an understanding of the animation production process.
- recognize and articulate the principles of animation.
- apply sound effects and/or music to animation clips.
- demonstrate an understanding of the concept of timing and spacing and use this technique to depict a "mood" of characters or objects.
- use software animation controls to pose character gestures.
- create effective storyboards for use in the animation process.
- critique the level of realism and believability of an animation and recognize the correct application of the principles of animation.
- demonstrate an understanding of the history of animation and the different careers in animation.

ANIM 302 Animation II

Units:	3
Hours:	36 hours LEC; 54 hours LAB
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.
Transferable:	CSU
Catalog Date:	June 1, 2020

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.

Student Learning Outcomes

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

- create 3D animations using the personal computer.
- utilize the professional computer animation process to create 3D animations.
- recognize and articulate the principles of animation in a 3D environment.
- exhibit a basic understanding of body mechanics and expressing emotions through movement.
- apply the principles of timing, spacing, exaggeration, anticipation, squash and stretch, overlapping actions, and follow-through to their animations.
- create 3D animatics for storyboards.

- pose characters to express specific emotions, moods, and movements.
- critique the level of realism and believability of a 3D animation and recognize the correct application of the principles of animation.

ANIM 303 Animation III

Units:	3
Hours:	36 hours LEC; 54 hours LAB
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
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- design, create, and rig a 3D animated character in the context of telling a short story.
- demonstrate the production process for computer animated projects
- create effective detailed storyboards, make a story pitch, and create an animatic.
- demonstrate the ability to successfully track camera motions and composite computer generated elements into video footage.
- construct and render scenes with multiple passes for advanced nodal compositing and integration.

ANIM 307 Motion Graphics I

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	None.
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- design and create 2D motion graphics using an industry-standard application.
- demonstrate the 2D animation process.
- create and apply advanced video effects to motion graphics and animation.
- animate lights, cameras, and null objects in a 2D environment.
- apply sound effects and/or music to motion graphics.
- demonstrate the creation, manipulation, and animation of text in both 2D and per-character 3D.
- demonstrate mastery of mattes, masks, and keying.
- demonstrate understanding of different codecs and export settings.

ANIM 495 Independent Studies in Animation

Units:	1 - 3
Hours:	54 - 162 hours LAB
Prerequisite:	None.
Transferable:	CSU
Catalog Date:	June 1, 2020

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.

Student Learning Outcomes

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

- demonstrate competency with equipment, technologies, and skills specific to the proposed digital design project or projects.
- demonstrate an understanding of the process by which specific ideas are developed into finalized digital design projects.

- demonstrate the ability to produce work independently.

ANIM 499 Experimental Offering in Animation

Units:	0.5 - 4
Prerequisite:	None.
Catalog Date:	June 1, 2020

Digital Design (DDSN)

DDSN 295 Independent Studies in Digital Design

Units:	1 - 3
Hours:	54 - 162 hours LAB
Prerequisite:	None.
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- design an outline of a project that includes measurable goals and objectives, a schedule of completion, and methods of learning and discovery.
- demonstrate new skills in a specific design area: graphic, Web, or user interface/user experience.
- demonstrate the ability to produce work independently.

DDSN 299 Experimental Offering in Digital Design

Units:	0.5 - 4
Prerequisite:	None.
Catalog Date:	June 1, 2020

DDSN 301 Graphic Design I

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	None.
Advisory:	DDSN 311 (formerly GCOM 313) or DDSN 341 (formerly GCOM 340) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- utilize graphic design tools (by hand and on the computer) to create a desired visual outcome.
- employ basic design theory of color, type, visual hierarchy, and composition.
- produce a graphic design mockup, ready for presentation to a client.
- properly prepare a graphic design project for production.
- define industry terminology essential for communication to printers and other graphic designers.
- demonstrate an understanding of design and Gestalt principles.
- integrate text and images on a two-dimensional page.

DDSN 302 Graphic Design II

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 301 (formerly GCOM 343) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- demonstrate design and creative processes using the latest industry standard software.
- develop a branding campaign using design research methods.
- prepare a file for professional offset printing, a service bureau, or digital printing.
- design images using experimental techniques.
- choose appropriate software packages for specific project goals.

DDSN 303 Typography I

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 311 (formerly GCOM 313) or DDSN 341 (formerly GCOM 340) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- demonstrate competency in and understanding of core typographic principles and history.
- define and effectively apply the terminology of graphic design and typography.
- analyze the use of letterform and image in visual communication; including print, web, and other new media applications.
- apply the principles of basic design to the problem solving process of graphic design.
- demonstrate competency of digital font management tools and digital font definitions and formats.

