SADDLEBACK COLLEGE
CURRICULUM COMMITTEE

AGENDA

College Mission: Saddleback College empowers its diverse student body to achieve personal, academic, and economic advancement through equitable and innovative educational experiences.

Tuesday, November 12, 2024

The meeting starts promptly at **3:00PM in AGB 106**

1. **Approval of Minutes – October 22, 2024, p. 5-11**
2. **Approval of Agenda**
3. **Public Comments –** Anyone may address the Curriculum Committee on any item NOT on the Agenda **within the subject matter and jurisdiction of the Senate pursuant to Section 53200 of Title 5 California Code of Regulations.** Each speaker is limited to two minutes.
4. **Chair's Report**
5. **Curriculum Committee Training – Information Item**
6. **Spring 2025 Curriculum Calendar – Information Only Item, p. 12**
7. **Proposed New Taxonomic Pathway for Computer Information Management (CIMAI – Artificial Intelligence) for Academic Year 2025-26 – Information Only Item, p. 13**
8. **Proposed New Taxonomic Pathway for the Health Sciences Department (HLTHDA – Healthcare Data Analytics) for Academic Year 2025-26 (Spring) – Information Only Item, p. 14**
9. **Proposed New Credit Course Justifications for Academic Year 2025-26 (Spring) – Information Item, p. 15-20**
    A. CIMA 633 (233) – Business Applications with Artificial Intelligence
    B. CIMA 636 (136) – Introduction to Machine Learning
10. **Proposed New Credit Program Justifications for Academic Year 2026-27 – Information Item, p. 21-25**
    A. Games and Interactive Media - Art Certificate of Achievement
    B. Games and Interactive Media - Design Certificate of Achievement
    C. Games and Interactive Media A.S. Degree
11. **Proposed New Credit Course Justifications for Academic Year 2026-27 – Information Item, p. 26-81**
    A. GD 601 (51) – History of Games
    B. GD 602 (52) – Games and Society
    C. GD 603 (53) – Introduction to Game Design
    D. GD 604 (54) – Play Studies
    E. GD 605 (55) – Character Design
    F. GD 606 (56) – Environment Design
    G. GD 607 (57) – Interaction Design
    H. GD 608 (58) – Interactive Storytelling
    I. GD 609 (59) – 3D Modeling
    J. GD 610 (60) – Character Modeling
    K. GD 611 (61) – 3D Animation
    L. GD 612 (62) – Analog Games
    M. GD 613 (63) – User Experience Design
    N. GD 614 (64) – Level Design
    O. GD 615 (65) – World Building
    P. GD 616 (66) – Capstone Game
12. **Proposed New Credit Courses (Culinary, Hospitality, & Restaurant Management) for Academic Year 2025-26 – Information Item, p. 82-83**
    A. New prerequisite
        a. CUL 606 (206) will have a prerequisite of CUL 101
        b. CUL 608 (208) will have a prerequisite of CUL 101

c. CUL 649 (249) will have a prerequisite of CUL 244
d. CUL 660 (260) will have a prerequisite of CUL 101
e. CUL 663 (263) will have a prerequisite of CUL 101
f. CUL 665 (265) will have a prerequisite of CUL 101
g. CUL 667 (267) will have a prerequisite of CUL 101
h. CUL 670 (270) will have a prerequisite of CUL 101
i. CUL 675 (275) will have a prerequisite of CUL 101

B. Approval of new credit courses

13. Proposed New Credit Programs for Academic Year 2025-26 – Information Item, p. 84-87

A. Introduction to Baking and Pastry Certificate of Achievement
B. Advanced Baking and Pastry Certificate of Achievement
C. Advanced Baking and Pastry A.S. Degree

14. Proposed Course Revisions (CWE, FN) for Academic Year 2025-26 – Information Item, p. 88-92

A. New prerequisite
   a. CUL 285 will have a prerequisite of CUL 101
B. Prerequisite changes
   a. CUL 120 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 171 or current ServSafe Certification
   b. CUL 160 - prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 101
   c. CUL 182 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 101 and CUL 244
   d. CUL 210 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 171 or current ServSafe Certification
   e. CUL 220 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
   f. CUL 222 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
   g. CUL 223 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
   h. CUL 226 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
   i. CUL 227 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
   j. CUL 228 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
   k. CUL 230 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
   l. CUL 232 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
   m. CUL 236 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
   n. CUL 201- prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 101
   o. CUL 244 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 171 or current ServSafe Certification
   p. CUL 245 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 244
   q. CUL 246 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to FN 101 and CUL 244
   r. CUL 250 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 244
   s. CUL 251 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 244

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C. Recommended preparation changes
   a. CUL 110 – rec prep from ~~FN 171 or FN 210 or current ServSafe Certification and Eligibility for ENG 1A or ENG 1AH~~ to CUL 171 or current ServSafe Certification
   b. CUL 182 – rec prep from ~~FN 101 and 244~~ to none
   c. CUL 201 – rec prep from ~~FN 101~~ to none
   d. CUL 245 – rec prep from ~~FN 244~~ to none

D. Remaining course changes

15. Proposed Course Revisions (FN 101 & FN 110) for Academic Year 2025-26 – Information and Action Item, p. 93-94

A. Prerequisite changes
   a. CUL 101 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 171 or current ServSafe Certification

B. Recommended preparation changes
   a. CUL 101 – rec prep from ~~FN 246~~ to CUL 210
   b. CUL 110 – rec prep from ~~FN 171 or FN 210 or current ServSafe Certification and Eligibility for ENG 1A or ENG 1AH~~ to CUL 171 or current ServSafe Certification

C. Remaining course changes

16. Proposed Course Revisions Due to Number Change for Prerequisite Course (Resulting from UCTCA Approval) for Academic Year 2025-26 – Information and Action Item, p. 95-96

A. Prerequisite changes
   a. BIO 12 – prereq from ~~CHEM 108 or one year of high school chemistry with a grade of "C" or better and BIO 11~~ to CHEM 8 or one year of high school chemistry with a grade of "C" or better and BIO 11
   b. BIO 15 – prereq from ~~BIO 20 or one year of high school biology with a grade of "C" or better and CHEM 108 or one year of high school chemistry with a "C" or better~~ to BIO 20 or one year of high school biology with a grade of "C" or better and CHEM 8 or one year of high school chemistry with a "C" or better
   c. MLT 230 – prereq from ~~CHEM 108~~ to CHEM 8
   d. MLT 235 – prereq from ~~BIO 113~~ to BIO 13
   e. MLT 236 – prereq from ~~BIO 113~~ to BIO 13

B. Remaining course changes

17. Proposed New General Education Certificate of Achievement (Cal-GETC) for Academic Year 2025-26 – Action Item, p. 97-108

18. Proposed New Credit Course (CIMA 630/130) for Academic Year 2025-26 – Action Item, p. 109

19. Proposed New Noncredit Courses (HSC and MA) for Academic Year 2025-26 – Action Item, p. 110-111

20. Proposed New Noncredit Programs for Academic Year 2025-26 – Action Item, p. 112-114

A. Administrative Medical Assistant Certificate of Completion
B. Clinical Medical Assistant Certificate of Completion
C. Comprehensive Medical Assistant Certificate of Completion

21. Proposed Course Revisions (CWE, HSC, PHYS) for Academic Year 2025-26 – Action Item, p. 115-116

A. Prerequisite changes
   a. HSC 108 – prereq from ~~HSC 104, HSC 107 or BIO 113~~ to HSC 104 or BIO 13
   b. PHYS 4C – prereq ~~PHYS 4A or MATH 3B~~ to PHYS 4A

B. Remaining course changes

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AGENDA (Continued)

22. Proposed Course Revisions and Deletions for Academic Year 2025-26 – Consent Item, p. 117-119

23. Proposed Program Revisions for Academic Year 2025-26 – Consent Item, p. 120-159

A. Agriculture Plant Science AS-T Degree
B. Anthropology A.A. degree
C. Anthropology AA-T degree
D. Business Administration 2.0 AS-T degree
E. Child and Adolescent Development AA-T degree
F. Communication Studies 2.0 AA-T degree
G. Computerized Accounting Specialist Certificate of Achievement
H. Computerized Accounting Specialist A.S. Degree
I. Economics AA-T degree
J. Family Childcare Certificate of Completion
K. Geography AA-T degree
L. Hospitality Management AS-T degree
M. Kinesiology AA-T degree
N. Law, Public Policy, and Society AA-T degree
O. Mathematics AS-T degree
P. Nutrition and Dietetics AS-T degree
Q. Psychology AA-T degree
R. Public Health AS-T degree
S. Studio Arts A.A. degree
T. Sustainable Horticulture Certificate of Achievement
U. Sustainable Horticulture A.S. degree

24. Proposed Program Deletion (Political Science A.A. Degree) for Academic Year 2025-26 – Consent Item, p. 160-161

25. Representational Area Reports (if time allows)

26. Announcements

A. The last Curriculum Committee meeting of the semester is on Tuesday, November 26th at 3pm in AGB 106.
B. The next GE Committee meeting is today, Tuesday, November 12th, at 4pm in AGB 106.
C. The deadline to launch new course proposals for implementation in Spring 2026 is December 6th.
D. The deadline to submit new course and program intents for academic year 2026-27 is January 24th.

27. Public Interest Announcements (if time allows)

28. Adjourn

COMPLIANCE WITH BROWN ACT

The Curriculum Committee is a subcommittee of the Academic Senate and therefore must comply with the Brown Act. Section 54954.2(a) of the Ralph M. Brown Act states that "*No action or discussion shall be undertaken on any item not appearing on the posted agenda,* except that members of a legislative body or its staff may briefly respond to statements made or questions posted by persons exercising their public testimony rights under Section 54954.3. In addition, on their own initiative or in response to questions posted by the public, a member of a legislative body or its staff may ask a question for clarification....

SADDLEBACK COLLEGE
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Attendance

College Mission: Saddleback College empowers its diverse student body to achieve personal, academic, and economic advancement through equitable and innovative educational experiences.

Tuesday, October 22, 2024

Curriculum Team and Leadership in Attendance

1. Michelle Duffy	Curriculum Chair
2. Stephanie Di Alto	Curriculum Specialist
3. Aimee Tran	Articulation Officer

Curriculum Team and Leadership in Absence

1. Tram Vo-Kumamoto	VPI

Voting Members in Attendance

1. Jessica Beck	Extended Learning
2. Linda Call	Health and Wellness
3. Deborah Chau	Counseling and Special Programs
4. Tom DeDonno	Business and Industry
5. Beau Ewan (alternate)	Humanities and Social Sciences
6. Farida Gabdrakhmanova	Arts, Media, Performance, and Design
7. Annie Gilbert	Extended Learning
8. Carmenmara Hernandez-Bravo	Humanities and Social Sciences
9. Lori Hoolihan (alternate)	Health and Wellness
10. Susan Miller	Health and Wellness
11. June Millovich	Humanities and Social Sciences
12. Jennifer Rohles	Kinesiology & Athletics
13. Brooke Sauter	Counseling and Special Programs
14. Carolyn Seaman	Instructional Support and Teaching Innovations
15. Tamara Sison	Science, Technology, Engineering, and Math
16. Michelle Weckerly	Business and Industry
17. Karla Westphal	Science, Technology, Engineering, and Math

Voting Members Absent

1. Mike Bennett	Kinesiology & Athletics
2. Ari Grayson	Arts, Media, Performance, and Design

Administrators in Attendance

1. Christina Hinkle	Humanities and Social Sciences

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College Mission: Saddleback College empowers its diverse student body to achieve personal, academic, and economic advancement through equitable and innovative educational experiences.

Tuesday, October 22, 2024

The meeting starts promptly at **3:00PM in AGB 106**

1. **Approval of Minutes – October 8, 2024, p. 6-10**
   - **First: Carmenmara Hernandez-Bravo**
   - **Second: Annie Gilbert**
   - **Motion passed**

2. **Approval of Agenda**
   - **First: Carmenmara Hernandez-Bravo**
   - **Second: Linda Call**
   - **Motion passed**

3. **Public Comments –** Anyone may address the Curriculum Committee on any item NOT on the Agenda **within the subject matter and jurisdiction of the Senate pursuant to Section 53200 of Title 5 California Code of Regulations.** Each speaker is limited to two minutes.
   - **There were no public comments.**

4. **Chair's Report**
   - **The convenings for the Phase II Common Course Numbering disciplines have been scheduled:**
     - **October 28, 29, and 30: History, English, Economics, Art History**
     - **November 18, 19, 20, and 21: Biology, Chemistry, Math, Astronomy**
     - **The surveys for Anthropology, Communication Studies, Sociology, and Child Development are closing on November 3rd; convenings for these disciplines are scheduled for December 2, 3, and 4**
   - **There are a very limited number of spaces for faculty statewide to participate; nominations needed to be submitted to Academic Senate.**
   - **Karla Westphal noted that the requirement for the convenings was for representatives to be present at all meetings, but faculty have teaching requirements and frequently can't meet on that many consecutive days in a single week.**
     - **Aimee Tran explained that this concern has been shared, however, the expectation that faculty representatives commit to attending all convening meetings for their respective discipline remains unchanged given the circumstances and timeline.**

5. **Curriculum Committee Training – Information Item**
   - **There was no training.**

6. **Proposed New General Education Certificate of Achievement (Cal-GETC) for Academic Year 2025-26 – Information Item, p. 11-22**
   - **Effective Fall 2025 there will be a single transferable GE pattern (Cal-GETC) replacing the current CSU GE and IGETC patterns. Courses that are currently approved for the IGETC pattern will retain GE approval in the Cal-GETC pattern.**

7. **Proposed New Credit Course (CIMA 630/130) for Academic Year 2025-26 – Information Item, p. 23**
   - **This new course was created based upon a recommendation by the advisory committee to develop artificial intelligence coursework. It will be included in the Business Data Analytics and Database A.S. degree.**

8. **Proposed New Noncredit Courses (HSC and MA) for Academic Year 2025-26 – Information Item, p. 24-25**
   - **Eight new noncredit courses were provided for information; these courses will be included in three new noncredit medical assisting programs (agenda item 9).**
   - **Credit versions of these courses exist.**

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9. Proposed New Noncredit Programs for Academic Year 2025-26 – Information Item, p. 26-28

A. Administrative Medical Assistant Certificate of Completion
B. Clinical Medical Assistant Certificate of Completion
C. Comprehensive Medical Assistant Certificate of Completion

- **Three new noncredit medical assistant certificates were provided for information; these programs were developed at the recommendation of the advisory committee.**

10. Proposed Course Revisions (CWE, HSC, PHYS) for Academic Year 2025-26 – Information Item, p. 29-30

A. Prerequisite changes
   a. HSC 108 – prereq from ~~HSC 104, HSC 107 or BIO 113~~ to HSC 104 or BIO 13
      - **The prerequisite is being modified to reflect the deletion of HSC 107 and the course number change for BIO 113 due to UCTCA approval effective Fall 2025.**
   b. PHYS 4C – prereq ~~PHYS 4A or MATH 3B~~ to PHYS 4A
      - **The department is removing MATH 3B as a prerequisite.**

B. Remaining course changes

- **These include additional changes to the Travel Management work experience course, HSC 108, HSC 230, and PHYS 4C.**

11. Proposed New Taxonomic Pathway for Surgical Technology for Academic Year 2025-26 (Spring) – Information Only Item, p. 31

- **A new taxonomic pathway is necessitated for the new surgical technology coursework and degree being developed for Spring 2026 (agenda items 14 and 15).**

12. Proposed Course Revisions Per AB1111 (Common Course Numbering Phase I Courses – COMM 1/1H, ENG 1A/1AH, ENG 1B/1BH, PS 1/1H, MATH 10/10H, PSYC 1/1H) for Academic Year 2025-26 – Information and Action Item, p. 32-34

- **The 12 courses in this item are part of Phase I for the statewide Common Course Numbering initiative legislated by AB1111; changes being made to these courses include those specified in CCN templates to reflect the required taxonomy and identical language for course prefix/number, prerequisites, course description, course objectives/outcomes, course content, methods of evaluation, and representative texts. Additional changes include those made to assignments and the DE addenda.**

A. Prerequisite changes

- **First: Carmenmara Hernandez-Bravo**
- **Second: Tom DeDonno**
- **Motion passed**

   a. ENG 1A (ENGL C1000) – prereq from ~~Placement by the current assessment process~~ to Placement as determined by the college's multiple measures assessment process
   b. ENG 1AH (ENGL C1000H) – prereq from ~~Placement by the current assessment process~~ to Placement as determined by the college's multiple measures assessment process
   c. ENG 1B (ENGL C1001) – prereq from ~~ENG 1A or ENG 1AH with a grade of "C" or better~~ to College-level composition (ENGL C1000/ENGL C1000H/ENGL C1000E/C-ID ENGL 100) or equivalent
   d. ENG 1BH (ENGL C1001H) – prereq from ~~ENG 1A or ENG 1AH with a grade of "C" or better~~ to College-level composition (ENGL C1000/ENGL C1000H/ENGL C1000E/C-ID ENGL 100) or equivalent
   e. MATH 10 (STAT C1000) – prereq from ~~Clearance from the current placement process or completion of Intermediate Algebra or equivalent course with a "C" grade or better.~~ to Placement as determined by the college's multiple measures assessment process or completion of a course taught at or above the level of intermediate algebra.
   f. MATH 10H (STAT C1000H) – prereq from ~~Clearance from the current placement process or completion of Intermediate Algebra or equivalent course with a "C" grade or better.~~ to Placement as determined by the college's multiple measures

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assessment process or completion of a course taught at or above the level of intermediate algebra.

B. Recommended preparation changes
- **First: Carmenmara Hernandez-Bravo**
- **Second: Farida Gabdrakhmanova**
- **Motion passed**

a. COMM 1 (COMM C1000) – recommended preparation from ~~ENG 1A/1AH with a grade of "C" or better~~ to none
b. COMM 1H (COMM C1000H) – recommended preparation from ~~ENG 1A or 1AH with a grade of "C" or better~~ to none

C. Remaining course changes
- **First: Brooke Sauter**
- **Second: Carmenmara Hernandez-Bravo**
- **Motion passed**

13. Proposed Course Revisions for Academic Year 2025-26 (Includes Requisite Revisions Due to AB1111 and AB1705) – Information and Action Item, p. 35-39

- **Course included in this item include non-substantial changes that would normally be approved by consent but which also have modifications to their requisites due to either AB1111 (resulting in a modification to existing course prefix and/or number, such as ENG 1A being revised to ENGL C1000) or AB1705 (resulting in removal of "eligibility for ENG 1A or ENG 1AH"). Because these changes to the requisites are due to legislative mandates, the courses are being presented for information and action, rather than requiring that the requisite changes be presented twice before action is taken.**
- **Item 13A – Prerequisite changes for ENG 2, 3, 4, 6, 9, 15A, 15B, 17A, 17B, 21A, 21B, 22, 22H, 25, 25H, 70, 142, 201, HON 11H, 12H, 13H, 14H, JRN 2, MATH 210S, N 162, 170, and 170L**
  - **First: Carmenmara Hernandez-Bravo**
  - **Second: Karla Westphal**
  - **Motion passed**
- **Item 13B – Corequisite changes for ENG 201 and MATH 210S**
  - **First: Linda Call**
  - **Second: Tom DeDonno**
  - **Motion passed**
- **Item 13C – Recommended preparation changes for COMM 2, CDE 7, ENG 10, 52, 104, 107, 160, GLST 1, 2, HIT 100, HON 11H, 12H, 13H, 14H, HS 120, HUM 1, 25, JRN 111, 112, 125, N 171, 171L, PHIL 5, 10, 12, 15, PSYC 16, SL 1, 121, 122, 221, and 222**
  - **First: Carmenmara Hernandez-Bravo**
  - **Second: Tom DeDonno**
  - **Motion passed**
- **Item 13D – Remaining course changes**
  - **First: Carmenmara Hernandez-Bravo**
  - **Second: Tom DeDonno**
  - **Motion passed**

14. Proposed New Credit Program Justification (Surgical Technology A.S. Degree) for Academic Year 2025-26 (Spring) – Action Item, p. 40

- **This new program will prepare students to become surgical technologists, working alongside surgeons in the operating room. It is being developed at the request of Mission Hospital.**
  - **First: Carmenmara Hernandez-Bravo**
  - **Second: Linda Call**
  - **Motion passed**

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15. Proposed New Credit Course Justifications for Academic Year 2025-26 (Spring) – Action Item, p. 41-64

- **These 8 new courses will be included in the new Surgical Technology A.S. degree (agenda item 14)**

A. ST 610 (210) – Surgical Technology Fundamentals
- **First: Michelle Weckerly**
- **Second: Linda Call**
- **Motion passed**

B. ST 610L (210L) – Surgical Technology Fundamentals Lab
- **First: Linda Call**
- **Second: Michelle Weckerly**
- **Motion passed**

C. ST 620 (220) – Surgical Procedures
- **First: Linda Call**
- **Second: Michelle Weckerly**
- **Motion passed**

D. ST 620L (220L) – Surgical Procedures Lab
- **First: Linda Call**
- **Second: Michelle Weckerly**
- **Motion passed**

E. ST 630 (230) – Advanced Surgical Procedures
- **First: Linda Call**
- **Second: Michelle Weckerly**
- **Motion passed**

F. ST 630L (230L) – Advanced Surgical Procedures
- **First: Linda Call**
- **Second: Michelle Weckerly**
- **Motion passed**

G. ST 640 (240) – Operating Room Clinical Practicum
- **First: Linda Call**
- **Second: Michelle Weckerly**
- **Motion passed**

H. ST 650 (250) – Operating Room Clinical Practicum II
- **First: Linda Call**
- **Second: Michelle Weckerly**
- **Motion passed**

16. Proposed New Credit Course Justification for Academic Year 2026-27 – Action Item, p. 65-67

A. MUS 602 (2) – History of Film Music
- **This new course will be submitted to UCTCA and will be included in the Music Composition Certificate of Achievement as a restricted elective option. It is proposed for approval for the local GE pattern and Cal-GETC.**
  - **First: Carmenmara Hernandez-Bravo**
  - **Second: Farida Gabdrakhmanova**
  - **Motion passed**

17. Proposed New Credit Courses (FASH 51 and CIM 180WE) for Academic Year 2025-26 – Action Item, p. 68

- **FASH 51 recently received approval effective Fall 2025; it will be included in several existing Fashion programs. CIM 180WE is the first work experience course for the Computer Information Management department; it will be included in the Business Data Analytics and Database A.S. degree.**
  - **First: Carmenmara Hernandez-Bravo**
  - **Second: Farida Gabdrakhmanova**
  - **Motion passed**

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18. Proposed Course Revisions for Academic Year 2025-26 – Action Item, p. 69-72

- **Item 18A – Corequisite changes for FASH 145 and PHLB 240**
  - **These changes reflect updates to the existing work experience courses that are currently corequisites to these two courses.**
  - **First: Carmenmara Hernandez-Bravo**
  - **Second: Farida Gabdrakhmanova**
  - **Motion passed**
- **Item 18B – Recommended preparation changes for CDE 140 and ENV 6**
  - **Eligibility for ENG 1A/1AH is being removed from the recommendation for CDE 140 because all students are now eligible. The recommended preparation for ENV 6 is being revised to include the new honors version of ENV 1, which recently received approval for UCTCA beginning Fall 2025.**
  - **First: Carmenmara Hernandez-Bravo**
  - **Second: Tom DeDonno**
  - **Motion passed**
- **Item 18C – Remaining course changes**
  - **These include additional changes to FASH 145, PHLB 240, CDE 140, and ENV 6 as well as courses with substantive changes to hours and units due to Banner limitations (COMM 106) and statewide changes to the relationship between hours and units for work experience courses.**
  - **First: Carmenmara Hernandez-Bravo**
  - **Second: Farida Gabdrakhmanova**
  - **Motion passed**

19. Proposed Course Revisions and Deletions for Academic Year 2025-26 – Consent Item, p. 73-74

- **First: Tom DeDonno**
- **Second: Carolyn Seaman**
- **Motion passed**

20. Proposed Program Revisions for Academic Year 2025-26 – Consent Item, p. 75-104

- **First: Carmenmara Hernandez-Bravo**
- **Second: June Millovich**
- **Motion passed – the proposed revisions to the Administrative Medical Assistant Certificate of Achievement, Art History AA-T Degree, Clinical Medical Assistant Certificate of Achievement, Comprehensive Medical Assistant Certificate of Achievement, Creative Writing A.A. Degree, English AA-T Degree, English Literature A.A. Degree, Medical Insurance Billing Occupational Skills Award, Medical Scribe Certificate of Achievement, Mental Health Worker Certificate of Achievement, Mental Health Worker A.S. Degree, Political Science A.A. Degree, Political Science AA-T Degree, Sociology AA-T Degree, Studio Arts A.A. Degree, and Studio Arts AA-T Degree were approved**

21. Proposed Program Deletions for Academic Year 2025-26 – Consent Item, p. 105-133

- **First: June Millovich**
- **Second: Carolyn Seaman**
- **Motion passed with one opposed – the proposed deletion of the CSU General Education Certificate of Achievement, the IGETC Certificate of Achievement, and the Italian A.A. degree were approved**

22. Representational Area Reports (if time allows)

- **There were no representational area reports.**

23. Announcements

A. The next Curriculum Committee meeting is on Tuesday, November 12th at 3pm in AGB 106.
B. The next GE Committee meeting is on Tuesday, November 12th at 4pm in AGB 106.
C. The deadline to launch new course proposals for implementation in Spring 2026 is December 6th.

