MEDIA DESIGN AND DEVELOPMENT, SKILLS COMPETENCY AWARD (SCA)

Overview

Multimedia is a field of study and an industry emerging from the synthesis of communication networks and cross-disciplinary media development processes. The advent of digital technologies, media authoring, storage and distribution, in conjunction with traditional media production processes, has created this confluence of what is often referred to a new media, digital media or multimedia.

The Multimedia Arts curriculum develops students' aesthetic and technical competence by providing training in state-of-the-art software, production processes, theory and concepts. The program prepares students for employment in applied media industries or for transfer to media programs at 4-year institutions. Our courses give students a core background in art, design and technical skills in media development, production and distribution.

Currently, the program offers two fields of study with a number of electives. These electives range in specialization from web design and development authoring, sound design and engineering, to 3-D animation and effects compositing. Students may seek an Associate in Arts Degree or pursue a more rigorous and concentrated Certificate.

Along with faculty and staff who bring a passion for teaching and support into the classroom, our program offers a state-of-the-art Digital Arts Center, including over 150 computers, scores of scanners, digital design, editing, animation and audio workstations, along with digital video/still cameras, lighting equipment and a video production studio.

Requirements

Skills Competency Award Requirements

Complete all department requirements with a "C" or higher or "P" in each course. Candidates for a Skills Competency Award are required to complete at least 20% of the department requirements through SBCC.

Code	Title	Units
Department Requirements		
MAT 116	Interactive Design I	3
MAT 145	Video Game Design	3
Total Units		**6.00**

Learning Outcomes

1. Design and develop media content that incorporate design, usability and interaction principles, specific to mobile device use.
2. Write scripts and programs that enhance interactivity.
3. Develop content according to technical standards and constraints.
4. Develop content according to technical standards and constraints.