DDSN 305 History of Graphic Design

Units:	3
Hours:	54 hours LEC
Prerequisite:	None.
Transferable:	CSU; UC
General Education:	CSU Area C1; IGETC Area 3A
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- identify significant designers and design movements.
- recognize key artists and illustrators who have had a significant impact on design.
- analyze how design affects, and is affected by, our culture.
- develop an understanding of the chronology of graphic design periods and styles.
- understand graphic design schools and movements in relation to world events.
- understand the effect of changing technologies on the field of graphic design.
- develop the ability to identify the usage of historical styles of graphic design in contemporary graphics.

DDSN 311 Digital Layout I

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	None.
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- utilize the features and tools of the software to construct original documents.
- choose appropriate composition, graphics, typefaces, color schemes, and formatting for design projects.
- create single and multi-page documents, using graphic design principles such as grid, hierarchy, balance, framing, similarity, proximity, and theme.
- demonstrate understanding of the professional design process, including the ability to identify need and target audience; discover and analyze data; ideate and test concepts; and implement creative solutions.
- produce press-ready materials and determine best practices for printing and production of a project.
- work with a real-world non-profit or public education client to design and produce printed material promoting an event, service, business, or cause.
- design a magazine-style editorial layout utilizing text, headline, subhead, pullquotes, graphics, and captions.

DDSN 312 Digital Layout II

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 311 (formerly GCOM 313) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- implement graphic design theories through the use of a professional creative process.
- effectively utilize key tools and techniques of industry-standard layout software, including templates, styles, color schemes, type tools, preflighting, accessibility, and saving files in appropriate formats.
- compare, evaluate, and critique design concepts at various stages of development; ideate and implement improvements toward the final product.
- develop effective design solutions for a variety of typical real-world print and screen-based projects and challenges.
- develop multipage publication, book, and marketing designs that utilize screen interactivity and effectively communicate to a specific audience.
- prepare a document for offset printing and service bureaus.
- choose appropriate current electronic publishing formats and create documents and publications using industry standard technologies.

DDSN 321 Print and Multimedia Publication Design I

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 311 (formerly GCOM 313) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- design a successful page layout for the newspaper in print and/or Web.
- collaborate with other designers and writers, editors, and photographers.
- demonstrate an understanding of the production process from concept to final publication.
- implement visual communication elements to enhance a print and/or Web publication.
- develop and adhere to time management and team issues and commitments.

DDSN 322 Print and Multimedia Publication Design II

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 321 (formerly GCOM 319) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- design a successful two-page layout, photo essay, or cover for the newspaper, magazine, and/or Web media.
- collaborate with other designers and writers, editors, and photographers.
- demonstrate an understanding of the production process from concept to final publication.
- implement visual communication elements to enhance a print and/or Web publication.
- develop and adhere to time management, team issues and commitments.

DDSN 323 Print and Multimedia Publication Design III

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 322 (formerly GCOM 320) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- create a successful grid layout, styles, and templates for the newspaper, magazine, and/or Web media; design complex layouts such as photo essays or info graphics.
- collaborate with editors to plan and produce multiple publications with meaningful content and consistent design.
- demonstrate an understanding of the production process, and the management of beginning-level designers, from concept to final publication.
- provide art direction and peer critique to ensure and maintain a high quality of visual communication in the print and/or Web publications.
- develop and adhere to time management and team issues and commitments.
- create and produce visually dynamic and effective cover designs for the various publications.

DDSN 331 Digital Imaging I

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	None.
Transferable:	CSU; UC (Approved for 2nd round submissions.)
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- demonstrate competency in identifying Photoshop tools and interface elements.
- construct images utilizing selections, layers, masks, adjustment layers, and blending modes.
- differentiate graphic file formats and recognize the appropriate usage for each.
- create composite images that demonstrate visual design concepts of scale, rhythm, and balance.
- enhance images with color and tonal adjustments, sharpening, and other image modifying processes.
- evaluate and prepare prepress files for printing and delivery into page layout software.
- optimize images and graphics for the web and other screen-based media.
- design and create project for prepress printing demonstrating specific visual design concepts.
- prepare files for offset printing and delivery into page layout software.
- demonstrate an understanding of visual hierarchy and scale through successful completion of a comprehensive final project.

DDSN 332 Digital Imaging II

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 331 (formerly GCOM 330) with a grade of "C" or better or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- create original artwork, digitally edited images, and print-ready graphic designs using the software.
- employ compositional terminology, design, and color theory to create a visually stimulating image.
- determine appropriate course of action and use of creative techniques to attain desired results.
- prepare a file/image for output with a service bureau or offset printer.
- critique design work in a method that encourages revision, effective communication, and open mindedness.
- compose multiple images using channels, layers, and complex selections to create original compositions.
- utilize color and tonal correction tools to improve digital photos and artwork.
- integrate creative typography to communicate graphically and illustrate concepts.
- utilize and apply the professional creative process to identify an appropriate design solution for a given project.