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D. The deadline to submit new course and program intents for academic year 2026-27 is January 24th.

24. Public Interest Announcements (if time allows)

- **Members announced upcoming campus events.**

25. Adjourn

- **The meeting adjourned at 3:47pm.**

COMPLIANCE WITH BROWN ACT

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Spring 2025 Curriculum Calendar

January 2025

Mon	Tues	Wed	Thurs	Fri
		1*	2	3
6	7	8	9	10
13	14	15	16	17
20*	21	22	23	24
27	28	29	30	31

February 2025

Mon	Tues	Wed	Thurs	Fri
3	4	5	6	7
10	11	12	13	14*
17*	18	19	20	21
24	25	26	27	28

March 2025

Mon	Tues	Wed	Thurs	Fri
3	4	5	6	7
10	11	12	13	14
17	18	19	20	21*
24	25	26	27	28
31*				

April 2025

Mon	Tues	Wed	Thurs	Fri
	1	2	3	4
7	8	9	10	11
14	15	16	17	18
21	22	23	24	25
28	29	30		

May 2025

Mon	Tues	Wed	Thurs	Fri
			1	2
5	6	7	8	9
12	13	14	15	16
19	20	21	22	23

Key

	Professional Development
	Curriculum Committee Meeting
	Curriculum & GE Committee Meetings
	Academic Senate Meeting
◯	Board Item Due to President's Office
*	Holiday

January 7 – January 10: Professional Development

January 14: Curriculum Committee 3:00-4:00pm

January 24: Deadline to submit new course and program intents for 2026-2027

January 28: Curriculum Committee 3:00-4:00pm & GE Committee 4:00-5:00pm

February 11: Curriculum Committee 3:00-4:00pm

February 25: Curriculum Committee 3:00-4:00pm & GE Committee 4:00-5:00pm

March 1: The scheduled review list for the 2025-2026 cycle will be released.

March 11: Curriculum Committee 3:00-4:00pm

March 25: Curriculum Committee 3:00-4:00pm & GE Committee 4:00-5:00pm

April 8: Curriculum Committee 3:00-4:00pm

April 22: Curriculum Committee 3:00-4:00pm & GE Committee 4:00-5:00pm

April 30: Launch deadline for courses (scheduled review, unscheduled review, new) and deadline for submission of paperwork for new and/or revised programs

Important Spring 2025 Deadlines:

- **January 24 - Deadline to submit new course and program intents for 2026-2027**
- **April 30 – Deadline for completion of:**
  - **Scheduled review for courses**
  - **Unscheduled review (for courses that meet criteria)**
  - **New courses**
  - **New programs**
  - **Revised programs**

Proposed New Taxonomic Pathway for Computer Information Technology for Academic Year 2025-26

SCH/ DIV	School/ Division	DEPT CODE	Department	PROG CODE	Program	SUBJECT CODE	Subject	TOP CODE	CERTIF UNIQUE ID	DEGREE UNIQUE ID
BI	Business & Industry	SCIM	Computer Information Management	CCNA	Cisco Network Specialist (Noncredit)	CCNA	Cisco Network Specialist (Noncredit)	0708.10	40482	
				CIMAPL	Applications Developer	CIMAPL	Applications Developer	0707.00	22856	09835
				CIMDA	Data Analytics	CIMDA	Data Analytics	0707.00	42560	42559
						CIMAI	**Artificial Intelligence**	**0707.00**		
				CIMDB	Database Design & Administration	CIMDB	Database Design & Administration	0707.20		
				CIMECO	E-Commerce	CIMECO	E-Commerce Specialist	0709.10	22860	12349
				CIMNAD	Network Administrator	CIMNAD	Network Administrator	0708.10	22858	09833
				CIMNC	Computer Information Management Non-Credit	CIMNC	Computer Information Systems Management Non-Credit	0702.00		
				CIMNIF	Computer Infrastructure & Support	CIMNIF	Computer Infrastructure & Support	0708.00	38826	
				CIMNSS	Computer Network System Specialist	CIMNSS	Network System Specialist	0708.10	40091	
				CIMSFT	Software Specialist	CIMSFT	Software Specialist	0702.10	22855	09832
				CIMWD	Web Designer	CIMWD	Web Designer	0614.30	22853	12351
				CIMWM	Web Master	CIMWM	Web Master	0709.00	22859	12350
				CISNC	Computer Information Systems Non-Credit	CISNC	Computer Information Systems Non-Credit	0702.00	37278	

Proposed New Taxonomic Pathway for Health Sciences for Academic Year 2025-26 (Spring)

SCH/ DIV	School/ Division	DEPT CODE	Department	PROG CODE	Program	SUBJECT CODE	Subject	TOP CODE	CERTIF UNIQUE ID	DEGREE UNIQUE ID
HW	Health and Wellness	HSCHS	Health Sciences	CHW	Community Health Worker	CHW	Community Health Worker	1261.00	44352	
				CHWNCR	Community Health Worker Noncredit	CHWNCR	Community Health Worker Noncredit	1261.00	44464	
				HLTHDA	**Healthcare Data Analytics**	**HLTHDA**	**Healthcare Data Analytics**	**1223.00**	**pending approval**	
				HLTHSC	Health Sciences	HEALTS	Health Sciences	1201.00		17990
				HLTHSP	Health Sciences (Special Populations)	HLTHSP	Health Sciences (Special Populations)	1228.00		
				PBHLTH	Public Health ~~Science~~	PBHLTH	Public Health ~~Science~~	1201.00		44454
				PHIT	Public Health Informatics and Technology	PHIT	Public Health Informatics and Technology	1223.00	43274	

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL	
Date: Click here to enter text.	Prepared & Submitted by: Alan Foote
Department: CIMA	Course Prefix & Number 600: CIMA 633 (233)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

Click to enter date	Alan Foote Print Name	Alan Foote Signature, Faculty Requestor
Click to enter date	Tom DeDonno Print Name	Tom DeDonno Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Kari Irwin for John Jaramillo Click here to enter text. Print Name	Kari Irwin Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |) Business Applications with Artificial Intelligence		Short Title: Bus Apps with AI
Units: 3	Lec hrs: 2	Lab hrs: 3
Credit Status: ☒ Credit – Degree Applicable	☐ Credit – Non-degree Applicable	☐ Non-Credit
TOP Code: 0707.00	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D Possible Occupational

1. Anticipated first term of offering: ☐ Fall ☒ Spring Year 2026

2. Catalog Description:

Course introduces the development of artificial intelligence (AI) applications including chatbots, virtual agents, web sites, and business application development. The course will also include prompt engineering for the optimal benefit of the applications. More specifically, students will use different Foundation Models to build applications in a variety of environments.

3. Is this course being aligned to a C-ID descriptor? ☐ Yes ☒ No ☐ N/A

C-ID Code: Click here to enter text.
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? ☐ Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?
Reason for cross-listing: Click here to enter text.

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

Artificial Intelligence is changing many aspects of our daily lives and students will be part of this environment. This course is needed to help students learn different tools that can be used for developing AI applications. This will be the second AI course at Saddleback and students have been requesting more AI in the classroom. Advisory committees have recommended we include more AI in the classroom.

6. Course Requisites:
List all requisites*:
Prerequisite: Click here to enter text.
Co-requisite: Click here to enter text.
Limitation on enrollment: Click here to enter text.
Recommended Prep: Click here to enter text.
**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
☐ Yes Course will **NOT** be included in a degree or certificate program.
☒ No Course **WILL** be included in a degree and/or certificate program.
Which ones: Data Analytics Certificate of Achievement; Business Data Analytics and Database AS
**Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
☐ Letter Grade Only
☒ Option of a standard letter grade or Pass/No Pass
☐ Pass/No Pass only
☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
Additional skills that will be acquired by repeating this course must be included in the course outline.
If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
Reason for Repeating:*
☐ Intercollegiate Athletics
☐ Intercollegiate Competition

☐ Occupational Work Experience/General Work Experience

☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.

**Provide documentation*

10. Will this course be part of an approved family?

☐ Yes If yes, identify family: Click here to enter text.

☐ X No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.

Click here to enter text.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU Yes X No UC ☐ Yes X No

Private Yes X No

Will the course satisfy a major requirement at CSU or UC? ☐ Yes X No

Please attach documentation and complete below:

Click (Course Title) Click (Course No.) at Click (CSU Campus) Click (UC Campus) Required for Click (Program or Major)

Click (Course Title) Click (Course No.) at Click (CSU Campus) Click (UC Campus) Required for Click (Program or Major)

Click (Course Title) Click (Course No.) at Click (CSU Campus) Click (UC Campus) Required for Click (Program or Major)

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**
Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL	
Date: 7/2/2024	Prepared & Submitted by: Alan Foote
Department: CIM	Course Prefix & Number 600: CIMA 636 (136)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

Click to enter date	Alan Foote Print Name	Alan Foote Signature, Faculty Requestor
Click to enter date	Tom DeDonno Print Name	Tom DeDonno Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Kari Irwin for John Jaramillo Click here to enter text. Print Name	Kari Irwin Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |) Introduction to Machine Learning	Short Title: Intro to ML	
Units: 3	Lec hrs: 2	Lab hrs: 3
Credit Status: ☒ Credit – Degree Applicable	☐ Credit – Non-degree Applicable	☐ Non-Credit
TOP Code: 0707.00	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D Possible Occupational

1. Anticipated first term of offering: ☐ Fall ☒ Spring Year 2026

2. Catalog Description:
   Combining data, computation, and inferential thinking, data science is redefining how people and organizations solve challenging problems and understand their world. In this class, we explore key areas of data science including question formulation, data collection and cleaning, visualization, statistical inference, predictive modeling, and decision making. Through a strong emphasis on data centric computing, quantitative critical thinking, and exploratory data analysis, this class covers key principles and techniques of data science. These include languages for transforming, querying and analyzing data; algorithms for machine learning methods including regression, classification and clustering; principles behind creating informative data visualizations; statistical concepts of measurement error and prediction; and techniques for scalable data processing.

3. Is this course being aligned to a C-ID descriptor? ☐ Yes ☒ No ☐ N/A
   C-ID Code: Click here to enter text.
   If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? ☐ Yes ☒ No
   If yes, which department is responsible for scheduling, updating, and assessing the course?
   Reason for cross-listing: Click here to enter text.

   B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

   This course is needed because Machine Learning is a fundamental process used in creating generative AI models. As Artificial Intelligence (AI) becomes part of every business, students that understand how to create machine learning models will be in demand. This course will be the start for teaching students. This is the next step for students after the fundamentals of data science course (CIM 8) to developing AI models.

6. Course Requisites:
   List all requisites*:
   Prerequisite:
   Co-requisite: Click here to enter text.
   Limitation on enrollment: Click here to enter text.
   Recommended Prep: CIM 8
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones: Data Analytics Certificate of Achievement; Business Data Analytics and Database AS
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only
   ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only
   ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition

☐ Occupational Work Experience/General Work Experience

☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.

**Provide documentation*

10. Will this course be part of an approved family?

☐ Yes If yes, identify family: Click here to enter text.

X No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.

Click here to enter text.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU ☒ Yes ☐ No UC ☒ Yes No

Private ☒ Yes ☐ No

Will the course satisfy a major requirement at CSU or UC? ☐ Yes X No

Please attach documentation and complete below:

Click	Course Title	Click	Course No.	at	Click	CSU Campus	Click	UC Campus	Required for	Click	Program or Major
Click	Course Title	Click	Course No.	at	Click	CSU Campus	Click	UC Campus	Required for	Click	Program or Major
Click	Course Title	Click	Course No.	at	Click	CSU Campus	Click	UC Campus	Required for	Click	Program or Major

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**
Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

New Program Initiation Form (not needed for ADTs)

1 **Idea for program. ADTs do NOT need to complete this process.**

2

Faculty Initiator completes Part 2 of this New Program Initiation Form in preparation for Step 3.

a. Program Name: Games and Interactive Media - Art

b. Program Type: Certificate of Achievement

c. Program TOP code: 1030 CIP: 50.0409. SOC: 15-1255.00, 15-1255.01, 27-1011.00, 27-1014.00, 27-1024.00

d. Contact information for Program Initiator: Jeffrey Bryan jbryan@saddleback.edu 435-237-2935

e. Proposed Pathway for new program: Arts, Media, & Design

f. Summary description of the new program: The Games and Interactive Media program prepares students for entry-level careers as artists in the game design and interactive media entertainment industries, for both analog and digital environments, such as character artists, environment artists, prop designers, level designers, animators, or 2D and 3D artists. The program also provides coursework for professionals interested in upgrading skills and/or receiving certification in the field. The certificate program has two tracks, one focusing on design and one focusing on art. Along with providing certification for professionals in the field, these certifications are also meant to provide students from other degrees relevant to the industry, like Studio Arts, Illustration/Animation, Film, Television, and Electronic Media, Computer Science, etc. with a games and interactive media specialization for their coursework, increasing their job market competitiveness.

g. Brief Description of how the idea for the new program came about: We developed our games and interactive media program to expand and strengthen our broader graphic design program to meet the needs of the gaming and interactive media entertainment and tech industry sectors. We expanded our initial research via industry outreach and educational outreach and developed an advisory board to guide us as we develop the course structures for the certificates and degree. From this research, we have found a need to develop a program that includes inter-departmental collaboration to meet the needs of our students, the industry, and 4-year colleges.

h. Please list all courses to be included in the program and total units: *Indicates new courses

*GD 601 (51) History of Games (3 units)
*GD 602 (52) Games and Society (3 units)
*GD 603 (53) Intro to Game Design (3 units)
ART 80 - Drawing I (3 units)
*GD 605 (55) Character Design (3 units)
*GD 606 (56) Environment Design (3 units)
18 total units

3 **Document Department/Inter-Departmental discussions with signatures in preparation for Step 4**

Signature/Date, Program Initiator 9/9/24	Signature/Date, Dept. Chair 09/15/2024
Signature/Date, Division Dean 9-19-24	Other discipline faculty/chair (if applicable) or ☐ n/a

4

Articulation Officer: Review date (if applicable) Date Initials____	**EWD Director: Review date (if applicable)** Date Initials ____

5 **Curriculum Committee: Review date**

6	**Consultation Council: Review date**	**7**	**Curriculum Chair posts cleared Notice of Intent on the Curriculum Website New Program Status link**

Do not go over 1 page. If document expands further, review to be more concise. You can remove this warning.

New Program Initiation Form (not needed for ADTs)

1 **Idea for program. ADTs do NOT need to complete this process.**

2

Faculty Initiator completes Part 2 of this New Program Initiation Form in preparation for Step 3.

a. Program Name: Games and Interactive Media - Design

b. Program Type: Certificate of Achievement

c. Program TOP code: 1030 CIP: 50.0409. SOC: 15-1255.00, 15-1255.01, 27-1011.00, 27-1014.00, 27-1024.00

d. Contact information for Program Initiator: Jeffrey Bryan jbryan@saddleback.edu 435-237-2935

e. Proposed Pathway for new program: Arts, Media, & Design

f. Summary description of the new program: The Games and Interactive Media program prepares students for entry-level careers as artists in the game design and interactive media entertainment industries, for both analog and digital environments, such as character artists, environment artists, prop designers, level designers, animators, or 2D and 3D artists. The program also provides coursework for professionals interested in upgrading skills and/or receiving certification in the field. The certificate program has two tracks, one focusing on design and one focusing on art. Along with providing certification for professionals in the field, these certifications are also meant to provide students from other degrees relevant to the industry, like Studio Arts, Illustration/Animation, Film, Television, and Electronic Media, Computer Science, etc. with a games and interactive media specialization for their coursework, increasing their job market competitiveness.

g. Brief Description of how the idea for the new program came about: We developed our games and interactive media program to expand and strengthen our broader graphic design program to meet the needs of the gaming and interactive media entertainment and tech industry sectors. We expanded our initial research via industry outreach and educational outreach and developed an advisory board to guide us as we develop the course structures for the certificates and degree. From this research, we have found a need to develop a program that includes inter-departmental collaboration to meet the needs of our students, the industry, and 4-year colleges.

h. Please list all courses to be included in the program and total units: *Indicates new courses

*GD 601 (51) History of Games (3 units)
*GD 602 (52) Games and Society (3 units)
*GD 603 (53) Intro to Game Design (3 units)
*GD 604 (54) Play Studies (3 units)
*GD 607 (57) interaction Design (3 units)
*GD 608 (58) Interactive Storytelling (3 units)
18 total units

3 **Document Department/Inter-Departmental discussions with signatures in preparation for Step 4**

Signature/Date, Program Initiator 9/9/24	Signature/Date, Dept. Chair 09/15/2024
Signature/Date, Division Dean 9/19/24	Other discipline faculty/chair (if applicable) or ☐ n/a

4

Articulation Officer: Review date (if applicable) Date Initials____	**EWD Director: Review date (if applicable)** Date Initials ____

5 **Curriculum Committee: Review date**

6	**Consultation Council: Review date**	**7**	**Curriculum Chair posts cleared Notice of Intent on the Curriculum Website New Program Status link**

Do not go over 1 page. If document expands further, review to be more concise. You can remove this warning.

New Program Initiation Form (not needed for ADTs)

1 **Idea for program. ADTs do NOT need to complete this process.**

2

Faculty Initiator completes Part 2 of this New Program Initiation Form in preparation for Step 3.

a. Program Name: Games and Interactive Media

b. Program Type: Associate of Science

c. Program TOP code: 1030 CIP: 50.0409. SOC: 15-1255.00, 15-1255.01, 27-1011.00, 27-1014.00, 27-1024.00

d. Contact information for Program Initiator: Jeffrey Bryan jbryan@saddleback.edu 435-237-2935

e. Proposed Pathway for new program: Arts, Media, & Design

f. Summary description of the new program: The Associate of Science in Games and Interactive Media program prepares students for entry-level careers as artists in the game design and interactive media entertainment industries, for both analog and digital environments, such as character artists, environment artists, prop designers, level designers, animators, or 2D and 3D artists. The program also provides coursework for professionals interested in upgrading skills and/or receiving certification in the field. The degree is designed to provide pathways toward focused specialization, meant to guide students toward transfer pathways while also satisfying industry goals of producing highly specialized artists and designers. The program encompasses all phases of the art design process for games and interactive media from establishing visual aesthetics in concert with interaction dynamics (design, layout, and prototyping) through iteration, implementation, and distribution following industry standard pipelines.

g. Brief Description of how the idea for the new program came about: We developed our games and interactive media program to expand and strengthen our broader graphic design program to meet the needs of the gaming and interactive media entertainment and tech industry sectors. We expanded our initial research via industry outreach and educational outreach and developed an advisory board to guide us as we develop the course structures for the certificates and degree. From this research, we have found a need to develop a program that includes inter-departmental collaboration to meet the needs of our students, the industry, and 4-year colleges.

h. Please list all courses to be included in the program and total units: *Indicates new courses
***35-36 total units depending on pathway chosen; see attached**

3 **Document Department/Inter-Departmental discussions with signatures in preparation for Step 4**

Signature/Date, Program Initiator 9/9/24	Signature/Date, Dept. Chair 09/15/2024
Signature/Date, Division Dean 9/15/24	Other discipline faculty/chair (if applicable) or ☐ n/a

4

Articulation Officer: Review date (if applicable)	**EWD Director: Review date (if applicable)**
Date **Initials**____	**Date** **Initials** ____

5 **Curriculum Committee: Review date**

6	**Consultation Council: Review date**	**7**	**Curriculum Chair posts cleared Notice of Intent on the Curriculum Website New Program Status link**

Do not go over 1 page. If document expands further, review to be more concise. You can remove this warning.

Games and Interactive Media - AS

Required
18 Units
*Indicates new courses

*History of Games (3 units)
*Games and Society (3 units)
*Intro to Game Design (3 units)

Art Track	**OR**	**Design Track**
ART 80 - Drawing I (3 units) *Character Design (3 units) *Environment Design (3 units)		*Play Studies (3 units) *Interaction Design (3 units) *Interactive Storytelling (3 units)

Completion of One Specialty Area
12 Units

2D Artist
Art 40 - 2D Foundations (3 units)
Art 41 - 3 Dimensional Design (3 units)
Art 42 - Color Theory and Practice (3 units)
GD 149 - Digital Illustration (3 units)

Animator
GD 149 - Digital Illustration (3 units)
GD 150 - Digital Animation (3 units)
*3D Animation (3 units)
GD 210 - Motion Graphics (3 units)

Narrative Designer
ENG 3 - Introduction to Creative Writing (3 units)
ENG 4 - Fiction Fundamentals (3 units)
CTRV 4 - Cinematic Storytelling (3 units)
CTRV 40 - Television and Film Scriptwriting I (3 units)

3D Artist
Art 41 - 3 Dimensional Design (3 units)
*3D Modeling (3 units)
*3D Character Modeling (3 units)

*3D Animation (3 units) *Technical Artist* CS 1A - Introduction to Computer Science 1 (3.5 units) CS 1B - Introduction to Computer Science 2 (3.5 units) GD 20 - Beginning Graphic Design (3 units) GD 210 - Motion Graphics (3 units) *Game Designer* *User Experience Design (3 units) *Level Design (3 units) *World Building (3 units) *Analog Games (3 units)
Capstone To be completed after specialization
*Capstone Game (4 units)
Total Units: 35-36

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 601 (51)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
History of Games

Short Title: History of Games

Units: 3 Lec hrs: 3 Lab hrs: 0

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): D

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Critical and historical survey of games as a form of communication and cultural expression, from prehistoric origins to present digital formats. Games studied in relation to the culture and society in which they were created including U.S., Europe, and Japan. Students analyze and evaluate a large cross-section of works.

3. Is this course being aligned to a C-ID descriptor? ☒ No ☐ Yes ☐ N/A
   C-ID Code:
   If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? ☐ Yes ☒ No
   If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation of literacy for the media they are creating, giving them a broad historical perspective of its antecedents and its cultural influences. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have a strong media literacy foundation. There are currently no courses that cover the history of this media at Saddleback.

