

DIGITAL MEDIA INTERACTIVE DESIGN & ANIMATION

Certificate of Achievement for Academic Year 2021-2022

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Program of study leading to: Certificate of Achievement

Complete the **REQUIRED COURSES (10 units)**.

REQUIRED CORE COURSES

		UNITS	In Progress	Completed Grade
†	ART 42	Introduction to Multimedia Design	3	
†	ART 43	Beginning Website Design	3	
†	ART 47	Computer Animation and Multimedia	3	
	ART 56	Introduction to Typography	1.5	
		Subtotal Units	10.5	

In addition to the above, complete 12-15 UNITS from the following:

		UNITS		
†	ART 46	Computer Art & Design in 3D Modeling	3	
†	ART 48	Computer Art & Design for TV and Video	3	
†	ART 49	Special Studies in Computer Art & Design	3	
†	FILM 21	Intermediate Digital Film Production	3	
†	FILM 25	Introduction to Digital Cinematography	3	
†	PHOT 43	Photoshop and Digital Image Management	3	
		Subtotal Units	12-15	
		TOTAL UNITS	22.5-25.5	

For graduation with an **Digital Media: Interactive Design & Animation Certificate of Achievement:**

1. Complete each of the **REQUIRED COURSES** listed above with a **minimum grade of "C"** and a minimum cumulative grade point average of 2.5.
2. Complete fifty percent (50%) or more of the unit requirements for this field of concentration in residence; this means at **least 11.5-13 units** of the required 22.5-25.5 must be **completed at Long Beach City College**. Credit earned by exam, where applicable, may be included.
3. Complete and submit the certificate application form to the Admissions and Records office during your final semester of course work. These forms are available in the Admissions and Records office, or online at <http://admissions.lbcc.edu/>. Refer to the Schedule of Classes (<http://schedule.lbcc.edu/>) and click the "Important Dates" link to view the actual deadline for each semester.

Suggested Sequence of Classes

<u>First Semester</u>	<u>Units</u>	<u>Second Semester</u>	<u>Units</u>
Art 42	3.0	Art 43	3.0
Art 56	1.5	Art 47	3.0
Semester Total	4.5	Semester Total	6.0
<u>Third Semester</u>	<u>Units</u>	<u>Fourth Semester</u>	<u>Units</u>
Art 46	3.0	Art 48	3.0
Film 21	3.0	Art 49	3.0
Semester Total	6.0	Semester Total	6.0

Career Opportunities

According to the Otis Creative Economy Report*, 12.5% of jobs in the L.A./O.C. region are directly tied to the Creative Industries. Within these industries the Digital Media sector is seen as a growing area. The regional Labor Market reports shows average wages for Multimedia Arts and Animators to be between \$28-\$55/hr and they predict approximately 1,285 job openings between 2014-19 in LA/OC. The Advanced Interactive Media Design program prepares students for entry-level jobs within the Interactive sector. Entry-level Interactive Digital Media artists can begin a career the fields of 3/D 2/D entertainment (games, animation and films), info-graphics, motion graphics (TV, web, film, corporate), and interactive media (web, mobile, user experience design). Students completing this certificate will be able to demonstrate the creation of interactive digital media projects using creative and technical skills

Program Mission and Outcomes

Mission:

The Digital Media Interactive Design program builds on the Fundamentals of Digital Media Arts certificate and is designed to prepare students for entry-level employment in Interactive Media Design fields.

Student Learning Outcomes

1. Demonstrate an understanding of pre-production, production and post-production digital media processes.
2. Engage creativity and original thinking in the production of a Digital Media Art Production.

Legend

† This course has a prerequisite. Prerequisite courses must be complete with at least a “C” or “P” grade. Refer to the General Catalog (<http://www.lbcc.edu/cat/index.html>), the Schedule of Classes (<http://schedule.lbcc.edu/>), or the online Credit Course Outline (<http://wdb-asir.lbcc.edu/coursecurriculum/course/details/>) for specific prerequisite information.