DDSN 333 Digital Imaging III

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 331 (formerly GCOM 330) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- utilize software to create original artwork and images, 3D objects, basic animation, user interfaces, and other graphic design deliverables.
- employ visual design fundamentals, creative typography, and color theory to create a visually stimulating images and layouts.
- utilize the design process to gather research and apply critical thinking to develop and communicate complex ideas graphically.
- determine appropriate use of creative techniques to attain desired results with software, and practice advanced processes and shortcuts to increase productivity and creative work flow.

DDSN 335 Digital Imaging - Special Techniques

Units:	1.5
Hours:	18 hours LEC; 27 hours LAB
Prerequisite:	DDSN 331 (formerly GCOM 330) with a grade of "C" or better, or equivalent
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- use an industry-standard digital imaging application to produce creative artwork and design pieces.
- use channels and layers as a basis for a complex selection mask.
- colorize black and white artwork through layer blending modes, brushes, and fills.
- create custom patterns and textures using combinations of filters.
- fine tune typography using the character and paragraph palletes.
- create a final project that has visual hierarchy and a visual theme.
- export artwork for print design, web design, 3D animation, and digital video usage.

DDSN 341 Digital Illustration for Graphic Design I

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	None.
Transferable:	CSU
C-ID:	C-ID ARTS 250
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- practice and apply different techniques for form and composition making using technical and creative limitations.
- demonstrate vector drawing and painting tools and apply their uses to visual communication.
- apply several design or creative processes to "real world" and exploratory projects.
- identify illustration styles and contemporary digital illustrators.
- demonstrate proficiency using the pen tool.
- prepare a project for printing at a service provider.
- evaluate and critique methods and form making of other designers and students.

DDSN 342 Digital Illustration for Graphic Design II

Units:	3
Hours:	36 hours LEC; 54 hours LAB
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
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- select color to evoke emotion or mood, convey message, or emphasize a visual.
- apply an original or existing illustration style to drawn or scanned artwork.
- choose appropriate typographic treatment (typeface, type style, type arrangement, typeface combination) for visual communication.
- accurately trace scanned artwork into the computer software using the pen tool.
- create a portfolio-quality, multi-page graphic design project using original illustrations.
- initiate form making using original, experimental digital techniques.
- prepare a multipaged file for offset or digital printing.
- employ a combination of vector tools to design original work.

DDSN 360 User Interface Design

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	None.
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- demonstrate the use of current technologies and processes of user interface and responsive website design.
- describe the relationship between user-centered design concepts, user interface (UI) design, user experience (UX) design, and usability testing.
- evaluate and critique the form and function of an interface and test its success at meeting goals and objectives.
- conceive and design effective site maps, wireframes, navigation, user interfaces, and prototypes.
- apply the concept of visual theme and communication by making appropriate choices in style, color palette, content, accessibility, and typography.
- develop and optimize basic bitmap, vector, and animated graphics for Web and interactive media.
- develop a theme-based blog website using a hosted content management system.
- explain the role HTML and CSS play in website development.

DDSN 361 Web Design I

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 360 (formerly GCOM 360) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- discover, define, and document the needs and goals of a website project.
- employ usability strategies to direct various audiences to specific end goals through intuitive user interface design.
- choose and modify a visual theme appropriate to the site's audience and goals.
- integrate additional tools and services for increased interaction and usability.
- manage a Web design project with a client from project proposal and discovery through design, development, launch, and maintenance.

DDSN 362 Web Design II

Units:	3
Hours:	36 hours LEC; 54 hours LAB
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
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- extend the functionalities of a content management system-based website for greater user interaction via industry standard channels.
- review and implement appropriate solutions based on user needs through practice with various tools, systems, and plugins.
- customize the appearance and functionality of a website theme and templates in a local environment and on a server.
- work with systems to support eCommerce, paid content walls, downloadable content, and events.
- create forms and surveys to solicit interaction from users.
- configure content and plugins for search engine optimization and social media sharing.

DDSN 370 Visual Content For Social Media

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	None.
Transferable:	CSU (effective Summer 2020)
Catalog Date:	June 1, 2020

This course introduces students to visual content creation for social media using specialized mobile apps on smart phones and tablets. Students will learn to create photos and illustrations, edit static and motion graphics, and produce and publish marketing content for websites, social networking sites, and other online media. Basic visual concepts are introduced and utilized to create professional imagery, design projects, and visual storytelling using mobile device techniques and tools. Students must have their own mobile device (smart phone or tablet) and access to an online app store.

Student Learning Outcomes

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

- demonstrate mastery using the mobile device for image capture of both photos and videos.
- apply different techniques for photos, illustrations, and layouts using mobile apps to create content that can be used for business or marketing.
- edit images using tonal adjustments, cropping, and other modifying processes.
- capture and edit video to create movies including intros, outros, and text.
- create professional digital graphics and illustrations that utilize core design principles.
- understand sizing considerations for standard social media sites, websites, and additional output needs.