6. Course Requisites:
   List all requisites*:
   Prerequisite:
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones:
   Games and Interactive Media AS
   Games and Interactive Media - Art Certificate of Achievement
   Games and Interactive Media - Design Certificate of Achievement
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition
   ☐ Occupational Work Experience/General Work Experience
   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.
   **Provide documentation*

10. Will this course be part of an approved family?

☐ Yes If yes, identify family: Click here to enter text.

☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.

New class may employ current and possibly new-hire faculty. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU ☒ Yes ☐ No UC ☒ Yes ☐ No

Private ☐ Yes ☐ No

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No

Please attach documentation and complete below:

Course Title	Course No.	CSU Campus	UC Campus		Program or Major
Critical History of Digital Games	ARTG 80H	at	UCSC	Required for	Art & Design: Games +Playable Media B.A.
Game History	GDIM 49	at	UCI	Required for	Game Design and Interactive Media, B.S.
World Sports and Games	KINE 247	at Chico		Required for	Kinesiology BA
History of Play, Games, anc Interactivity	ART 127	at East Bay		Required for	Art, B.F.A.: Interaction & Game Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**
Local GE	☐	☒	☐	☐	☐	☐
Cal-GETC	☐	☒	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL	
Date: August 9, 2024	Prepared & Submitted by: Jeffrey Bryan
Department: : : Graphics	Course Prefix & Number 600: GD602 (52)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date 10/9/2024	Click here to enter text. Print Name Scott Farthing	Signature, Dean Scott Farthing

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |) Short Title: Games and Society
Games and Society

Units: 3 | Lec hrs: 3 | Lab hrs: 0

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 | Non-Credit Category: Click here to enter text. | Occupational Code (SAM): D

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

The study and critical analysis of computer games as art objects, cultural artifacts, gateways to virtual worlds, educational aids, and tools for persuasion and social change through performance, play, or participation. Games are discussed and experienced from critical, artistic, and aesthetic frameworks, while exploring contemporary scholarship in game studies and ludology.

3. Is this course being aligned to a C-ID descriptor? ~~☒ Yes~~ ☒ No ☐ N/A
   C-ID Code:
   If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? ~~☒ Yes~~ ☒ No
   If yes, which department is responsible for scheduling, updating, and assessing the course? ~~Sociology~~

This course fulfills GE requirements for Social and Behavioral Sciences as it is a course focusing on the impacts of media on people as members of society, helping students develop awareness of the methods of inquiry used by the social and behavioral sciences, applying critical thinking about the ways people act and have acted in response to their societies.

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation of literacy for the media they are creating, giving them a broad societal perspective of its influence on culture while introducing students to contemporary academic perspectives in the field of ludology. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have a strong media literacy foundation. There are currently no courses that cover sociological perspectives of this media at Saddleback.

6. Course Requisites:
List all requisites*:
Prerequisite:
Co-requisite:
Limitation on enrollment:
Recommended Prep:.
**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

☐ Yes Course will **NOT** be included in a degree or certificate program.

☒ No Course **WILL** be included in a degree and/or certificate program.

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Art Certificate of Achievement

Games and Interactive Media - Design Certificate of Achievement

**Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:

☐ Letter Grade Only ☒ Option of a standard letter grade or Pass/No Pass

☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes

Additional skills that will be acquired by repeating this course must be included in the course outline.

If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)

Reason for Repeating:*

☐ Intercollegiate Athletics

☐ Intercollegiate Competition

☐ Occupational Work Experience/General Work Experience

☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.
**Provide documentation*

10. Will this course be part of an approved family?
☐ Yes If yes, identify family: Click here to enter text.
☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.
New class may employ current and possibly new-hire faculty. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU	☒ Yes	☐ No	UC	☒ Yes	☐ No
Private	☐ Yes	☐ No			

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No
Please attach documentation and complete below:

Course Title	Course No.	at CSU Campus	UC Campus	Required for	Program or Major
Games as Art & Activism	ARTG 25		UCSC		Art & Design: Games +Playable Media B.A.
Games and Society	GDIM 41		UCI		Game Design and Interactive Media, B.S.
Philosophy and Video Games	PHIL 133	Chico			Philosophy BA
Art and Social Engagement	ART 225	East Bay			Art, B.F.A.: Interaction & Game Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	☐	☐	☒	☐	☐	☐
Cal-GETC	☐	☐	☒	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 603 (53)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
Introduction to Game Design

Short Title: Intro to Game Design

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): D

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Explores the fundamentals of game design and how games shape experiences and express ideas through the design and play of simple analog game systems. Students explore the principles and usage of game design elements through hands-on projects emphasizing iteration and playtesting while working in teams. Students develop novel games, interpret games, and survey related topics. No programming experience is required; this is not a programming course.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation of the basics of game design without requiring any programming background. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have a strong foundation in the basics of game design. There are currently no courses that cover those basics at Saddleback without requiring programming knowledge.

6. Course Requisites:
   List all requisites*:
   Prerequisite:
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

   ☐ Yes Course will **NOT** be included in a degree or certificate program.

   ☒ No Course **WILL** be included in a degree and/or certificate program.

   Which ones:

   Games and Interactive Media AS

   Games and Interactive Media - Art Certificate of Achievement

   Games and Interactive Media - Design Certificate of Achievement

   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:

   ☐ Letter Grade Only ☒ Option of a standard letter grade or Pass/No Pass

   ☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes

   Additional skills that will be acquired by repeating this course must be included in the course outline.

   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)

   Reason for Repeating:*

   ☐ Intercollegiate Athletics

   ☐ Intercollegiate Competition

   ☐ Occupational Work Experience/General Work Experience

   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a

baccalaureate degree.
**Provide documentation*

10. Will this course be part of an approved family?
☐ Yes If yes, identify family: Click here to enter text.
☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.
New class may employ current and possibly new-hire faculty. Class requires access to a hybrid space that allows both physical and digital creation of art objects, requiring physical tables and space as well as computers. Ideally, the space would also have lockers or lockable cabinets that allow students to store needed physical supplies. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU	☒ Yes	☐ No	UC	☒ Yes	☐ No
Private	☐ Yes	☐ No			

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No
Please attach documentation and complete below:

Course Title	Course No.	at CSU Campus	UC Campus	Required for Program or Major
Foundations of Video Game Design	CMPM 80K		UCSC	Art & Design: Games +Playable Media B.A.
Game Design Fundamentals	GDIM 25		UCI	Game Design and Interactive Media, B.S.
Video Game Design	CAGD 170	Chico		Computer Animation and Game Development BS
Game Design I	ART 255	East Bay		Art, B.F.A.: Interaction & Game Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**

Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL	
Date: August 9, 2024	Prepared & Submitted by: Jeffrey Bryan
Department: : : Graphics	Course Prefix & Number 600: GD 604 (54)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
Play Studies

Short Title: Play Studies

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030

Non-Credit Category: Click here to enter text.

Occupational Code (SAM): D

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Introduces students to play as an expressive form that extends across many mediums of cultural expression and communication. Students study, experience, and design playful performance and interactive experiments. Explores play as a force for creativity and as a changing concept in historical and contemporary terms from the perspectives of producers, consumers, and institutions. Exposes students to the study of play across multiple disciplines, including leisure studies, game studies, performance studies, psychology, sociology, etc.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation of literacy for the media they are creating, giving them a broad societal perspective of its influence on culture while introducing students to contemporary academic perspectives in the field of ludology. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have a strong media literacy foundation. There are currently no courses that cover sociological perspectives of this media at Saddleback.

6. Course Requisites:
   List all requisites*:
   Prerequisite:
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones:
   Games and Interactive Media AS
   Games and Interactive Media - Design Certificate of Achievement
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only
   ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only
   ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition
   ☐ Occupational Work Experience/General Work Experience

☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.
**Provide documentation*

10. Will this course be part of an approved family?
☐ Yes If yes, identify family: Click here to enter text.
☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.
New class may employ current and possibly new-hire faculty. In-person versions of the class will be taught in the ATAS building. Classroom should have sufficient space for students to practice performance play activities, while also providing desks and computers for artistic creation.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU	☒ Yes	☐ No	UC	☒ Yes	☐ No
Private	☐ Yes	☐ No			

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No
Please attach documentation and complete below:

Course Title	Course No.	at CSU Campus / UC Campus	Required for Program or Major
Play as a Radical Endeavor	ARTG 50	UCSC	Art & Design: Games +Playable Media B.A.
Changing Creativity	ART 8	UCI	Art BA
The Good Life	PHIL 104	Chico	Philosophy BA
Leisure, Self, and Society	REC 235	East Bay	Recreation BS

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	☐	☐	☒	☐	☐	☐
Cal-GETC	☐	☐	☒	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 605 (55)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
Character Design

Short Title: Character Design

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): D

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

The principles, tools, and techniques of character design for static and playable media. Explores the ways in which aesthetic designs in art and media influence, make, and convey meaning, and presents methods for designing, authoring and implementing aesthetic components into games, animations, and interactive artworks. Focuses on the various areas of design practice for creating an original character.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, arts that are pointedly character-driven. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

6. Course Requisites:
   List all requisites*:
   Prerequisite:
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones:
   Games and Interactive Media AS
   Games and Interactive Media - Art Certificate of Achievement
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only
   ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only
   ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition
   ☐ Occupational Work Experience/General Work Experience
   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a

baccalaureate degree.
**Provide documentation*

10. Will this course be part of an approved family?
☐ Yes If yes, identify family: Click here to enter text.
☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.
New class may employ current and possibly new-hire faculty. Class requires access to a computer for the digital creation of art objects. Computers should have various drawing software installed and should likely have accompanying drawing tablets. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU	☒ Yes	☐ No	UC	☒ Yes	☐ No	
Private	☐ Yes	☐ No				

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No
Please attach documentation and complete below:

Course Title	Course No.	at CSU Campus	UC Campus		Program or Major
Aesthetic Designs	ARTG 10		UCSC	Required for	Art & Design: Games +Playable Media B.A.
Visual Design Fundamentals	GDIM 51		UCI	Required for	Game Design and Interactive Media, B.S.
Concept Design and Storyboarding	CAGD 117	Chico		Required for	Computer Animation and Game Development BS
Introduction to Illustration	ART 260	East Bay		Required for	Art, B.F.A.: Interaction & Game Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**
Local GE	☐	☐	☐	☐	☐	☐

Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 606 (56)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
Environment Design

Short Title: Environment Design

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): D

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

The principles, tools, and techniques of environment design for static and playable media. Explores the ways in which environments contextualize art and characters to make and convey meaning, and presents methods for designing, authoring and implementing environmental components into games, animations, and interactive artworks. Focuses on the various areas of design practices for creating an original environment, including stage and scenic design, and technologies for interactive media and game design, like virtual world platforms, and game engines.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, arts that are pointedly character-driven; environments provide context for characters and characterization. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

6. Course Requisites:
   List all requisites*:
   Prerequisite:
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

   ☐ Yes Course will **NOT** be included in a degree or certificate program.

   ☒ No Course **WILL** be included in a degree and/or certificate program.

   Which ones:

   Games and Interactive Media AS

   Games and Interactive Media - Art Certificate of Achievement

   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:

   ☐ Letter Grade Only ☒ Option of a standard letter grade or Pass/No Pass

   ☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes

   Additional skills that will be acquired by repeating this course must be included in the course outline.

   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)

   Reason for Repeating:*

   ☐ Intercollegiate Athletics

   ☐ Intercollegiate Competition

   ☐ Occupational Work Experience/General Work Experience

   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a

baccalaureate degree.
**Provide documentation*

10. Will this course be part of an approved family?
☐ Yes If yes, identify family: Click here to enter text.
☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.
New class may employ current and possibly new-hire faculty. Class requires access to a computer for the digital creation of art objects. Computers should have various drawing software installed and should likely have accompanying drawing tablets. Computers should also have several industry standard game engines installed, like Unity, Unreal, etc. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU	☒ Yes	☐ No	UC	☒ Yes	☐ No	
Private	☐ Yes	☐ No				

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No
Please attach documentation and complete below:

Course Title	Course No.		CSU Campus	UC Campus		Program or Major
Environmental Art in the Expanded Field	ART 80E	at		UCSC	Required for	Art & Design: Games +Playable Media B.A.
Game Technologies and Interactive Media	I&C SCI 62	at		UCI	Required for	Game Design and Interactive Media, B.S.
Introduction to Technical CGI	CAGD 250	at	Chico		Required for	Computer Animation and Game Development BS
Pencil and Color Sketching	THEA 262	at	East Bay		Required for	Theatre Arts, B.A.: Stage Technology and Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies

	Thinking/Critical Thinking, Mathematics)					
Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 607 (57)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
Interaction Design

Short Title: Interaction Design

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): D

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Survey of the basics of visual communication and interaction design, focusing on communicating designs of interactive systems, with an emphasis on the principles, practices and design of interactions between people, objects, and systems. An overview of visual literacy will be given, with the application of these elements to the critical analysis of interactive entertainment, emphasizing art-making and personal expression.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
   C-ID Code:
   If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed Yes ☒ No
   If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, with a particular focus on interactive entertainment. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

6. Course Requisites:
   List all requisites*:
   Prerequisite:
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

   ☐ Yes Course will **NOT** be included in a degree or certificate program.

   ☒ No Course **WILL** be included in a degree and/or certificate program.

   Which ones:

   Games and Interactive Media AS

   Games and Interactive Media - Design Certificate of Achievement

   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:

   ☐ Letter Grade Only ☒ Option of a standard letter grade or Pass/No Pass

   ☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes

   Additional skills that will be acquired by repeating this course must be included in the course outline.

   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)

   Reason for Repeating:*

   ☐ Intercollegiate Athletics

   ☐ Intercollegiate Competition

   ☐ Occupational Work Experience/General Work Experience

   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a

baccalaureate degree.
**Provide documentation*

10. Will this course be part of an approved family?
☐ Yes If yes, identify family: Click here to enter text.
☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.
New class may employ current and possibly new-hire faculty. Class requires access to a computer for the digital creation of art objects. Computers should have various drawing software installed and should likely have accompanying drawing tablets. Computers should also have Adobe After Effects and Illustrator installed as well as free alternatives to those software. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU	☒ Yes	☐ No		UC	☒ Yes	☐ No	
Private	☐ Yes	☐ No					

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No
Please attach documentation and complete below:

Course Title	Course No.		CSU Campus	UC Campus		Program or Major
Visual Communication and Interaction Design	ARTG 80G	at		UCSC	Required for	Art & Design: Games +Playable Media B.A.
Interaction and Experience	ART 50B	at		UCI	Required for	Art BA
Media Aesthetics	MADT 141	at	Chico		Required for	Computer Animation and Game Development BS
Interaction and Experience Design Foundations	ART 251	at	East Bay		Required for	Art, B.F.A.: Interaction & Game Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**

Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL	
Date: August 9, 2024	Prepared & Submitted by: Jeffrey Bryan
Department: : : Graphics	Course Prefix & Number 600: GD 608 (58)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / Short Title: Interactive Story * : |)
Interactive Storytelling

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): D

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

The history, theory, and practice of interactive storytelling for games and other interactive media. An introduction to the styles, formats and creative approaches used in writing for visual media with a particular focus on writing for interactive entertainment. Includes basic scriptwriting and storyboarding while showcasing alternative approaches unique to interactive entertainment. Concepts are explored through play, analysis, and design culminating in an original interactive story that combines practices of visual storytelling and writing for character-driven stories.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, with a particular focus on interactive entertainment. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback.

6. Course Requisites:
   List all requisites*:
   Prerequisite:
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones:
   Games and Interactive Media AS
   Games and Interactive Media - Design Certificate of Achievement
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only
   ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only
   ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition

☐ Occupational Work Experience/General Work Experience

☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.

**Provide documentation*

10. Will this course be part of an approved family?

☐ Yes If yes, identify family: Click here to enter text.

☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.

New class may employ current and possibly new-hire faculty. Class requires access to a computer for the digital creation of art objects. Computers should have various drawing software installed and should likely have accompanying drawing tablets. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU	☒ Yes	☐ No	UC	☒ Yes	☐ No
Private	☐ Yes	☐ No			

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No

Please attach documentation and complete below:

Pixar - Story Matters	THEA 80P	at UCSC	Required for	Theater Arts BA
Course Title	Course No.	CSU Campus / UC Campus		Program or Major
Storytelling for Interactive Media	GDIM 55	at UCI	Required for	Game Design and Interactive Media, B.S.
Course Title	Course No.	CSU Campus / UC Campus		Program or Major
Writing for Screen Media	MADT 103W	at Chico	Required for	Media Arts BA
Course Title	Course No.	CSU Campus / UC Campus		Program or Major
Beginning Workshop in Fiction	ENGL 205	at East Bay	Required for	English, B.A.: Creative Writing Concentration
Course Title	Course No.	CSU Campus / UC Campus		Program or Major

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	☐	☒	☐	☐	☐	☐
Cal-GETC	☐	☒	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 609 (59)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
3D Modeling

Short Title: 3D Modeling

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): C

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Introduces the tools and practices of 3D computer graphics. This course explores the basic concepts, principles, practices, tools and techniques of digital modeling, and production pipeline used primarily in CGI, games, and simulations. Students develop proficiency in 3D modeling via lectures and assignments focused on the use of a 3D modeling tool. Students produce digital models that demonstrate such proficiencies, principles, workflow, and techniques.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
   C-ID Code:
   If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes ☒ No
   If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, arts that are pointedly character-driven and heavily 3D CGI focused. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

6. Course Requisites:
List all requisites*:
Prerequisite:
Co-requisite:
Limitation on enrollment:
Recommended Prep:.
**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

☐ Yes Course will **NOT** be included in a degree or certificate program.

☒ No Course **WILL** be included in a degree and/or certificate program.

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Art Certificate of Achievement

**Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:

☐ Letter Grade Only ☒ Option of a standard letter grade or Pass/No Pass

☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes

Additional skills that will be acquired by repeating this course must be included in the course outline.

If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)

Reason for Repeating:*

☐ Intercollegiate Athletics

☐ Intercollegiate Competition

☐ Occupational Work Experience/General Work Experience

☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a

baccalaureate degree.
**Provide documentation*

10. Will this course be part of an approved family?
☐ Yes If yes, identify family: Click here to enter text.
☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.
New class may employ current and possibly new-hire faculty. Class requires access to a computer for the digital creation of art objects. Computers should have various drawing software installed and should likely have accompanying drawing tablets. Computers should also have various 3D modeling software, prioritizing free options for equitable access. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU	☒ Yes	☐ No		UC	☒ Yes	☐ No
Private	☐ Yes	☐ No				

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No
Please attach documentation and complete below:

Course Title	Course No.		CSU Campus	UC Campus		Program or Major
Introduction to 3D Modeling	CMPM 25	at		UCSC	Required for	Art & Design: Games +Playable Media B.A.
		at			Required for	
Virtual and Physical Cameras Applications	CAGD 112	at	Chico		Required for	Computer Animation and Game Development BS
3D Processes	ART 103	at	East Bay		Required for	Art, B.F.A.: Interaction & Game Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**

Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 610 (60)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
3D Character Modeling

Short Title: 3D Character Modeling

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): C

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Introduces the tools and practices of 3D computer graphics with a focus on character creation. This course explores the intermediate concepts, principles, practices, tools and techniques of digital modeling, and production pipeline used primarily in CGI, games, and simulations. Students develop proficiency in 3D modeling and character design via lectures and assignments focused on the use of a 3D modeling for designing a character. Students produce digital models that demonstrate such proficiencies, principles, workflow, and techniques.

3. Is this course being aligned to a C-ID descriptor? ☐ Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? ☐ Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, arts that are pointedly character-driven and heavily 3D CGI focused. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

6. Course Requisites:
   List all requisites*:
   Prerequisite: GD 609 (59) 3D Modeling
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones:
   Games and Interactive Media AS
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only
   ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only
   ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition
   ☐ Occupational Work Experience/General Work Experience
   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.

**Provide documentation*

10. Will this course be part of an approved family?

☐ Yes If yes, identify family: Click here to enter text.

☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.

New class may employ current and possibly new-hire faculty. Class requires access to a computer for the digital creation of art objects. Computers should have various drawing software installed and should likely have accompanying drawing tablets. Computers should also have various 3D modeling software, prioritizing free options for equitable access. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU ☒ Yes ☐ No UC ☒ Yes ☐ No

Private ☐ Yes ☐ No

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No

Please attach documentation and complete below:

Course Title	Course No.		CSU Campus	UC Campus		Program or Major
Fundamentals of Substance Designer and Painter	CMPM 27	at		UCSC	Required for	Art & Design: Games +Playable Media B.A.
		at			Required for	Game Design and Interactive Media, B.S.
Digital Modeling	CAGD 230	at	Chico		Required for	Computer Animation and Game Development BS
3D Modeling and Animation I	ART 246	at	East Bay		Required for	Art, B.F.A.: Interaction & Game Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**
Local GE	☐	☐	☐	☐	☐	☐

Cal-CETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 611 (61)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
3D Animation

Short Title: 3D Animation

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): C

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Introduces the tools and practices of 3D computer graphics with a focus on character creation and animation. This course explores the basic principles of animation while designing along the production pipeline used primarily in CGI, games, and simulations. Students develop proficiency in 3D modeling and character design via lectures and assignments focused on the use of a 3D modeling for designing a character. Students produce digital animations that demonstrate such proficiencies, principles, workflow, and techniques.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, arts that are pointedly character-driven and heavily 3D CGI focused. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

6. Course Requisites:
List all requisites*:
Prerequisite: GD 609 (59) 3D Modeling and GD 610 (60) 3D Character Modeling
Co-requisite:
Limitation on enrollment:
Recommended Prep:.
**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
☐ Yes Course will **NOT** be included in a degree or certificate program.
☒ No Course **WILL** be included in a degree and/or certificate program.
Which ones:
Games and Interactive Media AS
**Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
☐ Letter Grade Only ☒ Option of a standard letter grade or Pass/No Pass
☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
Additional skills that will be acquired by repeating this course must be included in the course outline.
If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
Reason for Repeating:*
☐ Intercollegiate Athletics
☐ Intercollegiate Competition
☐ Occupational Work Experience/General Work Experience
☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.

**Provide documentation*

10. Will this course be part of an approved family?

☐ Yes If yes, identify family: Click here to enter text.

☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.

New class may employ current and possibly new-hire faculty. Class requires access to a computer for the digital creation of art objects. Computers should have various drawing software installed and should likely have accompanying drawing tablets. Computers should also have various 3D modeling software, prioritizing free options for equitable access. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU ☒ Yes ☐ No UC ☒ Yes ☐ No

Private ☐ Yes ☐ No

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No

Please attach documentation and complete below:

Course Title	Course No.	at CSU Campus	UC Campus		Program or Major
Introduction to 3D Animation	CMPM 26		UCSC	Required for	Art & Design: Games +Playable Media B.A.
				Required for	Game Design and Interactive Media, B.S.
Digital Animation	CAGD 240	Chico		Required for	Computer Animation and Game Development BS
4D Processes	ART 104	East Bay		Required for	Art, B.F.A.: Interaction & Game Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**
Local GE	☐	☐	☐	☐	☐	☐

Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL	
Date: August 9, 2024	Prepared & Submitted by: Jeffrey Bryan
Department: : : Graphics	Course Prefix & Number 600: GD 612 (62)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024 Jeffrey Bryan
Signature, Faculty Requestor

Click to enter date 9/16/24 Click here to enter text. Print Name KAREN TAYLOR
Signature, Department Chair

Click to enter date Click here to enter text. Print Name
Signature, Other related discipline Chair (if relevant)

Click to enter date Click here to enter text. Print Name
Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |) Short Title: Analog Games
Analog Games

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): D

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Explores experimental mechanics, dynamics, themes, and aesthetics within the tabletop RPG and broader analog game ecosphere. In groups and individually, students will play, run, design, write, workshop, and print/produce analog games, as well as conduct usability tests focused on layout, design cohesion, and accessibility, connecting these forms of play to their contemporary uses within role-playing games, virtual worlds, and playable media more broadly.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation of the basics of game design without requiring any programming background. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have a strong foundation in the basics of game design. There are currently no courses that cover those basics at Saddleback without requiring programming knowledge.

