

**DM 114 Digital Media Production****Units:** 2.0 **Hours:** 2.0 Lecture

A team oriented practicum that focuses on the application of learned skills to the production of digital media and digital print projects, such as web sites, CD ROM, and DVDs. Project development will be accomplished according to team derived master schedules. Lectures will be on project management, work coordination and production techniques, client-team interface, asset management and integration, budget estimates, testing, and copyright infringement. Please note that this is very much a team oriented class. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 114. **ADVISORY:** At least one of the following: ART 75, CGE 2, JOUR 18A, MUS 21, CSIS 7, CSIS 71, OR CSIS 77. or possess equivalent skills from any one of the following areas: digital media, computer graphics, digital print, film, TV/video, journalism (publishing), drawing or illustration, web design/ development, business/marketing, or programming.

**DM 117 Visual Effects-Motion Graphics****Units:** 3.0 **Hours:** 2.0 Lecture and 3.0 Laboratory

Study of the design of motion graphics and special effects used in digital video and film, web, multimedia, and interactive games. Includes video/graphics compositing techniques, 2D animation, basic 3D animation, and special effects commonly generated in digital post-production. Software such as Adobe After Effects or Apple's Motion will be used. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 117. **ADVISORY:** DM/ART/CSIS 113 or DM/ART/CSIS 140 or DM/ART/CSIS 77 or THEA 17A or basic knowledge of digital video/film editing.

**DM 140 Basic Digital Film, Video Production****Units:** 1.0 **Hours:** 1.0 Lecture**Transferable:** GAV-GE:C1

An on-line self-paced course covering the basics of film/video production and post production (editing) using "easy to use" computer software such as Apple's iMovie. Beneficial for students who are producing a video/film project as a requirement for another college course, extra skills development, or for self interest. Completion of the associated class or personal project in DVD format using either personal video equipment or the equipment in the Digital Media Studio is required. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 140.

**DM 160 Game Design****Units:** 3.0 **Hours:** 3.0 Lecture

Intended for students who want to explore game design and computational media. Compelling successful games are created by developers who have absorbed the fundamental principles of good game design. Students will analyze existing games for their educational and entertainment value, and create their own games using freely available software and game development environments. Key concepts such as game math, textures and materials, geometry and topology, lighting, sound and special effects will be explored. No previous programming experience is necessary. This course has the option of a letter grade or pass/no pass. This course is also listed as CSIS 160.

**ECONOMICS****ECON 1 Principles of Macroeconomics****Units:** 3.0 **Hours:** 3.0 Lecture**Transferable:** CSU-GE:D, IGETC:4B, GAV-GE:D2

Introduction to the principles of macroeconomic analysis, economic institutions, and economic policy; supply and demand, determinants and distribution of output, income, and welfare through the market system; international trade and globalization. Measurement, determinants of, and policies relating to long-run economic growth, business cycle fluctuations, unemployment, and inflation. This course has the option of a letter grade or pass/no pass. (C-ID: ECON 202) **PREREQUISITE:** MATH 430 or MATH 205

**ECON 2 Principles of Microeconomics****Units:** 3.0 **Hours:** 3.0 Lecture**Transferable:** CSU-GE:D, IGETC:4B, GAV-GE:D2

Introduction to microeconomic principles, theory, and analysis. Topics include scarcity and resource allocation, specialization and exchange, and the determinants and distribution of output, income, and welfare through the market system, as well as elasticity, production and cost theory, and market failure caused by externalities and asymmetric information. Includes consumer choice and utility maximization, as well as profit maximization in various competitive settings. This course has the option of a letter grade or pass/no pass. (C-ID: ECON 201) **PREREQUISITE:** MATH 430 or MATH 205

**ECON 11 Statistics for Business and Economics****Units:** 4.0 **Hours:** 4.0 Lecture**Transferable:** CSU-GE:B4, IGETC:2A, GAV-GE:B4

The use of probability techniques, hypothesis testing, and predictive techniques to facilitate decision-making. Topics include descriptive statistics; probability and sampling distributions; statistical inference; correlation and linear regression; analysis of variance, chi-square and t-tests; statistical analysis including the interpretation of the relevance of the statistical findings. Applications using data from disciplines including business, social science, psychology, life science, health science, and education. Additional and more extensive case studies from business and economics, emphasizing statistical results that provide guidance for business decisions or suggest solutions to contemporary business and economic problems; use of larger data sets analyzed with computer software programs. (C-ID: MATH 110) **PREREQUISITE:** Math 233, or Math 233A and Math 233B, or Math 235, or Math 240, or Math 242 with a grade of "C" or better.

**ECON 14 Personal Finance****Units:** 3.0 **Hours:** 3.0 Lecture

This course is designed to assist individuals to analyze their financial affairs for lifelong decision making. Elements and concepts of financial planning and decision making in the areas of budgeting, taxes, borrowing, money management, insurance, investments, retirement, and estate planning will be examined. This course is also listed as BUS 14. This course has the option of a letter grade or pass/no pass. **ADVISORY:** Math 400

**ECOLOGY****ECOL 1 Conservation of Natural Resources****Units:** 4.0 **Hours:** 3.0 Lecture and 3.0 Laboratory**Transferable:** CSU-GE:B2, CSU-GE:B3, IGETC:5B, IGETC:5C, GAV-GE:B2, GAV-GE:B3

This course examines the fundamentals of ecology (the study of the relationships between organisms and their environment) with special emphasis on human effects on the environment. Topics of discussion will include ecosystem dynamics, resources, pollution, population growth, and the clash between economic and political policy and the environment. **ADVISORY:** Eligible for English 250 and English 260.

**ENGINEERING****ENGR 1 Graphical Communication and Design****Units:** 3.0 **Hours:** 2.0 Lecture and 3.0 Laboratory

An introduction to the graphical and visual communication of the engineering design process. Topics will include the design process, visualization, free-hand sketching, instrument drawing, scales, orthographic projection, section views, auxiliary views, and dimensioning and tolerancing. Computer based drafting will be used in conjunction with traditional methods to highlight the strengths of multiple communication methodologies. **ADVISORY:** MATH 1A; may be concurrent.