DDSN 390 Professional Practice and Portfolio

Units:	3
Hours:	36 hours LEC; 54 hours LAB
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.
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- research college transfer and career options within the design industry.
- practice good job interview skills or four-year college admission interview skills that include an application and portfolio submission or review.
- organize a body of design work for oral and visual presentation.
- develop and design self promotion pieces or a studio system that illustrates an individual's skills and abilities.
- study and evaluate small design firm and freelance design business models.
- demonstrate the basics in starting a design studio.
- develop strategies to build and maintain a client base.
- apply basic knowledge in writing contracts and paying quarterly taxes.

DDSN 391 Design Studio I

Units:	3
Hours:	36 hours LEC; 54 hours LAB
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
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- plan, organize, schedule, and implement the needed parts of a design project to adhere to a deadline.
- determine and utilize the appropriate tools to complete a real world project.
- interview a client to discover their design needs.
- work cooperatively within a team to brainstorm and develop design solutions.
- develop a project brief that outlines the scope of a project, the goals, pricing, and methods to complete the project.
- utilize design as a tool of engagement in issues of sustainability, social responsibility, economic equality, and cultural understanding.

DDSN 392 Design Studio II

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 391 (formerly GCOM 490) with a grade of "C" or better
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- determine team roles to successfully organize, schedule, and implement the needed parts of a design project while adhering to a deadline.
- research costs, billing, hour tracking, itemized pricing, and project management methods for a design project.
- develop and communicate to a client strategies for social responsibility.
- create and present visuals and other presentation collateral materials for client proposals.

DDSN 393 Design Studio III

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	DDSN 392 (formerly GCOM 491) with a grade of "C" or better
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- manage the needed parts of a design project to adhere to a deadline.
- collaborate with colleagues to determine appropriate strategies and timelines for completing a professional project.
- organize client interviews and conduct discovery processes.
- build design teams and participate in execution of solutions.
- present to a client project briefs and other project collateral that comprehensively outline the scope of a project.

DDSN 495 Independent Studies in Digital Design

Units:	1 - 3
Hours:	54 - 162 hours LAB
Prerequisite:	None.
Transferable:	CSU; UC
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- demonstrate competency with equipment, technologies, and skills specific to the proposed digital design project or projects.
- demonstrate an understanding of the process by which specific ideas are developed into finalized digital design projects.
- demonstrate the ability to produce work independently.

DDSN 499 Experimental Offering in Digital Design

Units:	0.5 - 4
Prerequisite:	None.
Catalog Date:	June 1, 2020

Game Design (GAME)

GAME 295 Independent Studies in Game Design

Units:	1 - 3
Hours:	54 - 162 hours LAB
Prerequisite:	None.
Catalog Date:	June 1, 2020

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.

Student Learning Outcomes

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

- design an outline of a project that includes measurable goals and objectives, a schedule of completion, and methods of learning and discovery.
- demonstrate new skills in a specific design area of game design.
- demonstrate the ability to produce work independently.

GAME 299 Experimental Offering in Game Design

Units:	0.5 - 4
Prerequisite:	None.
Catalog Date:	June 1, 2020

GAME 301 Video Game Design

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	None.
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- build a working game prototype.
- apply the game design process.
- explain game structure and elements.
- describe the various roles in a professional game development environment.
- critique the game projects of others.
- successfully 'pitch' a game project.
- analyze and compare the work of professional game designers.

GAME 303 Video Game Level Design

Units:	3
Hours:	36 hours LEC; 54 hours LAB
Prerequisite:	GAME 301 with a grade of "C" or better; MODL 302 (formerly GCOM 424) with a grade of "C" or better, or equivalent
Transferable:	CSU
Catalog Date:	June 1, 2020

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

Student Learning Outcomes

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

- create, manipulate, and implement video game levels.
- demonstrate an understanding of how the level design process fits into the game development cycle.
- critique the level design of other students.
- analyze and compare the work of professional level designers.
- successfully 'pitch' level designs to an appropriate target audience.
- develop evaluation processes to play-test game levels and incorporate gathered feedback into subsequent game level revisions.

GAME 495 Independent Studies in Game Design

Units:	1 - 3
Hours:	54 - 162 hours LAB
Prerequisite:	None.
Transferable:	CSU
Catalog Date:	June 1, 2020

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.

Student Learning Outcomes

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

- demonstrate competency with equipment, technologies, and skills specific to the proposed digital design project or projects.
- demonstrate an understanding of the process by which specific ideas are developed into finalized digital design projects.
- demonstrate the ability to produce work independently.

GAME 499 Experimental Offering in Game Design

Units: 0.5 - 4
Prerequisite: None.
Catalog Date: June 1, 2020

Faculty

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