6. Course Requisites:
   List all requisites*:
   Prerequisite: GD 603 (53) Introduction to Game Design
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones:
   Games and Interactive Media AS
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only
   ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only
   ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition
   ☐ Occupational Work Experience/General Work Experience
   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.
   **Provide documentation*

10. Will this course be part of an approved family?
    ☐ Yes If yes, identify family: Click here to enter text.
    ☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.
New class may employ current and possibly new-hire faculty. Class requires access to a hybrid space that allows both physical and digital creation of art objects, requiring physical tables and space as well as computers. Ideally, the space would also have lockers or lockable cabinets that allow students to store needed physical supplies. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU ☒ Yes ☐ No UC ☒ Yes ☐ No

Private ☐ Yes ☐ No

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No

Please attach documentation and complete below:

Course Title	Course No.	at CSU Campus	UC Campus	Required for Program or Major
Accessible Games	ART 80A		UCSC	Art & Design: Games +Playable Media B.A.
Roleplaying and Improvisational Play	GDIM 53		UCI	Game Design and Interactive Media, B.S.
Design Studio I	ARTI 261	Chico		Computer Animation and Game Development BS
Creating Theatre from Personal Experience	THEA 231	East Bay		Theatre Arts, B.A.: Stage Technology and Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 613 (63)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
User Experience Design

Short Title: User Experisence Design

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): C

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Introduces students to Human Computer Interaction and user experience design from the perspective of technical artists. A project-based introduction to tools and approaches for creating and sharing digital media content within internet-mediated social environments, with a particular emphasis on art-making and personal expression. Using methodologies or user-centered design, observational research, rapid prototyping, collaboration and system, this course explores creative problem solving.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, with a particular focus on interactive entertainment. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

6. Course Requisites:
   List all requisites*:
   Prerequisite: GD 607 (57) Interaction Design
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones:
   Games and Interactive Media AS
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only
   ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only
   ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition
   ☐ Occupational Work Experience/General Work Experience
   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.

**Provide documentation*

10. Will this course be part of an approved family?

☐ Yes If yes, identify family: Click here to enter text.

☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.

New class may employ current and possibly new-hire faculty. Class requires access to a computer for the digital creation of art objects. Computers should have various drawing software installed and should likely have accompanying drawing tablets. Computers should also have Adobe After Effects and Illustrator installed as well as free alternatives to those software. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU	☒ Yes	☐ No	UC	☒ Yes	☐ No
Private	☐ Yes	☐ No			

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No

Please attach documentation and complete below:

Course Title	Course No.	at CSU Campus	UC Campus	Program or Major
Introduction to Human Computer Interaction	CMPM 80I		UCSC	Art & Design: Games +Playable Media B.A.
Matter and Media	ART 50A		UCI	Art BA
Design Thinking	MADT 102	Chico		Computer Animation and Game Development BS
Interaction Design Studio I: Tools for Designers	ART 259	East Bay		Theatre Arts, B.A.: Stage Technology and Design Concentration

Required for

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies

	Thinking/Critical Thinking, Mathematics)					
Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 614 (64)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
Level Design

Short Title: Level Design

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): C

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Intermediate study of game design principles and systems design through the study of complex problems and play experiences. Introduces the concepts and tools used in creating levels for games. Fundamental architectural theory, critical path, flow, pacing, dilemmas, balancing, difficulty level, playtesting, and storytelling relating to level design are studied. Introduction to the design cycle via a design-build-evaluate-iterate process, resulting in a functional artifact.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? ☐ Yes ☒ No
If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation of the basics of game design without requiring any programming background. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have a strong foundation in the basics of game design. There are currently no courses that cover those basics at Saddleback without requiring programming knowledge.

6. Course Requisites:
   List all requisites*:
   Prerequisite: GD 603 (53) Introduction to Game Design
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones:
   Games and Interactive Media AS
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only
   ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only
   ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition
   ☐ Occupational Work Experience/General Work Experience
   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.
   **Provide documentation*

10. Will this course be part of an approved family?
    ☐ Yes If yes, identify family: Click here to enter text.

☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.
New class may employ current and possibly new-hire faculty. Class requires access to a hybrid space that allows both physical and digital creation of art objects, requiring physical tables and space as well as computers. Ideally, the space would also have lockers or lockable cabinets that allow students to store needed physical supplies. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU ☒ Yes ☐ No UC ☒ Yes ☐ No

Private ☐ Yes ☐ No

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No

Please attach documentation and complete below:

Course Title	Course No.		CSU Campus	UC Campus		Program or Major
Design Build Experience	CMPM 17	at		UCSC	Required for	Art & Design: Games +Playable Media B.A.
Intermediate Game Design	GDIM 27	at		UCI	Required for	Game Design and Interactive Media, B.S.
Level Design	CAGD 270	at	Chico		Required for	Computer Animation and Game Development BS
		at			Required for	

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**
Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 615 (65)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
World Building

Short Title: World Building

Units: 3 Lec hrs: 2 Lab hrs: 3

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): D

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

Introduces the process of world-building and interaction design from the standpoint of the art director. The course will explore using a game engine and associated scripting to maneuver characters around in 2D/3D space, develop interactive game environments, implement special effects, manipulate objects, script menus and graphical user interfaces, create non-player character behaviors, and much more. Builds skills in setting experiential goals and in defining and building mechanical and dynamic elements to support those goals. Includes exploration of the development of expansive virtual worlds incorporating objects, scenes, and narrative structures.

3. Is this course being aligned to a C-ID descriptor? Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? ☐ Yes ☒ No

If yes, which department is responsible for scheduling, updating, and assessing the course?

B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with a strong foundation in the basic arts practices of the interactive entertainment arts, arts that are pointedly character-driven and heavily 3D CGI focused. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have strong training with particular specializations. As the focus of our program is developing art students for the games and interactive entertainment sectors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation degree program.

6. Course Requisites:
   List all requisites*:
   Prerequisite: GD 6D3 (53) Introduction to Game Design
   Co-requisite:
   Limitation on enrollment:
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones:
   Games and Interactive Media AS
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition
   ☐ Occupational Work Experience/General Work Experience
   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.
   **Provide documentation*

10. Will this course be part of an approved family?

☐ Yes If yes, identify family: Click here to enter text.

☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.

New class may employ current and possibly new-hire faculty. Class requires access to a hybrid space that allows both physical and digital creation of art objects, requiring physical tables and space as well as computers. Ideally, the space would also have lockers or lockable cabinets that allow students to store needed physical supplies. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU ☒ Yes ☐ No UC ☒ Yes ☐ No

Private ☐ Yes ☐ No

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No

Please attach documentation and complete below:

Course Title	Course No.	CSU Campus	UC Campus	Program or Major
Designing Experiences	ARTG 40	at	UCSC	Required for Art & Design: Games +Playable Media B.A.
ART HIS 55 Disneyland	ART HIS 55	at	UCI	Required for Art BA
Introduction to Game Scripting	CAGD 280	at Chico		Required for Computer Animation and Game Development BS
		at		Required for

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**
Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL			
Date:	August 9, 2024	Prepared & Submitted by:	Jeffrey Bryan
Department:	Graphics	Course Prefix & Number 600:	GD 616 (66)

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * : |)
Capstone Game

Short Title: Capstone Game

Units: 4 Lec hrs: 2 Lab hrs: 6

Credit Status: ☒ Credit – Degree Applicable ☐ Credit – Non-degree Applicable ☐ Non-Credit

TOP Code: 1030 Non-Credit Category: Click here to enter text. Occupational Code (SAM): B

1. Anticipated first term of offering: ☒ Fall ☐ Spring Year 2026

2. Catalog Description:

This is a culminating course meant to be taken at the completion of all other coursework for the degree. Students work in teams to design and implement a unique game or interactive experience. Emphasis on art and level design, as well as game aesthetics and world building. Particular attention should be paid to the development of character both as an art object and as a narrative element. Each project presents opportunities to address milestones in the art production development pipeline, and demonstrates corresponding entry-level technical and conceptual skills and strategies. Students will also be expected to address and practice the various team-based soft skills required in the industry. Students are expected to carry additional workload requirements outside of class.

3. Is this course being aligned to a C-ID descriptor? ☐ Yes ☒ No ☐ N/A
C-ID Code:
If yes, see the Articulation Officer for assistance with C-ID descriptors.

4. A. Will course be cross-listed? ☐ Yes ☒ No
   If yes, which department is responsible for scheduling, updating, and assessing the course?

   B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:

5. Justification of recommendation for new course: How was the need for this course identified? How will this course meet student needs in ways that currently approved courses (including those from other departments) do not?

This course is meant to provide students with an opportunity to develop portfolio work for competitive entry into the industry. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry professionals, who identified the need for our students to have opportunities to develop games in teams for portfolio development. There are currently no courses that cover this need at Saddleback. There is also no course that satisfies the collaborative group creation needed for *real* game design.

6. Course Requisites:
   List all requisites*:
   Prerequisite:
   Co-requisite:
   Limitation on enrollment: Students must complete all other degree requirements before enrolling
   Recommended Prep:.
   **Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?
   ☐ Yes Course will **NOT** be included in a degree or certificate program.
   ☒ No Course **WILL** be included in a degree and/or certificate program.
   Which ones:
   Games and Interactive Media AS
   **Paperwork for the program (new or revised) must be submitted at the same time as the new course is being developed*

8. Proposed Grading System:
   ☐ Letter Grade Only
   ☒ Option of a standard letter grade or Pass/No Pass
   ☐ Pass/No Pass only
   ☐ Pass/Satisfactory Progress/No Pass (P/SP/NP)

9. Will course be Repeatable? ☒ No ☐ Yes
   Additional skills that will be acquired by repeating this course must be included in the course outline.
   If yes, how many times? ☐ 1 ☐ 2 ☐ 3 ☐ Unlimited (Non-credit only)
   Reason for Repeating:*
   ☐ Intercollegiate Athletics
   ☐ Intercollegiate Competition
   ☐ Occupational Work Experience/General Work Experience
   ☐ Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.
   **Provide documentation*

10. Will this course be part of an approved family?

☐ Yes If yes, identify family: Click here to enter text.

☒ No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/ equipment, facilities.

New class may employ current and possibly new-hire faculty. Class requires access to a hybrid space that allows both physical and digital creation of art objects, requiring physical tables and space as well as computers. Ideally, the space would also have lockers or lockable cabinets that allow students to store needed physical supplies. In-person versions of the class will be taught in the ATAS building.

12. If degree-applicable, please complete the following information on articulation recommendations. Please contact the Articulation Officer for assistance. ☐ N/A

12A. Transfer: Would you recommend that this course transfer to:

CSU ☒ Yes ☐ No UC ☒ Yes ☐ No

Private ☐ Yes ☐ No

Will the course satisfy a major requirement at CSU or UC? ☒ Yes ☐ No

Please attach documentation and complete below:

Course Title	Course No.		CSU Campus	UC Campus		Program or Major
Introduction to Game Art Production	ARTG 91	at		UCSC	Required for	Art & Design: Games +Playable Media B.A.
Introduction to Game Development	GDIM 61	at		UCI	Required for	Game Design and Interactive Media, B.S.
Managing Media Pipelines	CAGD 295	at	Chico		Required for	Computer Animation and Game Development BS
4D Project Development and Preproduction	ART 241	at	East Bay		Required for	Art, B.F.A.: Interaction & Game Design Concentration

12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	**Arts/Humanities**	**Social/Behavioral Sciences**	**Natural Sciences**	**Life Long Understanding**	**Ethnic Studies**
Local GE	☐	☐	☐	☐	☐	☐
Cal-GETC	☐	☐	☐	☐	☐	☐

SADDLEBACK COLLEGE
NEW COURSES
ACADEMIC YEAR 2025-2026

School/ Division	Course Id	Catalog Id	Course Title	Action Taken
				assign=assignments
				CA Classification code (J=workforce prep, K=other noncredit enhanced funding, L=not eligible for enhanced funding, Y=credit course)
				cat desc= catalog description
				c/l w/+ cross-listed with (and list the other crs id)
				coreq=corequisite
				crs id=course prefix and/or number
				dc=delete course
				DE=distance education
				dv=delete version of course
				gr opt=grading option
				hrs=hours
				lim=limitation
				lrng obj=learning objectives
				moe=methods of eval
				nc=new course
				nv=new version of existing course
				oe/oe=open entry/open exit
				prereq=prerequisite
				pcs = program course status
				reactv=course reactivation
				rec prep=recommended prep
				rpt=repeatability
				SAM code=occupational code (A=apprenticeship, B=advanced occupational, C=clearly occupational, D=possibly occupational, E=non-occupational)
				sch desc=schedule description
				SLOs=student learning outcomes
				sr=scheduled review is for courses that are scheduled for review and there are no revisions
				ti=title
				TOP code=numerical classification code used to assign programs and courses to disciplines
				tps=topics
				txt=text-required for all courses numbered 1-299
				un=units
				val=validation
BI	CUL 606 (206)	993098.00	FOOD AND WINE PAIRING	nc, 2 units/1 hr lec/3 hrs lab/0 hr lrng cntr, **prereq CUL 101**, gr opt GR - Letter Grade or Pass/No Pass, DE, non-repeatable

SADDLEBACK COLLEGE
NEW COURSES
ACADEMIC YEAR 2025-2026

BI	CUL 608 (208)	993099.00	CONTEMPORARY TOPICS IN FOOD SERVICE	nc, 2 units/1 hr lec/3 hrs lab/0 hr lrng cntr, **prereq CUL 101**, gr opt GR - Letter Grade or Pass/No Pass, DE, non-repeatable
BI	CUL 649 (249)	993100.00	PRINCIPLES OF ARTISAN BAKING	nc, 4 units/2 hrs lec/7 hrs lab/0 hr lrng cntr, **prereq CUL 244**, gr opt GR - Letter Grade or Pass/No Pass, DE, non-repeatable
BI	CUL 660 (260)	993101.00	CUISINES AND CULTURES OF THE AMERICAS	nc, 3 units/2 hrs lec/3 hrs lab/0 hr lrng cntr, **prereq CUL 101**, gr opt GR - Letter Grade or Pass/No Pass, DE, non-repeatable
BI	CUL 663 (263)	993102.00	CUISINES AND CULTURES OF EUROPE	nc, 3 units/2 hrs lec/3 hrs lab/0 hr lrng cntr, **prereq CUL 101**, gr opt GR - Letter Grade or Pass/No Pass, DE, non-repeatable
BI	CUL 665 (265)	993103.00	CUISINES AND CULTURES OF THE MEDITERRANEAN	nc, 3 units/2 hrs lec/3 hrs lab/0 hr lrng cntr, **prereq CUL 101**, gr opt GR - Letter Grade or Pass/No Pass, DE, non-repeatable
BI	CUL 667 (267)	993104.00	CUISINES AND CULTURES OF ASIA	nc, 3 units/2 hrs lec/3 hrs lab/0 hr lrng cntr, **prereq CUL 101**, gr opt GR - Letter Grade or Pass/No Pass, DE, non-repeatable
BI	CUL 670 (270)	993105.00	MENU PLANNING AND PURCHASING	nc, 2 units/1 hr lec/3 hrs lab/0 hr lrng cntr, **prereq CUL 101** , gr opt GR - Letter Grade or Pass/No Pass, DE, non-repeatable
BI	CUL 675 (275)	993106.00	DINING ROOM SERVICE	nc, 4 units/2 hrs lec/6 hrs lab/0 hr lrng cntr, **prereq CUL 101** , gr opt GR - Letter Grade or Pass/No Pass, DE, non-repeatable

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

New

Introduction to Baking and Pastry
Certificate of Achievement

The Introduction to Baking and Pastry Certificate of Achievement prepares students for entry-level career opportunities in bakeries, restaurants, catering, hotels, and other food service businesses. Students gain practical training in the use of commercial equipment and acquire the skills necessary to be successful in the field of baking such as production baking, cakes, and plated desserts. The program combines theory and practical application of skills preparing students to meet the needs of employers. Students are required to follow Culinary Department dress standards.

Program Student Learning Outcomes
Students who complete this program will be able to:

- **Demonstrate foundational baking techniques.**
- **Evaluate a variety of finished baking products based on visual appeal, consistency, taste, and proper preparation techniques.**
- **Demonstrate proficient safety and sanitation production practices as related to the food service industry.**
- **Demonstrate preparation for entry-level employment in the food service industry in the specialized area of baking and pastry.**

Required Core:

CUL 171⁂	**Sanitation and Safety**	**2**
or		
ServSafe Certification		
CUL 101*	**Culinary Principles I**	**3**
CUL 110*	**Food Preparation Essentials**	**3**
CUL 244*	**Baking Fundamentals I**	**3**
CUL 245*	**Baking Fundamentals II**	**3**
CUL 261	**Management, Leadership & Training**	**3**
CUL 176	**Food and Beverage Operations**	**3**

Total Units for the Certificate 18-20

***Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.**

⁂Students with valid California ServSafe Certification may have this core requirement waived.

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

New

Advanced Baking and Pastry Certificate of Achievement

The Advanced Baking and Pastry Certificate of Achievement is a stackable award that builds upon the coursework in the Introduction to Baking and Pastry Certificate of Achievement and prepares students for entry to midlevel career opportunities in bakeries, restaurants, catering, hotels, and other food service businesses. Students gain practical training in the use of commercial equipment and acquire the skills necessary to be successful in the field of baking such as: production baking, candy making, specialty cakes, plated desserts, artisan breads, menu development, portion control, and cost control. The program combines management theory and practical application of skills and abilities preparing students to meet the needs of employers. Students are required to follow Culinary Department dress standards.

Program Student Learning Outcomes
Students who complete this program will be able to:

- **Demonstrate foundational and advanced baking techniques.**
- **Evaluate a variety of finished baking products based on visual appeal, consistency, taste, and proper use of preparation techniques.**
- **Demonstrate proficient safety and sanitation production practices as related to the food service industry.**
- **Demonstrate preparation for entry to midlevel employment in the food service industry in the specialized area of baking and pastry.**

Required Core:

CUL 171⁂	Sanitation and Safety	2
or		
ServSafe Certification		
CUL 101*	Culinary Principles I	3
CUL 110*	Food Preparation Essentials	3
CUL 120*	Introduction to Food Systems	3
CUL 244*	Baking Fundamentals I	3
CUL 210*	Introduction to Culinary Arts	3
CUL 208*	Contemporary Topics in Food Service	2
CUL 249*	Principles of Artisan Baking	4
CUL 245*	Baking Fundamentals II	3
CUL 261	Management, Leadership & Training	3
CUL 176	Food and Beverage Operations	3
CUL 250*	Sugar Confectionery	1
CUL 246*	Advanced Baking and Pastry	3
HRM 154	Hospitality Cost Control	3
CUL 251*	Chocolate Confectionery	1

Total Units for the Certificate 38-40

***Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.**

⁂Students with valid California ServSafe Certification may have this core requirement waived.

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

New

Advanced Baking and Pastry
Associate of Science

The Advanced Baking and Pastry Associate of Science degree is a stackable award that builds upon the coursework in the Introduction to Baking and Pastry Certificate of Achievement and prepares students for entry to midlevel career opportunities in bakeries, restaurants, catering, hotels, and other food service businesses. Students gain practical training in the use of commercial equipment and acquire the skills necessary to be successful in the field of baking such as production baking, candy making, specialty cakes, plated desserts, artisan breads, menu development, portion control, and cost control. The program combines management theory and practical application of skills and abilities preparing students to meet the needs of employers. Students are required to follow Culinary Department dress standards.

Program Student Learning Outcomes
Students who complete this program will be able to:

- **Demonstrate foundational and advanced baking techniques.**
- **Evaluate a variety of finished baking products based on visual appeal, consistency, taste, and proper preparation techniques.**
- **Demonstrate proficient safety and sanitation production practices as related to the food service industry.**
- **Demonstrate preparation for entry to midlevel employment in the food service industry in the specialized area of baking and pastry.**

Required Core:

CUL 171⁂	Sanitation and Safety	2
or		
ServSafe Certification		
CUL 101*	Culinary Principles I	3
CUL 110*	Food Preparation Essentials	3
CUL 120*	Introduction to Food Systems	3
CUL 244*	Baking Fundamentals I	3
CUL 210*	Introduction to Culinary Arts	3
CUL 208*	Contemporary Topics in Food Service	2
CUL 249*	Principles of Artisan Baking	4
CUL 245*	Baking Fundamentals II	3
CUL 261	Management, Leadership & Training	3
CUL 176	Food and Beverage Operations	3
CUL 250*	Sugar Confectionery	1
CUL 246*	Advanced Baking and Pastry	3
HRM 154	Hospitality Cost Control	3
CUL 251*	Chocolate Confectionery	1

Total Units for the Major 38-40

***Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.**

⁂Students with valid California ServSafe Certification may have this core requirement waived.

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

Associate of Science Degree
Complete a minimum of 60 units including the total number of units described above and the General Education requirements with an overall GPA of 2.0 to qualify for the Associate of Science degree. A minimum of 12 units must be completed at Saddleback College.

General Education Requirements for Associate Degrees
Refer to the Graduation Requirements or to the Cal-GETC pattern in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

School/ Division	Course Id	Catalog Id	Course Title	Action Taken
				assign=assignments
				CA Classification code (J=workforce prep, K=other noncredit enhanced funding, L=not eligible for enhanced funding, Y=credit course)
				cat desc= catalog description
				c/l w/+ cross-listed with (and list the other crs id)
				coreq=corequisite
				crs id=course prefix and/or number
				dc=delete course
				DE=distance education
				dv=delete version of course
				gr opt=grading option
				hrs=hours
				lim=limitation
				lrng obj=learning objectives
				moe=methods of eval
				nc=new course
				nv=new version of existing course
				oe/oe=open entry/open exit
				prereq=prerequisite
				pcs = program course status
				reactv=course reactivation
				rec prep=recommended prep
				rpt=repeatability
				SAM code=occupational code (A=apprenticeship, B=advanced occupational, C=clearly occupational, D=possibly occupational, E=non-occupational)
				sch desc=schedule description
				SLOs=student learning outcomes
				sr=scheduled review is for courses that are scheduled for review and there are no revisions
				ti=title
				TOP code=numerical classification code used to assign programs and courses to disciplines
				tps=topics
				txt=text-required for all courses numbered 1-299
				un=units
				val=validation
AD	CWE 180	~~992507.00~~ **993107.00**	CWE: ARCH INTERNSHIP	crs id fr ~~**CWE 180**~~ to **ARCH 180WE**, ti fr ~~**COOPERATIVE WORK EXPERIENCE – ARCHITECTURAL INTERNSHIP**~~ to **ARCHITECTURE WORK EXPERIENCE**, hrs fr ~~**0 hr lec/0 hr lab/3.62 or 4.52 hrs lrng cntr**~~ to **0 hr lec/0 hr lab/6 hrs lrng cntr**, units fr ~~**1.0**~~ to **2.0**, cat desc, sch desc, txt, fr ~~**non-repeatable**~~ to **repeatable 4 times**

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

BI	CWE 180	~~429986.00~~ **993097.00**	CO-OP-ED CULINARY ART	crs id fr ~~**CWE 180**~~ to ~~**CUL 180WE**~~, ti fr ~~**CO-OP ED CULINARY ARTS**~~ to **CULINARY ARTS WORK EXPERIENCE**, cat desc, sch desc, hrs fr ~~**0 hr lec/0 hr lab/7.23 or 9.04 hrs lrng cntr**~~ to **0 hr lec/0 hr lab/6 hrs lrng cntr**, txt, retaining repeatability 4 times
BI	FN 120	~~338020.00~~ **993033.00**	SUSTAINABLE MEALS	crs id fr ~~**FN 120**~~ to **CUL 120**, ti fr ~~**SUSTAINABLE MEALS**~~ to **INTRODUCTION TO FOOD SYSTEMS**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 171 or current ServSafe Certification**, cat desc, sch desc, tps, lrng obj, assign, DE
BI	FN 140	~~338030.00~~ **993034.00**	WORLD CUISINES	crs id fr ~~**FN 140**~~ to **CUL 160**, hrs fr ~~**1 hr lec/3 hrs lab/0 hr lrng cntr**~~ to **2 hrs lec/3 hrs lab/0 hrs lrng cntr**, units fr ~~**2.0**~~ to **3.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 101**, cat desc, sch desc, tps, val, DE fr ~~**Emergency use only**~~ to **not Emergency use only**
BI	FN 173	~~338140.00~~ **993040.00**	CATERING AND BANQUETS	crs id fr ~~**FN 173**~~ to **CUL 182**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 101 and CUL 244**, rec prep fr ~~**FN 101 and 244**~~ to **none**, cat desc, sch desc, tps, lrng obj, assign, moe, val, DE
BI	FN 220	~~338160.10~~ **993043.00**	FR BISTRO CUISINE	crs id fr ~~**FN 220**~~ to **CUL 220**, hrs fr ~~**1 hr lec/3 hrs lab/0 hr lrng cntr**~~ to **1 hr lec/1 hr lab/0 hr lrng cntr**, units fr ~~**2.0**~~ to **1.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **none**, cat desc, sch desc, tps, lrng obj, DE
BI	FN 222	~~338180.00~~ **993044.00**	CHINESE CUISINE	crs id fr ~~**FN 222**~~ to **CUL 222**, hrs fr ~~**1 hr lec/3 hrs lab/0 hr lrng cntr**~~ to **0.5 hr lec/1.5 hrs lab/0 hr lrng cntr**, units fr ~~**2.0**~~ to **1.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **none**, cat desc sch desc, tps, lrng obj, txt, DE
BI	FN 223	~~338190.00~~ **993045.00**	ASIAN CUISINE	crs id fr ~~**FN 223**~~ to **CUL 223**, hrs fr ~~**1 hr lec/3 hrs lab/0 hr lrng cntr**~~ to **0.5 hr lec/1.5 hrs lab/0 hr lrng cntr**, units fr ~~**2.0**~~ to **1.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **none**, cat desc sch desc, tps, lrng obj, assign, moe, txt, DE fr ~~**Emergency use only**~~ to **not Emergency use only**

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

BI	FN 226	~~338195.00~~ **993046.00**	MEXICAN CUISINE	crs id fr ~~**FN 226**~~ to **CUL 226**, hrs fr ~~**1 hr lec/3 hrs lab/0 hr lrng cntr**~~ to **0.5 hr lec/1.5 hrs lab/0 hr lrng cntr**, units fr ~~**2.0**~~ to **1.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **none**, cat desc sch desc, tps, txt
BI	FN 227	~~429856.00~~ **993047.00**	MEDITERRANEAN CUISINE	crs id fr ~~**FN 227**~~ to **CUL 227**, hrs fr ~~**1 hr lec/3 hrs lab/0 hr lrng cntr**~~ to **0.5 hr lec/1.5 hrs lab/0 hr lrng cntr**, units fr ~~**2.0**~~ to **1.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **none**, cat desc sch desc, txt, DE fr ~~**Emergency use only**~~ to **not Emergency use only**
BI	FN 228	~~428946.00~~ **993048.00**	ITALIAN CUISINE	crs id fr ~~**FN 228**~~ to **CUL 228**, hrs fr ~~**1 hr lec/3 hrs lab/0 hr lrng cntr**~~ to **1 hr lec/1 hr lab/0 hr lrng cntr**, units fr ~~**2.0**~~ to **1.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **none**, cat desc sch desc, tps, lrng obj, DE
BI	FN 230	~~338197.00~~ **993049.00**	VEGETARIAN CUISINE	crs id fr ~~**FN 230**~~ to **CUL 230**, ti fr ~~**VEGETARIAN CUISINE**~~ to **PLANT BASED CUISINE**, hrs fr ~~**1 hr lec/3 hrs lab/0 hr lrng cntr**~~ to **0.5 hr lec/1.5 hrs lab/0 hr lrng cntr**, units fr ~~**2.0**~~ to **1.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **none**, cat desc sch desc, tps, txt
BI	FN 232	~~428456.00~~ **993050.00**	HEALTHY COOKING	crs id fr ~~**FN 232**~~ to **CUL 232**, hrs fr ~~**1 hr lec/3 hrs lab/0 hr lrng cntr**~~ to **1 hr lec/1 hr lab/0 hr lrng cntr**, units fr ~~**2.0**~~ to **1.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **none**, cat desc sch desc, tps, lrng obj, txt, DE
BI	FN 236	~~429564.00~~ **993052.00**	AMERICAN REG CUISINE	crs id fr ~~**FN 236**~~ to **CUL 236**, hrs fr ~~**1 hr lec/3 hrs lab/0 hr lrng cntr**~~ to **0.5 hr lec/1.5 hrs lab/0 hr lrng cntr**, units fr ~~**2.0**~~ to **1.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **none**, cat desc sch desc, tps, txt
BI	FN 241	~~992635.00~~ **993053.00**	CULINARY PRINC II	crs id fr ~~**FN 241**~~ to **CUL 201**, hrs fr ~~**2 hrs lec/3 hrs lab/0 hr lrng cntr**~~ to **3 hrs lec/3 hrs lab/0 hr lrng cntr**, units fr ~~**3.0**~~ to **4.0**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 101**, rec prep fr ~~**FN 101**~~ to **none**, cat desc sch desc, tps, assign, moe, txt

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

BI	FN 244	~~430233.00~~ **993054.00**	BAKING FUNDAMENTALS I	crs id fr ~~**FN 244**~~ to **CUL 244**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 171 or current ServSafe Certification**, cat desc, sch desc, tps, assign, txt, DE fr ~~**Emergency use only**~~ to **not Emergency use only**
BI	FN 245	~~430235.00~~ **993055.00**	BAKING FUND II	crs id fr ~~**FN 245**~~ to **CUL 245**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 244**, rec prep fr ~~**FN 244**~~ to **none**, cat desc, sch desc, txt
BI	FN 246	~~992636.00~~ **993056.00**	INTRO TO CULINARY	crs id fr ~~**FN 246**~~ to **CUL 210**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 171 or current ServSafe Certification**, cat desc, sch desc, tps, assign, moe, txt
BI	FN 261	~~992579.00~~ **993057.00**	INTERNSHIP	crs id fr ~~**FN 261**~~ to **CUL 261**, ti fr ~~**INTERNSHIP**~~ to **MANAGEMENT, LEADERSHIP & TRAINING**, hrs fr ~~**1 hr lec/0 hr lab/0 hr lrng cntr**~~ to **3 hrs lec/0 hr lab/0 hr lrng cntr**, units fr ~~**1.0**~~ to **3.0**, cat desc, sch desc, tps, lrng obj, assign, moe, txt, DE
BI	FN 285	~~431647.00~~ **993058.00**	PERSONAL CHEF	crs id fr ~~**FN 285**~~ to **CUL 285**, hrs fr ~~**3 hrs lec/0 hr lab/0 hr lrng cntr**~~ to **2 hrs lec/3 hrs lab/0 hr lrng cntr**, prereq fr ~~**none**~~ to **CUL 101**, cat desc, sch desc, tps, lrng obj, assign, moe, val, DE
BI	FN 286	~~430237.00~~ **993059.00**	SUGAR CONFECTIONERY	crs id fr ~~**FN 286**~~ to **CUL 250**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 244**, cat desc, sch desc, tps, val
BI	FN 287	~~430236.00~~ **993060.00**	CHOCOLATE CONFECTION	crs id fr ~~**FN 287**~~ to **CUL 251**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 244**, cat desc, sch desc, tps, val
BI	FN 288	~~430238.00~~ **993061.00**	ADV BAKING AND PASTRY	crs id fr ~~**FN 288**~~ to **CUL 246**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 101 and CUL 244**, cat desc, sch desc, tps, txt, val

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

BI	CWE 180	~~**992581.00**~~ **993096.00**	CWE-ACCNTG INTERNSHIP	crs id fr ~~**CWE 180**~~ to **ACCT 180WE**, ti fr ~~**COOPERATIVE WORK EXPERIENCE - ACCOUNTING**~~ to **ACCOUNTING WORK EXPERIENCE**, cat desc, sch desc, hrs fr ~~**0 hr lec/0 hr lab/7.23 or 9.04 hrs lrng cntr**~~ to **0 hr lec/0 hr lab/6 hrs lrng cntr**, pcs fr ~~**not program applicable**~~ to **program applicable**, rpt fr ~~**R-E-3**~~ to **R-I-4**

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

School/ Division	Course Id	Catalog Id	Course Title	Action Taken
				assign=assignments
				CA Classification code (J=workforce prep, K=other noncredit enhanced funding, L=not eligible for enhanced funding, Y=credit course)
				cat desc= catalog description
				c/l w/+ cross-listed with (and list the other crs id)
				coreq=corequisite
				crs id=course prefix and/or number
				dc=delete course
				DE=distance education
				dv=delete version of course
				gr opt=grading option
				hrs=hours
				lim=limitation
				lrng obj=learning objectives
				moe=methods of eval
				nc=new course
				nv=new version of existing course
				oe/oe=open entry/open exit
				prereq=prerequisite
				pcs = program course status
				reactv=course reactivation
				rec prep=recommended prep
				rpt=repeatability
				SAM code=occupational code (A=apprenticeship, B=advanced occupational, C=clearly occupational, D=possibly occupational, E=non-occupational)
				sch desc=schedule description
				SLOs=student learning outcomes
				sr=scheduled review is for courses that are scheduled for review and there are no revisions
				ti=title
				TOP code=numerical classification code used to assign programs and courses to disciplines
				tps=topics
				txt=text-required for all courses numbered 1-299
				un=units
				val=validation
BI	FN 101	~~429854.00~~ **993031.00**	CULINARY PRINC I	crs id fr ~~**FN 101**~~ to **CUL 101**, prereq fr ~~**FN 171 or FN 210 or current ServSafe Certification**~~ to **CUL 171 or current ServSafe Certification**, rec prep fr ~~**FN 246**~~ to **CUL 210**, cat desc, sch desc, tps, txt

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

BI	FN 110	~~**338010.00**~~ **993032.00**	FOOD PREP. ESSENTIALS	crs id fr ~~**FN 110**~~ to **CUL 110**, rec prep fr ~~**FN 171 or FN 210 or current ServSafe Certification and Eligibility for ENG 1A or ENG 1AH**~~ to **CUL 171 or current ServSafe Certification**, cat desc, sch desc, tps, moe, txt, val

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

School/ Division	Course Id	Catalog Id	Course Title	Action Taken
				assign=assignments
				CA Classification code (J=workforce prep, K=other noncredit enhanced funding, L=not eligible for enhanced funding, Y=credit course)
				cat desc= catalog description
				c/l w/+ cross-listed with (and list the other crs id)
				coreq=corequisite
				crs id=course prefix and/or number
				dc=delete course
				DE=distance education
				dv=delete version of course
				gr opt=grading option
				hrs=hours
				lim=limitation
				lrng obj=learning objectives
				moe=methods of eval
				nc=new course
				nv=new version of existing course
				oe/oe=open entry/open exit
				prereq=prerequisite
				pcs = program course status
				reactv=course reactivation
				rec prep=recommended prep
				rpt=repeatability
				SAM code=occupational code (A=apprenticeship, B=advanced occupational, C=clearly occupational, D=possibly occupational, E=non-occupational)
				sch desc=schedule description
				SLOs=student learning outcomes
				sr=scheduled review is for courses that are scheduled for review and there are no revisions
				ti=title
				TOP code=numerical classification code used to assign programs and courses to disciplines
				tps=topics
				txt=text-required for all courses numbered 1-299
				un=units
				val=validation
HW	MLT 230	992622.00	CLINICAL CHEMISTRY	prereq fr ~~**CHEM 108**~~ to **CHEM 8**, val
HW	MLT 235	450150.00	CLINICAL URINALYSIS	prereq fr ~~**BIO 113**~~ to **BIO 13**, val
HW	MLT 236	992623.00	CLINICAL HEMATOLOGY	prereq fr ~~**BIO 113**~~ to **BIO 13**, txt, val

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

SM	BIO 12	144100.05	HUMAN PHYSIOLOGY	prereq fr ~~**CHEM 108 or one year of high school chemistry with a grade of "C" or better and BIO 11**~~ to **CHEM 8 or one year of high school chemistry with a grade of "C" or better and BIO 11**, txt
SM	BIO 15	144140.00	GENERAL MICROBIOLOGY	prereq fr ~~**BIO 20 or one year of high school biology with a grade of "C" or better and CHEM 108 or one year of high school chemistry with a "C" or better**~~ to **BIO 20 or one year of high school biology with a grade of "C" or better and CHEM 8 or one year of high school chemistry with a "C" or better**, txt

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

New
Cal-GETC
Certificate of Achievement

The California General Education Transfer Curriculum (Cal-GETC) is an interdisciplinary program that allows students to acquire and integrate knowledge in the areas of English Communication (composition, critical thinking and oral), quantitative reasoning, scientific inquiry, arts, humanities, social sciences, and ethnic studies.

Students may earn a Certificate of Achievement upon completion of the California General Education Transfer Curriculum (Cal-GETC) with a minimum of 34 units. Courses must be completed with a "C" grade or better or "Pass". The Cal-GETC should be completed by students who intend to transfer to the University of California (UC), California State University (CSU) and may also be accepted at some private/independent or out of state universities. See www.assist.org for more information.

Program Student Learning Outcomes
Students who complete this program will be able to:

- **Demonstrate effective English Communication through writing, critical thinking and oral communication.**
- **Develop, present, use, and critique quantitative arguments.**
- **Understand the nature and richness of human culture and social structures through a comparative approach.**
- **Recognize the contributions to knowledge, civilization, and society that have been made by men, women, and members of various ethnic or cultural groups.**
- **Explain basic scientific concepts of the physical and biological aspects of the world.**

Area 1: English Communication (Complete three courses - minimum 9 semester or 12 quarter units)

1A English Composition (Complete one course - minimum 3 semester or 4 quarter units)

ENGL C1000*	**Academic Reading and Writing**	**4**
or		
ENGL C1000H*	**Academic Reading and Writing - Honors**	**4**

1B Critical Thinking and Composition (Complete one course - minimum 3 semester or 4 quarter units)

ENGL C1001*	**Critical Thinking and Writing**	**3**
or		
ENGL C1001H*	**Critical Thinking and Writing - Honors**	**3**
ENG 2*	**Argumentative Writing and Critical Thinking Thru Literature**	**3**
ENG 70*	**Critical Thinking, Reading, and Writing**	**3**

1C Oral Communication (Complete one course - minimum 3 semester/4 quarter units)

COMM C1000	**Introduction to Public Speaking**	**3**

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

COMM C1000H	Introduction to Public Speaking - Honors	3

Area 2: Mathematical Concepts and Quantitative Reasoning (Complete one course - minimum 3 semester or 4 quarter units)

BUS 10*	Business Statistics	3
CS 30A*	Computer Discrete Mathematics I	3
or		
MATH 30A*	Computer Discrete Mathematics I	3
CS 30B*	Computer Discrete Mathematics II	3
or		
MATH 30B*	Computer Discrete Mathematics II	3
MATH 2*+	Pre-Calculus Mathematics	5
MATH 3A*+	Analytic Geometry and Calculus	5
or		
MATH 3AH*+	Honors Analytic Geometry and Calculus	5
MATH 3B*	Analytic Geometry and Calculus	5
MATH 3C*	Analytic Geometry and Calculus	5
MATH 8*+	College Algebra for Brief Calculus	5
MATH 11*+	A Brief Course in Calculus	5
MATH 24*	Elementary Differential Equations	4
MATH 26*	Introduction to Linear Algebra	4
MATH 30A*	Computer Discrete Mathematics I	3
or		
CS 30A*	Computer Discrete Mathematics I	3
MATH 30B*	Computer Discrete Mathematics II	3
or		
CS 30B*	Computer Discrete Mathematics II	3
PSYC 44*	Statistics for the Behavioral Sciences	3
STAT C1000*	Introduction to Statistics	3

Area 3: Arts and Humanities (Complete two courses - minimum 6 semester or 8 quarter units)
Complete one course from Area 3A (Arts) and one course from Area 3B (Humanities).
3A: Arts

ARCH 12	History of Architecture	3
ARCH 14	California Architecture	3
ART 4	Fundamentals of Art	3
ARTH 20	Art Appreciation	3
ARTH 21	Women and Art	3
ARTH 22	Survey of Asian Art (India, China, Japan, and Korea)	3
ARTH 23	African, Oceanic, and Ancient North American Art	3
ARTH 24	Indigenous Arts of the Americas	3
ARTH 25	Survey of Art History - Ancient Worlds to Gothic	3
ARTH 26*	Survey of Western Art History - Renaissance to Contemporary	3
ARTH 29	Introduction to World Art	3
ARTH 30	History of Modern Art 1825-1945	3
ARTH 32	Survey of Contemporary Art	3

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

CTVR 2	History and Appreciation of Television Broadcasting	3
CTVR 3	The History and Appreciation of American Cinema	3
CTVR 5	History and Appreciation of International Cinema	3
CTVR 7	Cross Cultural Cinema	3
CTVR 9	Women in Cinema and Television	3
DANC 64	History of Dance	3
DANC 74	Multicultural Dance History in the United States	3
FA 27	Introduction to Fine Arts	3
or		
FA 27H	Honors Introduction to Fine Arts	3
GD 1	History of Animation	3
GD 2	History of Graphic Design	3
MUS 20	Music Appreciation	3
MUS 23	Introduction to World Music	3
MUS 24	Music Since 1900	3
MUS 27	History of Jazz	3
MUS 28	History of Rock	3
PHOT 25	History of Photography	3
TA 20	Theatre Appreciation	3
TA 22	Musical Theatre History and Appreciation	3

3B Humanities

ARAB 2*	Elementary Arabic	5
ARAB 3*	Intermediate Arabic	5
ARAB 4*	Intermediate Arabic	5
ARAB 21	Introduction to Arabic Culture	3
CHI 2*	Elementary Chinese	5
CHI 3*	Intermediate Chinese	5
CHI 4*	Intermediate Chinese	5
CHI 21*	Introduction to Chinese Culture and Influence in the U.S.	3
ENG 15A	Survey of American Literature - 1620-1860	3
ENG 15B	Survey of American Literature - 1860-Contemporary	3
ENG 17A	Survey of English Literature - Beowulf to Romantic Movement	3
ENG 17B	Survey of English Lit - Romantic Movement to the Present	3
ENG 18	Shakespeare - The Tragedies	3
ENG 21A	World Literature - Ancient to 17th Century	3
ENG 21B	World Literature – 17th Century to Modern Period	3

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

ENG 22	Introduction to Shakespeare	3
or		
ENG 22H	Honors Introduction to Shakespeare	3
ENG 24	Ethnic Voices in Literature - The American Experience	3
ENG 25	Introduction to Literature	3
or		
ENG 25H	Honors Introduction to Literature	3
ENG 27A	Introduction to the Novel	3
or		
ENG 27AH	Honors Introduction to the Novel	3
ENG 44	Classical Mythology	3
ENG 52	The Film as Literature	3
FR 2*	Elementary French	5
FR 3*	Intermediate French	5
FR 4*	Intermediate French	5
FR 21*	Introduction to French Culture	3
GER 2*	Elementary German	5
GER 3*	Intermediate German	5
GER 4*	Intermediate German	5
GER 21	Introduction to German Culture	3
HEBR 2*	Elementary Hebrew	5
HIST 4	World History to 1500	3
HIST 5	World History Since 1500	3
HIST 16+‡	History of the United States to 1876	3
HIST 17+‡	History of the United States Since 1876	3
HIST 30‡	History of Mexico	3
HIST 70‡	History of Asia to 1800	3
HIST 71‡	History of Asia Since 1800	3
HIST 72‡	History of China	3
HIST 75‡	History of the Modern Middle East	3
HON 11H*	Honors Culture, Science, Society - Renaissance	3
HON 12H*	Honors Culture, Science, Society - The Postmodern World	3
HON 13H*	Honors Culture, Science, Society - Power, Resistance, Empire	3
HON 14H*	Honors Culture, Science, Society - Transformation of Empire	3
HUM 1	Introduction to Humanities	3
HUM 2	Origins of Western Culture in Literature	3
HUM 21	The Search for Meaning - Ideas of Self Across Cultures	3
ITA 2*	Elementary Italian	5
ITA 21*	Introduction to Italian Culture	3
JA 2*	Elementary Japanese	5

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

JA 3*	Intermediate Japanese	5
JA 4*	Intermediate Japanese	5
JA 21*	Introduction to Japanese Culture	3
KOR 2*	Elementary Korean	5
KOR 3*	Intermediate Korean	5
KOR 4*	Intermediate Korean	5
KOR 21*	Introduction to Korean Culture	3
PHIL 1	Introduction to Philosophy	3
or		
PHIL 1H	Honors Introduction to Philosophy	3
PHIL 5	History of Modern Philosophy	3
PHIL 10	World Religions	3
PHIL 14*	Philosophy of Religion	3
PHIL 15	Introduction to Ethics	3
PORT 2*	Elementary Portuguese	5
PORT 3*	Intermediate Portuguese	5
PORT 4*	Intermediate Portuguese	5
PRSN 2*	Elementary Persian	5
PRSN 3*	Intermediate Persian	5
PRSN 4*	Intermediate Persian	5
PRSN 21*	Introduction to Persian Culture	3
SL 2*	American Sign Language II	4
SL 3*	American Sign Language III	4
SL 4*	American Sign Language IV	4
SPAN 2*	Elementary Spanish	5
or		
SPAN 2H*	Honors Elementary Spanish	5
SPAN 3*	Intermediate Spanish	5
SPAN 4*	Intermediate Spanish	5
SPAN 11*	Advanced Conversational Spanish	3
SPAN 20A*	Civilization of Spain through 1898	3
SPAN 20B*	Civilization of Spain 1898 to Present	3
SPAN 21A*	Civilization of Latin America through 1900	3
SPAN 21B*	Civilization of Latin America 1900-Present	3
SPAN 21C*	Hispanic Culture and Literature in the United States	3

Area 4: Social and Behavioral Sciences (Complete two courses - minimum 6 semester or 8 quarter units) Complete two courses from two different academic disciplines.

ANTH 2	Cultural Anthropology	3
or		
ANTH 2H	Honors Cultural Anthropology	3
ANTH 3*	Culture and Language	3
ANTH 4‡	Introduction to Native American Studies	3
or		
ES 4‡	Introduction to Native American Studies	3

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

ANTH 5	Anthropology of Latin America – Culture, Identity, and Power	3
ANTH 8	World Prehistory	3
ANTH 9	Introduction to Archaeology	3
ANTH 13	Magic, Witchcraft, and Religion	3
ANTH 15	The World of Primates	3
ANTH 17	The Biological Evolution of Human Nature	3
ANTH 22	Medical Anthropology - Culture, Health, and Healing	3
CDE 7	Child Growth and Development	3
CDE 15	Child, Family, and Community	3
COMM 20+	Intercultural Communication	3
CTVR 1	Mass Media and Society	3
or		
JRN 1	Mass Media and Society	3
ECON 2*	Principles (Macro)	3
or		
ECON 2H*	Honors Principles of Macroeconomics	3
ECON 4*	Principles (Micro)	3
or		
ECON 4H*	Honors Principles of Microeconomics	3
ECON 11	International Political Economy	3
or		
PS 11	International Political Economy	3
ENV 1	Introduction to Environmental Studies	3
ENV 6*	Scarcity and Environment	3
ES 1‡	Introduction to Ethnic Studies	3
ES 3‡	Introduction to Chicanx and Latinx Studies	3
ES 4‡	Introduction to Native American Studies	3
or		
ANTH 4‡	Introduction to Native American Studies	3
ES 6	Borders and Borderlands	3
ES 9	Racial and Ethnic Groups in the United States	3
or		
SOC 9	Racial and Ethnic Groups in the United States	3
ES 10	Race, Ethnicity, and Resistance in the U.S.	3
or		
HIST 10	Race, Ethnicity, and Resistance in the U.S.	3
ES 11	Ethnic Studies, Space, and Social Justice	3
or		
GEOG 11	Ethnic Studies, Space, and Social Justice	3

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

ES 33	Chicanx - Latinx United States History	3
or		
HIST 33	Chicanx - Latinx United States History	3
ES 81	African American United States History	3
or		
HIST 81	African American United States History	3
GEOG 2	Cultural Geography	3
or		
GEOG 2H	Honors Cultural Geography	3
GEOG 3	World Regional Geography	3
GEOG 11	Ethnic Studies, Space, and Social Justice	3
or		
ES 11	Ethnic Studies, Space, and Social Justice	3
GEOG 38	California Geography	3
GLST 1*	Introduction to Global Studies	3
GLST 2*	Global Issues	3
GSS 10	Introduction to Gender and Sexuality Studies	3
or		
GSS 10H	Honors Intro to Gender and Sexuality Studies	3
GSS 11H	Honors Introduction to Feminist Theory	3
GSS 15	Introduction to Queer Studies	3
GSS 31	Gender and Popular Culture	3
GSS 60	Gender, Race, Sexuality and the Law	3
or		
PS 60	Gender, Race, Sexuality and the Law	3
HIST 10	Race, Ethnicity, and Resistance in the U.S.	3
or		
ES 10	Race, Ethnicity, and Resistance in the U.S.	3
HIST 11	Perspectives of Peace Studies	3
HIST 12	Revolutions and Revolts	3
HIST 15	The Vietnam War	3
HIST 16+‡	History of the United States to 1876	3
HIST 17+‡	History of the United States Since 1876	3
HIST 19	United States Since 1945	3
HIST 21	Women in United States History - A Multicultural Perspective	3
HIST 22+	Survey of United States History	3
HIST 27	Latin America - Pre-European to Independent Nationhood	3
HIST 28	Latin America – 1800 to the Present	3
HIST 30‡	History of Mexico	3
HIST 32	California History	3

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

HIST 33	Chicanx - Latinx United States History	3
or		
ES 33	Chicanx - Latinx United States History	3
HIST 62	European History to 1650	3
HIST 63	European History Since 1650	3
HIST 70‡	History of Asia to 1800	3
HIST 71‡	History of Asia Since 1800	3
HIST 72‡	History of China	3
HIST 74	History of the Middle East to 1800	3
HIST 75‡	History of the Modern Middle East	3
HIST 78	History of Japan	3
HIST 80	Introduction to Contemporary Africa	3
or		
PS 80	Introduction to Contemporary Africa	3
HIST 81	African American United States History	3
or		
ES 81	African American United States History	3
JRN 1	Mass Media and Society	3
or		
CTVR 1	Mass Media and Society	3
KNES 46	Sports and Society	3
POLS C1000	American Government and Politics	3
or		
POLS C1000H	American Government and Politics - Honors	3
PS 4	Introduction to Political Science	3
PS 10H	Honors Political Theory	3
PS 11	International Political Economy	3
or		
ECON 11	International Political Economy	3
PS 12	Comparative Politics and Government	3
PS 14	International Relations	3
PS 45	Human Rights in a Globalized World	3
PS 60	Gender, Race, Sexuality and the Law	3
or		
GSS 60	Gender, Race, Sexuality and the Law	3
PS 65	Introduction to Race and Ethnicity in Political Science	3
PS 80	Introduction to Contemporary Africa	3
or		
HIST 80	Introduction to Contemporary Africa	3
PSYC C1000	Introduction to Psychology	3
or		
PSYC C1000H	Introduction to Psychology - Honors	3
PSYC 2*	Research Methods in Psychology	3
or		
PSYC 2H*	Honors Research Methods in Psychology	3

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

PSYC 4	Introduction to Cognitive Psychology	3
PSYC 5*	Psychological Aspects of Human Sexuality	3
PSYC 7*	Developmental Psychology – Childhood Through Adolescence	3
PSYC 16*	Introduction to Cross-Cultural Psychology	3
PSYC 21	The Psychology of Women	3
PSYC 25*	Psychology of Aging	3
PSYC 30*	Social Psychology	3
or		
SOC 30*	Social Psychology	3
PSYC 33	Psychology of Adjustment	3
PSYC 37*	Abnormal Behavior	3
SOC 1	Introduction to Sociology	3
or		
SOC 1H	Honors Introduction to Sociology	3
SOC 2	Social Problems	3
or		
SOC 2H	Honors Social Problems	3
SOC 9	Racial and Ethnic Groups in the United States	3
or		
ES 9	Racial and Ethnic Groups in the United States	3
SOC 10	Introduction to Marriage and the Family	3
SOC 15*	Socialization of the Child	3
SOC 16	Death and Dying	3
SOC 18	Introduction to Aging	3
SOC 21	Women in Contemporary Society	3
SOC 23	Food and Society	3
SOC 25	Social Stratification	3
SOC 30	Social Psychology	3
or		
PSYC 30	Social Psychology	3

Area 5: Physical and Biological Sciences (Complete two courses - minimum 7 semester or 9 quarter units)
Complete one course from Area 5A (Physical Science) and one course from Area 5B (Biological Science). One course MUST include a laboratory (Area 5C).
5A. Physical Science

ASTR 20	General Astronomy	3
ASTR 21	The Solar System	3
or		
GEOL 21	The Solar System	3
CHEM 1A*+	General Chemistry	5
CHEM 1B*+	General Chemistry	5
CHEM 3*+	Fundamental Chemistry	4
CHEM 12A*	Organic Chemistry	5

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

CHEM 12B*	Organic Chemistry	5
ENV 23	Environmental Geology	4
or		
GEOL 23	Environmental Geology	4
ENV 38	Water Quality and Monitoring	3
GEOG 1	Physical Geography	3
or		
GEOG 1H	Honors Physical Geography	3
GEOL 1+	Introduction to Physical Geology	4
GEOL 2*	Historical Geology	4
GEOL 3	Geology of California	3
GEOL 4	Natural Disasters	3
GEOL 7	Weather and Climate	3
GEOL 20	Introduction to Earth Science	4
GEOL 21	The Solar System	3
or		
ASTR 21	The Solar System	3
GEOL 23	Environmental Geology	4
or		
ENV 23	Environmental Geology	4
MS 4	Southern California Coastal Ecology	4
MS 20	Introduction to Oceanography	4
PHYS 2A*+	Introduction to Physics	5
PHYS 2B*+	Introduction to Physics	5
PHYS 4A*+	General Physics	5
PHYS 4B*+	General Physics	5
PHYS 4C*+	General Physics	5
PHYS 20+	The Ideas and Events of Physics	4
PHYS 30*	Physics and Chemistry for Elementary Educators	4

5B. Biological Science

ANTH 1	Biological Anthropology	3
or		
ANTH 1H	Honors Biological Anthropology	3
BIO 3C*	Biochemistry and Molecular Biology	5
BIO 4A*	Principles of Cellular Biology	4
BIO 4B*	Principles of Organismal Biology	4
BIO 11*	Human Anatomy	4
BIO 12*	Human Physiology	4
BIO 15*	General Microbiology	5
BIO 19*	Marine Biology	4
BIO 20+	Introduction to Biology	4
BIO 28	Plants and Human Affairs	3
BIO 30*	Human Biology	3
BIO 31	Biology of Plants	4
BIO 40	Evolution	3
BIO 43*	Animal Behavior	3
BIO 45*	Biology of Human Disease	3

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

ENV 5	Biodiversity Conservation	3
ENV 18	Introduction to Ecology	4
ENV 24	Natural History of California	4
HORT 20	Introduction to Horticultural Science	4
PSYC 3*	Biological Psychology	4

5C. Laboratory

ANTH 1L*	Biological Anthropology Laboratory	1
ASTR 25*	Observational Astronomy	3
BIO 3C*	Biochemistry and Molecular Biology	5
BIO 4A*	Principles of Cellular Biology	4
BIO 4B*	Principles of Organismal Biology	4
BIO 11*	Human Anatomy	4
BIO 12*	Human Physiology	4
BIO 15*	General Microbiology	5
BIO 19*	Marine Biology	4
BIO 20+	Introduction to Biology	4
BIO 31	Biology of Plants	4
CHEM 1A*+	General Chemistry	5
CHEM 1B*+	General Chemistry	5
CHEM 3*+	Fundamental Chemistry	4
CHEM 12A*	Organic Chemistry	5
CHEM 12B*	Organic Chemistry	5
ENV 18	Introduction to Ecology	4
ENV 23	Environmental Geology	4
or		
GEOL 23	Environmental Geology	1
ENV 24	Natural History of California	4
GEOG 1L*	Physical Geography Laboratory	1
GEOL 1+	Introduction to Physical Geology	4
GEOL 2*	Historical Geology	4
GEOL 20	Introduction to Earth Science	4
GEOL 23	Environmental Geology	1
or		
ENV 23	Environmental Geology	4
HORT 20	Introduction to Horticultural Science	4
MS 4	Southern California Coastal Ecology	4
MS 20	Introduction to Oceanography	4
PHYS 2A*+	Introduction to Physics	5
PHYS 2B*+	Introduction to Physics	5
PHYS 4A*+	General Physics	5
PHYS 4B*+	General Physics	5
PHYS 4C*+	General Physics	5
PHYS 20+	The Ideas and Events of Physics	4
PHYS 30*	Physics and Chemistry for Elementary Educators	4

Area 6: Ethnic Studies (Complete one course - minimum 3 semester or 4 quarter units)

ANTH 4‡	Introduction to Native American Studies	3
ES 1‡	Introduction to Ethnic Studies	3

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

ES 3‡	**Introduction to Chicanx and Latinx Studies**	**3**
ES 4‡	**Introduction to Native American Studies**	**3**

Total Units for the Certificate 34

***Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.**

+UC credit may be limited. (1) No credit given for an introductory course if taken after a more advanced college course, e.g. BIO 20 or GEOL 20, and (2) credit may be limited for courses with overlapping content, e.g. HIST 16, 17, 22, or MATH 2, 7, 8.

‡Course may be listed in more than one area, but shall not be certified in more than one area.

Cal-GETC credit can be granted for some courses with an AP Exam score of 3, 4, or 5. See the college catalog for additional information.

SADDLEBACK COLLEGE
NEW CREDIT COURSE
ACADEMIC YEAR 2025-2026

School/ Division	Course Id	Catalog Id	Course Title	Action Taken
				assign=assignments
				CA Classification code (J=workforce prep, K=other noncredit enhanced funding, L=not eligible for enhanced funding, Y=credit course)
				cat desc= catalog description
				c/l w/+ cross-listed with (and list the other crs id)
				coreq=corequisite
				crs id=course prefix and/or number
				dc=delete course
				DE=distance education
				dv=delete version of course
				gr opt=grading option
				hrs=hours
				lim=limitation
				lrng obj=learning objectives
				moe=methods of eval
				nc=new course
				nv=new version of existing course
				oe/oe=open entry/open exit
				prereq=prerequisite
				pcs = program course status
				reactv=course reactivation
				rec prep=recommended prep
				rpt=repeatability
				SAM code=occupational code (A=apprenticeship, B=advanced occupational, C=clearly occupational, D=possibly occupational, E=non-occupational)
				sch desc=schedule description
				SLOs=student learning outcomes
				sr=scheduled review is for courses that are scheduled for review and there are no revisions
				ti=title
				TOP code=numerical classification code used to assign programs and courses to disciplines
				tps=topics
				txt=text-required for all courses numbered 1-299
				un=units
				val=validation
BI	CIMA 630 (130)	993086.00	INTRODUCTION TO ARTIFICIAL INTELLIGENCE	nc, 3 units/2 hrs lec/3 hrs lab/0 hr lrng cntr, gr opt GR - Letter Grade or Pass/No Pass, DE, non-repeatable

SADDLEBACK COLLEGE
NEW NONCREDIT COURSES
ACADEMIC YEAR 2025-2026

School/ Division	Course Id	Catalog Id	Course Title	Action Taken
				assign=assignments
				CA Classification code (J=workforce prep, K=other noncredit enhanced funding, L=not eligible for enhanced funding, Y=credit course)
				cat desc= catalog description
				c/l w/+ cross-listed with (and list the other crs id)
				coreq=corequisite
				crs id=course prefix and/or number
				dc=delete course
				DE=distance education
				dv=delete version of course
				gr opt=grading option
				hrs=hours
				lim=limitation
				lrng obj=learning objectives
				moe=methods of eval
				nc=new course
				nv=new version of existing course
				oe/oe=open entry/open exit
				prereq=prerequisite
				pcs = program course status
				reactv=course reactivation
				rec prep=recommended prep
				rpt=repeatability
				SAM code=occupational code (A=apprenticeship, B=advanced occupational, C=clearly occupational, D=possibly occupational, E=non-occupational)
				sch desc=schedule description
				SLOs=student learning outcomes
				sr=scheduled review is for courses that are scheduled for review and there are no revisions
				ti=title
				TOP code=numerical classification code used to assign programs and courses to disciplines
				tps=topics
				txt=text-required for all courses numbered 1-299
				un=units
				val=validation
HW	HSC 604NC (404NC)	530031.00	MEDICAL TERMINOLOGY	nc, 0 unit/3 hrs lec/0 hr lab/0 hr lrng cntr, gr opt PN - Pass/No Pass, DE, repeatable 3 times
HW	MA 606NC (406NC)	993088.00	INTRODUCTION TO MEDICAL ASSISTING	nc, 0 unit/3 hrs lec/0 hr lab/0 hr lrng cntr, gr opt PN - Pass/No Pass, DE, repeatable 3 times

SADDLEBACK COLLEGE
NEW NONCREDIT COURSES
ACADEMIC YEAR 2025-2026

HW	MA 611NC (411NC)	993089.00	PHYSICAL EXAMINATION PROCEDURES	nc, 0 unit/2 hrs lec/3 hrs lab/0 hr lrng cntr, gr opt PN - Pass/No Pass, DE, repeatable 3 times
HW	MA 612NC (412NC)	993090.00	MEDICAL OFFICE LAB PROCEDURES	nc, 0 unit/2 hrs lec/3 hrs lab/0 hr lrng cntr, gr opt PN - Pass/No Pass, DE, repeatable 3 times
HW	MA 613NC (413NC)	993091.00	MEDICAL ASEPSIS AND SURGICAL PROCEDURES	nc, 0 unit/2 hrs lec/3 hrs lab/0 hr lrng cntr, gr opt PN - Pass/No Pass, DE, repeatable 3 times
HW	MA 614NC (414NC)	993092.00	MEDICATION ADMINISTRATION PROCEDURES	nc, 0 unit/2 hrs lec/3 hrs lab/0 hr lrng cntr, gr opt PN - Pass/No Pass, DE, repeatable 3 times
HW	MA 624NC (424NC)	993093.00	BASICS OF MEDICAL INSURANCE, BILLING AND REIMBURSEMENT	nc, 0 unit/2 hrs lec/3 hrs lab/0 hr lrng cntr, gr opt PN - Pass/No Pass, DE, repeatable 3 times
HW	MA 682NC (482NC)	993094.00	FUNDAMENTALS OF MEDICAL PRACTICE CODING	nc, 0 unit/3 hrs lec/1 hr lab/0 hr lrng cntr, gr opt PN - Pass/No Pass, DE, repeatable 3 times

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

New

Administrative Medical Assistant Certificate of Completion

The Administrative Medical Assistant Certificate of Completion program is designed to prepare the incumbent worker with additional administrative skills for work and career growth as an administrative (front office) medical assistant working in a medical office, clinic or outpatient center. This certificate program is designed to help meet industry demand, offering education and training on soft skills, appointment scheduling, reception duties, managing patient medical records, insurance authorizations, reimbursement and coding for the medical office or clinic. Students are required to complete and pass all assignments mirroring the medical assistant for credit courses. Students do not earn a letter grade.

Program completion qualifies students to sit for the American Academy of Professional Coders (AAPC) and Certified Practice Coder (CPC) certification exams, but does not qualify students to sit for the California Certifying Board for Medical Assistants (CCBMA) certification.

Program Student Learning Outcomes
Students who complete this program will be able to:

- **Demonstrate administrative medical skills**
- **Describe legal and ethical practices related to medical care**
- **Demonstrate medical office employability skills**

Required Core:

HSC 404NC	Medical Terminology	49.8
MA 406NC	Introduction to Medical Assisting	49.8
MA 424NC	Basics of Medical Insurance, Billing and Reimbursement	83.0
MA 482NC	Fundamentals of Medical Practice Coding	66.4

Select one

CIMA 401NC	Office Skills - Microsoft Windows	83.0
or		
CIMA 402NC*	Word Processing – Microsoft Word	83.0

Total Hours for the Certificate 332.0

***Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.**

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

New
Clinical Medical Assistant
Certificate of Completion

The Clinical Medical Assistant Certificate of Completion is a noncredit certificate program that mirrors the credit clinical medical assistant courses and provides instruction and skills training for the incumbent worker seeking to upskill and cross train or the student seeking employment. Students learn law, ethics, infection prevention, safety, HIPAA, physical exam, interpersonal communication, medical records, documentation, laboratory procedures, venipuncture, pharmacology, medication administration, injections, minor office surgery, ECG, and spirometry procedures. Completers are eligible for employment as a clinical medical assistant in variety of healthcare settings. Program completion does not qualify students to sit for the California Certifying Board for Medical Assistants (CCBMA) certification.

Program Student Learning Outcomes
Students who complete this program will be able to:

- **Acquire knowledge related to safe, legal, and ethical patient care**
- **Demonstrate skills related to clinical medical assisting**
- **Assist the physician to perform patient care examinations and procedures**

Required Core:

HSC 404NC	**Medical Terminology**	**49.8**
MA 406NC	**Introduction to Medical Assisting**	**49.8**
MA 411NC	**Physical Examination Procedures**	**83.0**
MA 412NC	**Medical Office Lab Procedures**	**83.0**
MA 413NC	**Medical Asepsis and Surgical Procedures**	**83.0**
MA 414NC	**Medication Administration Procedures**	**83.0**
	Total Hours for the Certificate	**431.6**

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

New

Comprehensive Medical Assistant Certificate of Completion

The Comprehensive Medical Assistant Certificate of Completion prepares students and incumbent workers with administrative and clinical instruction and skills training required for working in the front office and back office of a physician's office, medical clinic, outpatient or ambulatory care center. This noncredit program is designed to help meet industry demand and offers education and opportunities for workers to upskill and cross train to the front and back office. Students learn soft skills, appointment scheduling, reception duties, HIPAA, electronic medical and health records, insurance authorizations, reimbursement, abstracting data, coding, medication administration, injections, physical examination procedures, minor office surgery procedures, laboratory procedures, venipuncture, ECG, and spirometry diagnostic testing. Program completion qualifies students to sit for the American Academy of Professional Coders (AAPC) and Certified Practice Coder (CPC) certification exams, but does not qualify students to sit for the California Certifying Board for Medical Assistants (CCBMA) certification.

Program Student Learning Outcomes
Students who complete this program will be able to:

- **Demonstrate administrative medical skills**
- **Describe legal and ethical practices related to medical care**
- **Demonstrate medical office employability skills**
- **Demonstrate clinical medical assistant skills**

Required Core:

HSC 404NC	Medical Terminology	49.8
MA 406NC	Introduction to Medical Assisting	49.8
MA 424NC	Basics of Medical Insurance, Billing and Reimbursement	83.0
MA 482NC	Fundamentals of Medical Practice Coding	66.4
Select one		
CIMA 401NC	Office Skills - Microsoft Windows	83.0
or		
CIMA 402NC*	Word Processing – Microsoft Word	83.0
MA 411NC	Physical Examination Procedures	83.0
MA 412NC	Medical Office Lab Procedures	83.0
MA 413NC	Medical Asepsis and Surgical Procedures	83.0
MA 414NC	Medication Administration Procedures	83.0

Total Hours for the Certificate 664.0

***Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.**

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

School/ Division	Course Id	Catalog Id	Course Title	Action Taken
				assign=assignments
				CA Classification code (J=workforce prep, K=other noncredit enhanced funding, L=not eligible for enhanced funding, Y=credit course)
				cat desc= catalog description
				c/l w/+ cross-listed with (and list the other crs id)
				coreq=corequisite
				crs id=course prefix and/or number
				dc=delete course
				DE=distance education
				dv=delete version of course
				gr opt=grading option
				hrs=hours
				lim=limitation
				lrng obj=learning objectives
				moe=methods of eval
				nc=new course
				nv=new version of existing course
				oe/oe=open entry/open exit
				prereq=prerequisite
				pcs = program course status
				reactv=course reactivation
				rec prep=recommended prep
				rpt=repeatability
				SAM code=occupational code (A=apprenticeship, B=advanced occupational, C=clearly occupational, D=possibly occupational, E=non-occupational)
				sch desc=schedule description
				SLOs=student learning outcomes
				sr=scheduled review is for courses that are scheduled for review and there are no revisions
				ti=title
				TOP code=numerical classification code used to assign programs and courses to disciplines
				tps=topics
				txt=text-required for all courses numbered 1-299
				un=units
				val=validation
BI	CWE 180	~~429973.00~~ **993095.00**	CO-OP-ED-TRAVEL MGMT	crs id fr ~~**CWE 180**~~ to ~~**TOUR 180WE**~~, ti fr ~~**CO-OP-ED TRAVEL MANAGEMENT**~~ to **TRAVEL MANAGEMENT WORK EXPERIENCE**, cat desc, sch desc, hrs fr ~~**0 hr lec/0 hr lab/3.62 or 4.52 hrs lrng cntr**~~ to **0 hr lec/0 hr lab/6 hrs lrng cntr**, units fr ~~**1.0**~~ to **2.0**, txt, retaining repeatability 4 times

SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

HW	HSC 108	992468.00	DISEASE PROC HLTH SCI	prereq fr ~~**HSC 104, HSC 107 or BIO 113**~~ to **HSC 104 or BIO 13**, txt, val
HW	HSC 230	~~**450003.00**~~ **993087.00**	CERT PROF CODE PREP	crs id fr ~~**HSC 230**~~ to **MA 230**, TOP code fr ~~**1201.00 - Health Occupations, General**~~ to **1208.20 - Administrative Medical Assisting**, cat desc, sch desc
SM	PHYS 4C	698050.00	GENERAL PHYSICS	prereq fr ~~**PHYS 4A or MATH 3B**~~ to **PHYS 4A**, txt, val, fr ~~**not DE**~~ to **DE- Emergency Use only**

SADDLEBACK COLLEGE
REVISED AND DELETED COURSES
ACADEMIC YEAR 2025-2026

School/ Division	Course Id	Catalog Id	Course Title	Action Taken
				assign=assignments
				CA Classification code (J=workforce prep, K=other noncredit enhanced funding, L=not eligible for enhanced funding, Y=credit course)
				cat desc= catalog description
				c/l w/+ cross-listed with (and list the other crs id)
				coreq=corequisite
				crs id=course prefix and/or number
				dc=delete course
				DE=distance education
				dv=delete version of course
				gr opt=grading option
				hrs=hours
				lim=limitation
				lrng obj=learning objectives
				moe=methods of eval
				nc=new course
				nv=new version of existing course
				oe/oe=open entry/open exit
				prereq=prerequisite
				pcs = program course status
				reactv=course reactivation
				rec prep=recommended prep
				rpt=repeatability
				SAM code=occupational code (A=apprenticeship, B=advanced occupational, C=clearly occupational, D=possibly occupational, E=non-occupational)
				sch desc=schedule description
				SLOs=student learning outcomes
				sr=scheduled review is for courses that are scheduled for review and there are no revisions
				ti=title
				TOP code=numerical classification code used to assign programs and courses to disciplines
				tps=topics
				txt=text-required for all courses numbered 1-299
				un=units
				val=validation
AD	ART 78	992323.00	BEGIN LIFE SCULPTURE	dc
AD	ART 79	992324.00	ADV. LIFE SCULPTURE	dc
AD	ARTH 27	992465.00	HIST OF AMERICAN ART	dc

SADDLEBACK COLLEGE
REVISED AND DELETED COURSES
ACADEMIC YEAR 2025-2026

AD	FASH 144	~~162310.00~~ **162310.10**	FASHION TRENDS	crs id fr ~~FASH 144~~ to **FASH 44**, UC Transferable Course code fr ~~N - No UC credit~~ to **Y - UC Credit**, cat desc, sch desc, tps, lrng obj, assign, moe, txt, DE
AD	FASH 218	198262.00	NEW YORK STUDY TOUR	dc
AD	TA 25	824030.00	THEA HIST :PRIM-RENAS	dc
BI	CIMN 220B	992296.00	MCSE EXAM PREP II	dc
BI	CIMN 220C	992297.00	MCSE EXAM PREP III	dc
BI	FN 142	338040.00	CLASSICAL FR CUISINE	dc
BI	FN 150	~~430030.00~~ **993035.00**	INTRO TO HOSPITALITY	crs id fr ~~FN 150~~ to **HRM 150**, cat desc, sch desc
BI	FN 152	~~450039.00~~ **993036.00**	SP EVENT CATER MGMT	crs id fr ~~FN 152~~ to **HRM 152**, ti fr ~~SPECIAL EVENTS AND CATERING MANAGEMENT~~ to **SPECIAL EVENTS MANAGEMENT**, cat desc, sch desc, tps, lrng obj, assign, moe, DE
BI	FN 154	~~430031.00~~ **993037.00**	HOSPITALITY/PRODUCTIO	crs id fr ~~FN 154~~ to **HRM 154**, ti fr ~~HOSPITALITY - PRODUCTION AND COST CONTROL~~ to **HOSPITALITY COST CONTROL**, cat desc, sch desc, txt
BI	FN 157	~~430032.00~~ **993038.00**	HOSPITALITY LAW/HUMAN	crs id fr ~~FN 157~~ to **HRM 157**, cat desc, sch desc, assign, moe, txt
BI	FN 171	~~338120.00~~ **993039.00**	SANITATION AND SAFETY	crs id fr ~~FN 171~~ to **CUL 171**, cat desc, sch desc, txt
BI	FN 176	~~431646.00~~ **993041.00**	FOOD/BEVERAGE OPS	crs id fr ~~FN 176~~ to **CUL 176**, cat desc, sch desc, txt
BI	FN 205	992481.00	NUTRTN FOR CULN PROF	dc
BI	FN 210	450202.00	SERVSAFE	dc
BI	FN 210NC	~~450214.00~~ **993042.00**	SERVSAFE	crs id fr CUL ~~210NC~~ to **CUL 271NC**, cat desc, sch desc, txt
BI	FN 235	~~338400.00~~ **993051.00**	EUR REGION FOODS TOUR	crs id fr ~~FN 235~~ to **CUL 235**, cat desc sch desc
BI	FN 281	431657.00	FLAVOR DYNAMICS	dc
BI	FN 282	431650.00	INTRO TO HERBS	dc
HW	SL 3	794080.00	AMRCN SIGN LANG III	sr, DE
HW	SL 4	794085.00	AMRCN SIGN LANG IV	val, DE
KN	CWE 180	405063.00	CWE: PRE-THERAPY	dv
KN	KNES 9	428249.00	STRETCH/FLEX/COND	dv
KN	KNES 9	428249.10	STRETCH/FLEX/COND	dv
KN	KNES 15	675385.00	INT. CYCLING/SPINNING	moe, txt, pcs fr ~~not program applicable~~ to **program applicable**
KN	KNES 85	992760.00	ADV. BEACH VOLLEYBALL	moe, txt, val, pcs fr ~~not program applicable~~ to **program applicable**
SH	ANTH 6	30090.00	GLOBAL ISSUES IN ANTH	dc
SH	CDE 252	542159.00	CA FOUN/FRAM-ENGLANG	dc
SH	CDE 401NC	103008.00	FAM CLD CARE BUS PRAC	sch desc, lrng obj, assign, txt, DE

SADDLEBACK COLLEGE
REVISED AND DELETED COURSES
ACADEMIC YEAR 2025-2026

SH	CDE 402NC	103009.00	FAM CLD CARE CURR ENV	cat desc, sch desc, tps, lrng obj, txt, val, DE
SH	ENG 332NC	320212.00	READ & VOC LAB-ESL	txt, DE fr ~~**Emergency use only**~~ to **not Emergency use only**, retaining rpt 99 times
SH	ENG 343NC	410037.00	ACADEMIC READING	txt, DE, retaining rpt 99 times
SH	HUM 3	428040.00	CULT-MEDVL&REN.EUROPE	dc
SH	SPAN 10	788120.00	INTER CONVER SPANISH	sch desc, assign, txt, val, DE fr ~~**Emergency use only**~~ to **not Emergency use only**
SH	SPAN 21A	788160.00	LATIN AMER THRU 1900	assign, txt, val
SH	SPAN 21B	431974.00	LATIN AMER 1900-PRES	assign, txt, val, DE
SH	SPAN 21C	434016.00	HISPANIC CUL & LIT US	assign, txt, val, DE fr ~~**Emergency use only**~~ to **not Emergency use only**
SM	CHEM 3	150110.00	FUNDAMENTAL CHEMISTRY	sch desc, assign, moe, txt, val
SM	CHEM 108	~~**430793.00**~~ **430794.00**	INTRO GEN,ORG,BIOCHEM	crs id fr ~~**CHEM 108**~~ to **CHEM 8**, UC Transferable Course code fr ~~**N - No UC credit**~~ to **Y - UC Credit**, cat desc, sch desc, txt, DE
SM	CS 260	374099.00	CRYPTO CYBER OPS	sch desc, txt
SM	CWE 180	429983.00	CO-OP-ED ECOL REST	dv
SM	CWE 180	429992.00	CO-OP-ED ELECTR TECH	dv
SM	CWE 180	429930.00	CO-OP-ED ENV MONITOR	dv
SM	HORT 20	18060.00	INTRO TO HORT SCIENCE	cat desc, sch desc, txt

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Agriculture Plant Science
Associate in Science for Transfer

As a part of the Sustainable Horticulture Program, the Associate in Science in Agriculture Plant Science is an interdisciplinary degree in Plant and Soil Science, (Sustainable/Ornamental) Horticulture, (Urban) Agriculture, Chemistry, Economics, Statistics, or related majors in the CSU system. Through the courses offered, students will learn a broad spectrum of subjects, including plant propagation, breeding, biotechnology, scientific research and laboratory skills, and, sustainable/ornamental horticulture. This program is formative for students interested in pursuing (sustainable/ornamental) horticulture or (urban) farming professions. Earning the Associate in Science for Transfer degree may support attempts to gain entry-level employment in fields such as urban farms, wholesale or retail nurseries, agronomic or entomologic labs, or, golf courses.

The goal of this degree is to provide students with foundational knowledge of the agriculture plant science field and a strong academic preparation for transferring to a CSU campus. Successful completion of the transfer degree in Agriculture Plant Science guarantees the student acceptance to a California State University (but does not guarantee acceptance to a particular campus or major) to pursue a baccalaureate degree in Plant Science, Agriculture, Agricultural and Environmental Plant Sciences, Agricultural Science, Agriculture Education, Agriculture Studies, (Sustainable/Ornamental) Horticulture, (Urban) Agriculture, or related majors. Upon completion of a baccalaureate degree, students are well prepared for a career as a plant scientist or researcher, (urban) farm manager, agriculture educator, bio-tech engineer, agronomist, arborist, crop scientist, entomologist, nursery manager, landscape manager or turf management specialist, and, more.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Communicate and present well with learned contents, when interacting with colleagues and clients, by demonstrating, assessing and performing for (urban) agriculture and (sustainable/ornamental) horticulture.
- Demonstrate the ability to identify, evaluate, and recommend plants, including fruits and vegetables, which are sustainable to the local environment.
- Identify and implement fundamental principles of (urban) farming and (sustainable/ornamental) horticulture with practical applications.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. **~~The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).~~**
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Revised
Agriculture Plant Science
Associate in Science for Transfer

As a part of the Sustainable Horticulture Program, the Associate in Science in Agriculture Plant Science is an interdisciplinary degree in Plant and Soil Science, (Sustainable/Ornamental) Horticulture, (Urban) Agriculture, Chemistry, Economics, Statistics, or related majors in the CSU system. Through the courses offered, students will learn a broad spectrum of subjects, including plant propagation, breeding, biotechnology, scientific research and laboratory skills, and, sustainable/ornamental horticulture. This program is formative for students interested in pursuing (sustainable/ornamental) horticulture or (urban) farming professions. Earning the Associate in Science for Transfer degree may support attempts to gain entry-level employment in fields such as urban farms, wholesale or retail nurseries, agronomic or entomologic labs, or, golf courses.

The goal of this degree is to provide students with foundational knowledge of the agriculture plant science field and a strong academic preparation for transferring to a CSU campus. Successful completion of the transfer degree in Agriculture Plant Science guarantees the student acceptance to a California State University (but does not guarantee acceptance to a particular campus or major) to pursue a baccalaureate degree in Plant Science, Agriculture, Agricultural and Environmental Plant Sciences, Agricultural Science, Agriculture Education, Agriculture Studies, (Sustainable/Ornamental) Horticulture, (Urban) Agriculture, or related majors. Upon completion of a baccalaureate degree, students are well prepared for a career as a plant scientist or researcher, (urban) farm manager, agriculture educator, bio-tech engineer, agronomist, arborist, crop scientist, entomologist, nursery manager, landscape manager or turf management specialist, and, more.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Communicate and present well with learned contents, when interacting with colleagues and clients, by demonstrating, assessing and performing for (urban) agriculture and (sustainable/ornamental) horticulture.
- Demonstrate the ability to identify, evaluate, and recommend plants, including fruits and vegetables, which are sustainable to the local environment.
- Identify and implement fundamental principles of (urban) farming and (sustainable/ornamental) horticulture with practical applications.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. **<u>The California General Education Transfer Curriculum (Cal-GETC).</u>**
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Required Core:

HORT 113	Soils and Fertilizers	3
CHEM 3*	Fundamental Chemistry	4
Select one		
ECON 4*	Principles (Micro)	3
or		
ECON 4H*	Honors Principles of Microeconomics	3
Select one		
BUS 10*	Business Statistics	3
or		
~~**MATH 10***~~	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
HORT 20	Introduction to Horticultural Science	4

List A: Select one

HORT 112	Plant Propagation	3
HORT 10	Plant Materials-Ornamental	3
HORT 11	Plant Materials-Edibles	3

Total Units for the Major ~~**20**~~

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Required Core:

HORT 113	Soils and Fertilizers	3
CHEM 3*	Fundamental Chemistry	4
Select one		
ECON 4*	Principles (Micro)	3
or		
ECON 4H*	Honors Principles of Microeconomics	3
Select one		
BUS 10*	Business Statistics	3
or		
STAT C1000*	Introduction to Statistics	3
or		
STAT C1000H*	**Introduction to Statistics - Honors**	**3**
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
Select one		
HORT 20	Introduction to Horticultural Science	4
or		
HORT 20H	**Honors Introduction to Horticultural Science**	**4**

List A: Select one

HORT 112	Plant Propagation	3
HORT 10	Plant Materials-Ornamental	3
HORT 11	Plant Materials-Edibles	3

List B: Complete the following course or any course from List A not already used

HORT 120	**Integrated Pest Management**	**3**

Total Units for the Major **23**

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Anthropology
Associate of Arts

Anthropology is a diverse discipline that investigates the biological and cultural life of human beings across time and place. An anthropology degree provides students with an appreciation of other ways of life and a better understanding of the world in which they live. The curriculum in the Anthropology program is designed to provide the transfer student the opportunity to achieve an Associate of Arts (AA) in Anthropology degree by providing the necessary breadth in the field and an introduction to the methods used. While a baccalaureate or higher degree, which can be achieved through transfer, is recommended for those considering professional careers in anthropology, an associate degree may support attempts to gain entry-level employment as lab technicians, research assistants, museum workers, cultural resource conservators, and other related positions.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Describe the breadth of anthropology and be able to characterize anthropology's distinctive theoretical and methodological approaches with respect to other disciplines.
- Explain the fundamental processes of human biological evolution.
- Describe modern human biological diversity.
- Articulate an understanding of the cultural construction and historical uses of the concept of race.
- Define and critically analyze the concepts of culture and cultural relativism.
- Demonstrate the ability to think holistically and comparatively in describing human cultural diversity.
- Critically analyze the process of globalization and its effects upon cultures around the world.
- Articulate an anthropological perspective on contemporary issues and concerns, including the politics of inclusion and exclusion both locally and globally.
- Discuss the importance of the scientific method in anthropological research.
- Identify the correct methods and ethical responsibilities involved in conducting archaeological, biological, ethnographic, and/or linguistic fieldwork.

Required Core

Select one:		
ANTH 1	Biological Anthropology	3
or		
ANTH 1H	Honors Biological Anthropology	3
Select one:		
ANTH 2	Cultural Anthropology	3
or		
ANTH 2H	Honors Cultural Anthropology	3
ANTH 3*	Culture and Language	3
ANTH 9	Introduction to Archaeology	3

Restricted Electives: Select two courses

ANTH 4	Introduction to Native American Studies	3
or		
ES 4	Introduction to Native American Studies	3

Revised
Anthropology
Associate of Arts

Anthropology is a diverse discipline that investigates the biological and cultural life of human beings across time and place. An anthropology degree provides students with an appreciation of other ways of life and a better understanding of the world in which they live. The curriculum in the Anthropology program is designed to provide the transfer student the opportunity to achieve an Associate of Arts (AA) in Anthropology degree by providing the necessary breadth in the field and an introduction to the methods used. While a baccalaureate or higher degree, which can be achieved through transfer, is recommended for those considering professional careers in anthropology, an associate degree may support attempts to gain entry-level employment as lab technicians, research assistants, museum workers, cultural resource conservators, and other related positions.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Describe the breadth of anthropology and be able to characterize anthropology's distinctive theoretical and methodological approaches with respect to other disciplines.
- Explain the fundamental processes of human biological evolution.
- Describe modern human biological diversity.
- Articulate an understanding of the cultural construction and historical uses of the concept of race.
- Define and critically analyze the concepts of culture and cultural relativism.
- Demonstrate the ability to think holistically and comparatively in describing human cultural diversity.
- Critically analyze the process of globalization and its effects upon cultures around the world.
- Articulate an anthropological perspective on contemporary issues and concerns, including the politics of inclusion and exclusion both locally and globally.
- Discuss the importance of the scientific method in anthropological research.
- Identify the correct methods and ethical responsibilities involved in conducting archaeological, biological, ethnographic, and/or linguistic fieldwork.

Required Core

Select one:		
ANTH 1	Biological Anthropology	3
or		
ANTH 1H	Honors Biological Anthropology	3
Select one:		
ANTH 2	Cultural Anthropology	3
or		
ANTH 2H	Honors Cultural Anthropology	3
ANTH 3*	Culture and Language	3
ANTH 9	Introduction to Archaeology	3

Restricted Electives: Select two courses

ANTH 4	Introduction to Native American Studies	3
or		
ES 4	Introduction to Native American Studies	3

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

ANTH 5	Anthropology of Latin America - Culture, Identity, and Power	3
~~**ANTH 6**~~	~~**Global Issues in Anthropological Perspective**~~	~~**3**~~
ANTH 8	World Prehistory	3
ANTH 13	Magic, Witchcraft, and Religion	3
ANTH 15	The World of Primates	3
ANTH 17	The Biological Evolution of Human Nature	3
ANTH 19*	Forensic Anthropology	3
ANTH 22	Medical Anthropology - Culture, Health, and Healing	3
ES 1	Introduction to Ethnic Studies	3
ES 3	Introduction to Chicanx and Latinx Studies	3
	Total Units for the Major	**18**

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Associate of Arts Degree
Complete a minimum of 60 units including the total number of units described above and the General Education requirements with an overall GPA of 2.0 to qualify for the Associate of Arts degree. A minimum of 12 units must be completed at Saddleback College.

General Education Requirements for Associate Degrees
Refer to the Graduation Requirements or to the ~~**CSU-GE and IGETC**~~ pattern~~**s**~~ in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

ANTH 5	Anthropology of Latin America - Culture, Identity, and Power	3
ANTH 8	World Prehistory	3
ANTH 13	Magic, Witchcraft, and Religion	3
ANTH 15	The World of Primates	3
ANTH 17	The Biological Evolution of Human Nature	3
ANTH 19*	Forensic Anthropology	3
ANTH 22	Medical Anthropology - Culture, Health, and Healing	3
ES 1	Introduction to Ethnic Studies	3
or		
ES 1H	**Honors Introduction to Ethnic Studies**	**3**
ES 3	Introduction to Chicanx and Latinx Studies	3
	Total Units for the Major	**18**

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Associate of Arts Degree
Complete a minimum of 60 units including the total number of units described above and the General Education requirements with an overall GPA of 2.0 to qualify for the Associate of Arts degree. A minimum of 12 units must be completed at Saddleback College.

General Education Requirements for Associate Degrees
Refer to the Graduation Requirements or to the **Cal-GETC** pattern in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

SADDLEBACK COLLEGE
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Current
Anthropology
Associate in Arts for Transfer

The curriculum in the Anthropology program is designed to provide the transfer student the opportunity to achieve an Associate in Arts for Transfer (AA-T) degree in anthropology by providing the necessary breadth in the field and an introduction to the methods used. Students who complete the AA-T degree in Anthropology receive priority admission to the California State University system, though admission to a specific campus or major is not guaranteed. While a baccalaureate or higher degree, which can be achieved through transfer, is recommended for those considering professional careers in anthropology, an associate degree may support attempts to gain entry-level employment as lab technicians, research assistants, museum workers, cultural resource conservators, and other related positions.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Describe the breadth of anthropology and be able to characterize anthropology's distinctive theoretical and methodological approaches with respect to other disciplines.
- Explain the fundamental processes of human biological evolution.
- Describe modern human biological diversity.
- Articulate an understanding of the cultural construction and historical uses of the concept of race.
- Define and critically analyze the concepts of culture and cultural relativism.
- Demonstrate the ability to think holistically and comparatively in describing human cultural diversity.
- Critically analyze the process of globalization and its effects upon cultures around the world.
- Articulate an anthropological perspective on contemporary issues and concerns, including the politics of inclusion and exclusion both locally and globally.
- Discuss the importance of the scientific method in anthropological research.
- Identify the correct methods and ethical responsibilities involved in conducting archaeological, biological, ethnographic, and/or linguistic fieldwork.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Revised
Anthropology
Associate in Arts for Transfer

The curriculum in the Anthropology program is designed to provide the transfer student the opportunity to achieve an Associate in Arts for Transfer (AA-T) degree in anthropology by providing the necessary breadth in the field and an introduction to the methods used. Students who complete the AA-T degree in Anthropology receive priority admission to the California State University system, though admission to a specific campus or major is not guaranteed. While a baccalaureate or higher degree, which can be achieved through transfer, is recommended for those considering professional careers in anthropology, an associate degree may support attempts to gain entry-level employment as lab technicians, research assistants, museum workers, cultural resource conservators, and other related positions.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Describe the breadth of anthropology and be able to characterize anthropology's distinctive theoretical and methodological approaches with respect to other disciplines.
- Explain the fundamental processes of human biological evolution.
- Describe modern human biological diversity.
- Articulate an understanding of the cultural construction and historical uses of the concept of race.
- Define and critically analyze the concepts of culture and cultural relativism.
- Demonstrate the ability to think holistically and comparatively in describing human cultural diversity.
- Critically analyze the process of globalization and its effects upon cultures around the world.
- Articulate an anthropological perspective on contemporary issues and concerns, including the politics of inclusion and exclusion both locally and globally.
- Discuss the importance of the scientific method in anthropological research.
- Identify the correct methods and ethical responsibilities involved in conducting archaeological, biological, ethnographic, and/or linguistic fieldwork.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. **<u>The California General Education Transfer Curriculum (Cal-GETC).</u>**
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

SADDLEBACK COLLEGE
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Required Core:

Select one:		
ANTH 1	Biological Anthropology	3
or		
ANTH 1H	Honors Biological Anthropology	3
Select one:		
ANTH 2	Cultural Anthropology	3
or		
ANTH 2 H	Honors Cultural Anthropology	3
Complete:		
ANTH 9	Introduction to Archaeology	3

List A: Select one

ANTH 3*	Culture and Language	3
ANTH 13	Magic, Witchcraft, and Religion	3

List B: Select one of the following courses or any course from List A not already used

BIO 11*	Human Anatomy	4
GEOL 1	Introduction to Physical Geology	4
GEOL 20	Introduction to Earth Science	4
GEOL 23	Environmental Geology	4
or		
ENV 23	Environmental Geology	4

List C: Select one of the following courses or any course from List A or List B not already used

ANTH 4	Introduction to Native American Studies	3
or		
ES 4	Introduction to Native American Studies	3
ANTH 5	Anthropology of Latin America - Culture, Identity, and Power	3
~~**ANTH 6***~~	~~**Global Issues in Anthropological Perspective**~~	~~**3**~~
ANTH 8	World Prehistory	3
ANTH 15	The World of Primates	3
ANTH 17	The Biological Evolution of Human Nature	3
ANTH 19*	Forensic Anthropology	3
ANTH 22	Medical Anthropology - Culture, Health, and Healing	3
ES 1	Introduction to Ethnic Studies	3
ES 3	Introduction to Chicanx and Latinx Studies	3

Total Units for the Major 18-20

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Required Core:

Select one:		
ANTH 1	Biological Anthropology	3
or		
ANTH 1H	Honors Biological Anthropology	3
Select one:		
ANTH 2	Cultural Anthropology	3
or		
ANTH 2 H	Honors Cultural Anthropology	3
Complete:		
ANTH 9	Introduction to Archaeology	3

List A: Select one

ANTH 3*	Culture and Language	3
ANTH 13	Magic, Witchcraft, and Religion	3

List B: Select one of the following courses or any course from List A not already used

BIO 11*	Human Anatomy	4
GEOL 1	Introduction to Physical Geology	4
GEOL 20	Introduction to Earth Science	4
GEOL 23	Environmental Geology	4
or		
ENV 23	Environmental Geology	4

List C: Select one of the following courses or any course from List A or List B not already used

ANTH 4	Introduction to Native American Studies	3
or		
ES 4	Introduction to Native American Studies	3
ANTH 5	Anthropology of Latin America - Culture, Identity, and Power	3
ANTH 8	World Prehistory	3
ANTH 15	The World of Primates	3
ANTH 17	The Biological Evolution of Human Nature	3
ANTH 19*	Forensic Anthropology	3
ANTH 22	Medical Anthropology - Culture, Health, and Healing	3
ES 1	Introduction to Ethnic Studies	3
or		
ES 1H	**Honors Introduction to Ethnic Studies**	**3**
ES 3	Introduction to Chicanx and Latinx Studies	3

Total Units for the Major 18-20

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
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Current
Business Administration 2.0
Associate in Science for Transfer

~~**The study of business is a broad and diverse discipline that encompasses topics and tools needed for transfer to baccalaureate programs as well as for entering the world of professional business careers, whether domestic or global. Students who complete the Business Administration 2.0 receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, pursuit of which can be achieved through transfer.**~~

~~**One of the main goals of the Business Administration 2.0 is to help students wishing to pursue a baccalaureate degree to transfer seamlessly to a CSU to major in Business Administration. Coursework necessary to transfer to a UC and many private universities is also included in the curriculum, and the courses selected by the student can be tailored with advice provided by an academic counselor to emphasize one of the various concentrations available.**~~

Program Student Learning Outcomes
Students who complete this program will be able to:

- Demonstrate preparation preparation for transfer to a four-year institution with the required business, accounting, economics, math, and other learning.
- Identify, summarize, and compare the fundamentals of legal systems, and social, ethical, and political forces affecting the development and operation of businesses.
- Communicate clearly, effectively, and appropriately in writing and orally using the language of business.
- Make effective business decisions using appropriate systematic, evaluative, ethical, analytical, information-based approaches.
- Develop and exhibit high standards of professional practice, demonstrating awareness of ethical and social responsibilities in today's diverse, team-oriented, technology dependent, rapidly changing environment.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

ACCT 1A	Financial Accounting	4
ACCT 1B*	Managerial Accounting	4

Revised
Business Administration 2.0
Associate in Science for Transfer

The Associate in Science in Business Administration for Transfer Degree 2.0 (AS-T) prepares students to transfer seamlessly to a CSU with junior status to major in Business Administration, although not necessarily to a specific campus. Students who complete an AS-T are given priority consideration when applying to a particular program that is similar to the student's community college major and will be given a special GPA advantage when applying to CSU impacted campuses or majors. Students who are planning to pursue an AS-T are strongly advised to meet with a counselor for additional information about this transfer program.

Upon completion of the AS-T degree in Business Administration 2.0, students will have a general understanding of accounting, economics, computer information systems, business law, and will have taken a course in either business communications or business. They will also have sufficient understanding of mathematical concepts to enable them to successfully pursue a business degree at a four-year institution.

The AS-T degree in Business Administration 2.0 is appropriate for students whose vocational plans include careers in business fields such as accounting, computer information systems, finance, management, human resources, marketing, operations and supply chain management, or other business fields.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Demonstrate preparation preparation for transfer to a four-year institution with the required business, accounting, economics, math, and other learning.
- Identify, summarize, and compare the fundamentals of legal systems, and social, ethical, and political forces affecting the development and operation of businesses.
- Communicate clearly, effectively, and appropriately in writing and orally using the language of business.
- Make effective business decisions using appropriate systematic, evaluative, ethical, analytical, information-based approaches.
- Develop and exhibit high standards of professional practice, demonstrating awareness of ethical and social responsibilities in today's diverse, team-oriented, technology dependent, rapidly changing environment.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. **The California General Education Transfer Curriculum (Cal-GETC).**
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

ACCT 1A	Financial Accounting	4
ACCT 1B*	Managerial Accounting	4

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Select one		
ECON 2*	Principles (Macro)	3
or		
ECON 2H*	Honors Principles of Macroeconomics	3
Select one		
ECON 4*	Principles (Micro)	3
or		
ECON 4H*	Honors Principles of Microeconomics	3
Select one		
BUS 13	Legal Environment and Business Law	3
or		
BUS 13H	Honors Legal Environment and Business Law	3
Select one		
MATH 3A*	Analytic Geometry and Calculus	5
or		
MATH 3AH*	Honors Analytic Geometry and Calculus	5
or		
MATH 11*	A Brief Course in Calculus	5
Select one		
BUS 10*	Business Statistics	3
or		
~~**MATH 10***~~	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
Select one		
BUS 1	Introduction to Business	3
or		
BUS 1H	Honors Introduction to Business	3
or		
BUS 104*	Business Communication	3
	Total Units for the Major	**28**

Select one		
ECON 2*	Principles (Macro)	3
or		
ECON 2H*	Honors Principles of Macroeconomics	3
Select one		
ECON 4*	Principles (Micro)	3
or		
ECON 4H*	Honors Principles of Microeconomics	3
Select one		
BUS 13	Legal Environment and Business Law	3
or		
BUS 13H	Honors Legal Environment and Business Law	3
Select one		
MATH 3A*	Analytic Geometry and Calculus	5
or		
MATH 3AH*	Honors Analytic Geometry and Calculus	5
or		
MATH 11*	A Brief Course in Calculus	5
Select one		
BUS 10*	Business Statistics	3
or		
STAT C1000*	Introduction to Statistics	3
or		
STAT C1000H*	**Introduction to Statistics - Honors**	**3**
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
Select one		
BUS 1	Introduction to Business	3
or		
BUS 1H	Honors Introduction to Business	3
or		
BUS 104*	Business Communication	3
	Total Units for the Major	**28**

***Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.**

SADDLEBACK COLLEGE
REVISED PROGRAMS
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Current
Child and Adolescent Development
Associate in Arts for Transfer

The Associate in Arts in Child and Adolescent Development for Transfer (AAT) prepares students to demonstrate a basic understanding of child development theory and concepts, as well as preparation in lower-division coursework designed to enhance further developmental study. Studies include classical and contemporary research spanning conception through adolescence to promote the positive developmental outcomes essential to fostering healthy growth and learning of children and families in a diverse society. The major incorporates information from a variety of disciplines to provide a broad academic and professional foundation for working with children and families.

The major will provide students with the strong preparation necessary for pursuing studies at the university level in various careers such as children's services, mental health, family support, youth programs, developmental research, teaching, early childhood education, public policy, social work, school psychology, child life and similar fields related to children and their families from infancy through adolescence. The coursework is designed to meet the needs of people planning to transfer to CSU into programs in Child Development, Human Development, Child and Adolescent Development, Family and Consumer Sciences, and Liberal Studies (Child Development and Elementary Education Tracks). Students who complete the Associate in Arts in Child and Adolescent Development for Transfer degree receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Synthesize research-based theories including principles and practices of child and adolescent development and learning.
- Utilize critical thinking skills to analyze, evaluate, and make decisions concerning complex contemporary issues and the interactions among individuals and across societies.
- Use scientific methodologies to study human development from infancy through adolescence.
- Demonstrate knowledge of development in all learning domains from conception through adolescence, including knowledge about typical and atypical development.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.

Revised
Child and Adolescent Development
Associate in Arts for Transfer

The Associate in Arts in Child and Adolescent Development for Transfer (AAT) prepares students to demonstrate a basic understanding of child development theory and concepts, as well as preparation in lower-division coursework designed to enhance further developmental study. Studies include classical and contemporary research spanning conception through adolescence to promote the positive developmental outcomes essential to fostering healthy growth and learning of children and families in a diverse society. The major incorporates information from a variety of disciplines to provide a broad academic and professional foundation for working with children and families.

The major will provide students with the strong preparation necessary for pursuing studies at the university level in various careers such as children's services, mental health, family support, youth programs, developmental research, teaching, early childhood education, public policy, social work, school psychology, child life and similar fields related to children and their families from infancy through adolescence. The coursework is designed to meet the needs of people planning to transfer to CSU into programs in Child Development, Human Development, Child and Adolescent Development, Family and Consumer Sciences, and Liberal Studies (Child Development and Elementary Education Tracks). Students who complete the Associate in Arts in Child and Adolescent Development for Transfer degree receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Synthesize research-based theories including principles and practices of child and adolescent development and learning.
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- Use scientific methodologies to study human development from infancy through adolescence.
- Demonstrate knowledge of development in all learning domains from conception through adolescence, including knowledge about typical and atypical development.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. **<u>The California General Education Transfer Curriculum (Cal-GETC).</u>**
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

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2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

CDE 7~~*~~	Child Growth and Development	3
Select one		
PSYC ~~**1**~~	Introduction to Psychology	3
or		
PSYC ~~**1H**~~	~~**Honors**~~ Introduction to Psychology	3
Select one		
~~**MATH 10***~~	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3

List A:

CDE 15~~*~~	Child, Family, and Community	3
And		
Select two courses from below (6 units)		
CDE 18~~*~~	Exceptional Children	3
CDE 90*	Intro to Elementary Education	3
CDE 101*	Principles and Practices of Teaching Young Children	3
CDE 110*	Introduction to Curriculum	3
CDE 111~~*~~	Child Guidance and Communication	3
CDE 117*	Teaching in a Diverse Society	3
CDE 120*	Observation and Assessment	3
CDE 123*	Infant and Toddler Development	3
CDE ~~**124***~~	~~**Preschool and Early Primary Child Development**~~	3
CDE ~~**126***~~	School Age and Adolescent Development	3
HS 120~~*~~	Human Development in the Social Environment	3
SOC 10	Introduction to Marriage and the Family	3

Total Units for the Major 18

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Required Core:

CDE 7	Child Growth and Development	3
Select one		
PSYC **C1000**	Introduction to Psychology	3
or		
PSYC C1000H	Introduction to Psychology **- Honors**	3
Select one		
STAT C1000*	Introduction to Statistics	3
or		
STAT C1000H*	**Introduction to Statistics - Honors**	**3**
or		
PSYC 44*	Statistics for the Behavioral Sciences	3

List A:

CDE 15	Child, Family, and Community	3
And		
Select two courses from below (6 units)		
CDE 18	Exceptional Children	3
CDE **24**	**Child Development: Preschool and Early Primary**	3
CDE **26**	School Age and Adolescent Development	3
CDE 90*	Intro to Elementary Education	3
CDE 101*	Principles and Practices of Teaching Young Children	3
CDE 110*	Introduction to Curriculum	3
CDE 111	Child Guidance and Communication	3
CDE 117*	Teaching in a Diverse Society	3
CDE 120*	Observation and Assessment	3
CDE 123*	Infant and Toddler Development	3
HS 120	Human Development in the Social Environment	3
SOC 10	Introduction to Marriage and the Family	3

Total Units for the Major 18

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
REVISED PROGRAMS
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Current
Communication Studies 2.0
Associate in Arts for Transfer

Intended for students who wish to develop a fundamental understanding of how communication functions in their daily life and in the fabric of society. Students who complete the Associate in Arts in Communication Studies 2.0 degree receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. After successful completion of the transfer degree in Communication Studies 2.0, students may pursue a baccalaureate degree in such areas as teaching, public speaking, law, public relations, advertising, organizational, intercultural, and interpersonal communication. The Associate in Arts in Communication Studies 2.0 for Transfer Degree may support attempts to gain entry-level employment in fields such as business, industry, government, social service, education, and law.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate ethical ways of interacting in their everyday lives.
- Demonstrate ability to effectively deliver public presentations before live audiences in a variety of settings.
- Apply practical strategies for enhancing the quality of their personal and professional relationships.
- Demonstrate ability to consume public communication critically.
- Demonstrate the ability to construct mindful messages through research and analysis of evidence whether communicated orally or in writing.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

Select one

~~**COMM 1***~~	~~**Communication Fundamentals**~~	~~**3**~~
or		
~~**COMM 1H***~~	~~**Honors Communication Fundamentals**~~	~~**3**~~
COMM 5	Interpersonal Communication	3

List A: Select three courses (9 Units)

COMM 3	Argumentation and Debate	3
COMM 106	Forensics Activity	3
COMM 20	Intercultural Communication	3
CTVR 1	Mass Media and Society	3
or		
JRN 1	Mass Media and Society	3

Revised
Communication Studies 2.0
Associate in Arts for Transfer

Intended for students who wish to develop a fundamental understanding of how communication functions in their daily life and in the fabric of society. Students who complete the Associate in Arts in Communication Studies 2.0 degree receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. After successful completion of the transfer degree in Communication Studies 2.0, students may pursue a baccalaureate degree in such areas as teaching, public speaking, law, public relations, advertising, organizational, intercultural, and interpersonal communication. The Associate in Arts in Communication Studies 2.0 for Transfer Degree may support attempts to gain entry-level employment in fields such as business, industry, government, social service, education, and law.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate ethical ways of interacting in their everyday lives.
- Demonstrate ability to effectively deliver public presentations before live audiences in a variety of settings.
- Apply practical strategies for enhancing the quality of their personal and professional relationships.
- Demonstrate ability to consume public communication critically.
- Demonstrate the ability to construct mindful messages through research and analysis of evidence whether communicated orally or in writing.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. **The California General Education Transfer Curriculum (Cal-GETC).**
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

Select one

COMM C1000	**Introduction to Public Speaking**	**3**
or		
COMM C1000H	**Introduction to Public Speaking - Honors**	**3**
COMM 5	Interpersonal Communication	3

List A: Select three courses (9 Units)

COMM 3	Argumentation and Debate	3
COMM 106	Forensics Activity	3
COMM 20	Intercultural Communication	3
CTVR 1	Mass Media and Society	3
or		
JRN 1	Mass Media and Society	3

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COMM 30	Introduction to Oral Interpretation	3
COMM 2*	Persuasion	3

List B: Select one of the following courses or any course from List A not already used (3 Units)

ANTH 2	Cultural Anthropology	3
or		
ANTH 2H	Honors Cultural Anthropology	3
PSYC ~~1~~	Introduction to Psychology	3
or		
PSYC ~~1H~~	~~Honors Introduction to Psychology~~	3
SOC 1	Introduction to Sociology	3
or		
SOC 1H	Honors Introduction to Sociology	3
~~ENG 25*~~	~~Introduction to Literature~~	~~3~~
~~or~~		
~~ENG 25H*~~	~~Honors Introduction to Literature~~	~~3~~
~~JRN 2*~~	~~News Writing~~	~~3~~
COMM 8	Gender Communication	3
COMM 32*	Interpreters' Theatre	3
COMM 110	Rhetoric of Popular Culture	3

Total Units for the Major 18

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

COMM 30	Introduction to Oral Interpretation	3
COMM 2*	Persuasion	3

List B: Select one of the following courses or any course from List A not already used (3 Units)

ANTH 2	Cultural Anthropology	3
or		
ANTH 2H	Honors Cultural Anthropology	3
PSYC **C1000**	Introduction to Psychology	3
or		
PSYC **C1000H**	**Introduction to Psychology - Honors**	3
SOC 1	Introduction to Sociology	3
or		
SOC 1H	Honors Introduction to Sociology	3
COMM 8	Gender Communication	3
COMM 32*	Interpreters' Theatre	3
COMM 110	Rhetoric of Popular Culture	3
or		
COMM 110H	**Honors Rhetoric of Popular Culture**	**3**

Total Units for the Major 18

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
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Current
Computerized Accounting Specialist
Certificate of Achievement

~~**This program**~~ provides students who plan to enter the accounting field with knowledge of accounting principles and practices to record transactions for various types of businesses using a double-entry accounting system, as well as the latest commercial software, and the ability to analyze financial statements.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Prepare a set of basic financial statements.
- Calculate and analyze common ratios and numerical relationships that are produced through the accounting cycle.
- Demonstrate proficiency in processing the accounting cycle for a business using popular accounting software.
- Demonstrate proficiency in communicating financial information in the subject area.
- Present an oral presentation in the designated subject area.

Required Core

ACCT 1A	Financial Accounting	4
ACCT 1B*	Managerial Accounting	4
ACCT 216*	Individual Income Tax	4
ACCT 221*	Accounting Information Systems	3
CIMA 104	Spreadsheets - Excel	3
CIMA 223B*	Computerized Accounting - Quickbooks --Advanced	1.5

Restricted Electives ~~(3 units)~~

ACCT 120	Introduction to Financial Planning	3
ACCT 202A*	Intermediate Accounting I	3
ACCT 217*	Partnership and Corporate Taxation	3
ACCT 275*	Auditing	3

Total Units for the Certificate ~~22.5~~

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Revised
Computerized Accounting Specialist
Certificate of Achievement

The Computerized Accounting Specialist Certificate of Achievement provides students who plan to enter the accounting field with knowledge of accounting principles and practices to record transactions for various types of businesses using a double-entry accounting system, as well as the latest commercial software, and the ability to analyze financial statements. **This program prepares students for employment in entry-level accounting positions such as Accounts Payable Clerk, Accounts Receivable Clerk, General Ledger Clerk, or Bookkeeper.**

Program Student Learning Outcomes
Students who complete this program will be able to:

- Prepare a set of basic financial statements.
- Calculate and analyze common ratios and numerical relationships that are produced through the accounting cycle.
- Demonstrate proficiency in processing the accounting cycle for a business using popular accounting software.
- Demonstrate proficiency in communicating financial information in the subject area.
- Present an oral presentation in the designated subject area.

Required Core

ACCT 1A	Financial Accounting	4
ACCT 1B*	Managerial Accounting	4
ACCT 216*	Individual Income Tax	4
ACCT 221*	Accounting Information Systems	3
CIMA 104	Spreadsheets - Excel	3
CIMA 223B*	Computerized Accounting - Quickbooks --Advanced	1.5

Restricted Electives: Select one course

ACCT 120	Introduction to Financial Planning	3
ACCT 180WE*	**Accounting Work Experience**	**2**
ACCT 202A*	Intermediate Accounting I	3
ACCT 217*	Partnership and Corporate Taxation	3
ACCT 275*	Auditing	3

Total Units for the Certificate 21.5-22.5

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Computerized Accounting Specialist
Associate of Science

~~**This program**~~ provides students who plan to enter the accounting field with knowledge of accounting principles and practices to record transactions for various types of businesses using a double-entry accounting system, as well as the latest commercial software, and the ability to analyze financial statements.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Prepare a set of basic financial statements.
- Calculate and analyze common ratios and numerical relationships that are produced through the accounting cycle.
- Demonstrate proficiency in processing the accounting cycle for a business using popular accounting software.
- Demonstrate proficiency in communicating financial information in the subject area.
- Present an oral presentation in the designated subject area.

Required Core

ACCT 1A	Financial Accounting	4
ACCT 1B*	Managerial Accounting	4
ACCT 216*	Individual Income Tax	4
ACCT 221*	Accounting Information Systems	3
CIMA 104	Spreadsheets - Excel	3
CIMA 223B*	Computerized Accounting - Quickbooks --Advanced	1.5

Restricted Electives ~~(3 units)~~

ACCT 120	Introduction to Financial Planning	3
ACCT 202A*	Intermediate Accounting I	3
ACCT 217*	Partnership and Corporate Taxation	3
ACCT 275*	Auditing	3

Total Units for the Major ~~22.5~~

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Associate of Science Degree
Complete a minimum of 60 units including the total number of units described above and the General Education requirements with an overall GPA of 2.0 to qualify for the Associate of Science degree. A minimum of 12 units must be completed at Saddleback College.

General Education Requirements for Associate Degrees
Refer to the Graduation Requirements or to the ~~**CSU GE and IGETC**~~ pattern~~**s**~~ in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

Revised
Computerized Accounting Specialist
Associate of Science

The Computerized Accounting Specialist Associate of Science degree provides students who plan to enter the accounting field with knowledge of accounting principles and practices to record transactions for various types of businesses using a double-entry accounting system, as well as the latest commercial software, and the ability to analyze financial statements. **This program prepares students for employment in entry-level accounting positions such as Accounts Payable Clerk, Accounts Receivable Clerk, General Ledger Clerk, or Bookkeeper.**

Program Student Learning Outcomes
Students who complete this program will be able to:

- Prepare a set of basic financial statements.
- Calculate and analyze common ratios and numerical relationships that are produced through the accounting cycle.
- Demonstrate proficiency in processing the accounting cycle for a business using popular accounting software.
- Demonstrate proficiency in communicating financial information in the subject area.
- Present an oral presentation in the designated subject area.

Required Core

ACCT 1A	Financial Accounting	4
ACCT 1B*	Managerial Accounting	4
ACCT 216*	Individual Income Tax	4
ACCT 221*	Accounting Information Systems	3
CIMA 104	Spreadsheets - Excel	3
CIMA 223B*	Computerized Accounting - Quickbooks --Advanced	1.5

Restricted Electives: Select one course

ACCT 120	Introduction to Financial Planning	3
ACCT 180WE*	**Accounting Work Experience**	**2**
ACCT 202A*	Intermediate Accounting I	3
ACCT 217*	Partnership and Corporate Taxation	3
ACCT 275*	Auditing	3

Total Units for the Major 21.5-22.5

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Associate of Science Degree
Complete a minimum of 60 units including the total number of units described above and the General Education requirements with an overall GPA of 2.0 to qualify for the Associate of Science degree. A minimum of 12 units must be completed at Saddleback College.

General Education Requirements for Associate Degrees
Refer to the Graduation Requirements or to the **Cal-GETC** pattern in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Economics
Associate in Arts for Transfer

The Associate in Arts in Economics for Transfer degree provides a foundation in economics and the mathematics necessary for upper-division economics for students planning to transfer into a baccalaureate program in economics. This background should provide students with the tools to complete a bachelor's successfully. Students who complete the Associate in Arts in Economics for Transfer degree receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers that can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Define scarcity, and show how it relates to the concepts of choice and cost.
- Outline the role of comparative advantage in exchange.
- Describe and analyze the economy in quantitative terms using national income and employment data from the standpoint of current and constant dollars.
- Utilize the demand and supply model to critically analyze real-world examples.
- Explain the role of prices in allocating goods, services, and factors of production.

Associate Degree for Transfer ~~requirements (pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. The ~~**Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

Select one		
ECON 2*	Principles (Macro)	3
or		
ECON 2H*	Honors Principles of Macroeconomics	3
Select one		
ECON 4*	Principles (Micro)	3
or		
ECON 4H*	Honors Principles of Microeconomics	3
Select one		
BUS 10*	Business Statistics	3
or		
~~**MATH 10***~~	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3

Revised
Economics
Associate in Arts for Transfer

The Associate in Arts in Economics for Transfer degree provides a foundation in economics and the mathematics necessary for upper-division economics for students planning to transfer into a baccalaureate program in economics. This background should provide students with the tools to complete a bachelor's successfully. Students who complete the Associate in Arts in Economics for Transfer degree receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers that can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Define scarcity, and show how it relates to the concepts of choice and cost.
- Outline the role of comparative advantage in exchange.
- Describe and analyze the economy in quantitative terms using national income and employment data from the standpoint of current and constant dollars.
- Utilize the demand and supply model to critically analyze real-world examples.
- Explain the role of prices in allocating goods, services, and factors of production.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. The **California General Education Transfer Curriculum (Cal-GETC)**.
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

Select one		
ECON 2*	Principles (Macro)	3
or		
ECON 2H*	Honors Principles of Macroeconomics	3
Select one		
ECON 4*	Principles (Micro)	3
or		
ECON 4H*	Honors Principles of Microeconomics	3
Select one		
BUS 10*	Business Statistics	3
or		
STAT C1000*	Introduction to Statistics	3
or		
STAT C1000H* Introduction to Statistics - Honors		**3**
or		
PSYC 44*	Statistics for the Behavioral Sciences	3

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Select one		
MATH 11*	A Brief Course in Calculus	5
or		
MATH 3A*	Analytic Geometry and Calculus	5
or		
MATH 3AH*	Honors Analytic Geometry and Calculus	5

List A: Select one course

MATH 3B*	Analytic Geometry and Calculus	5
ACCT 1A	Financial Accounting	4
ACCT 1B*	Managerial Accounting	4
CIM 1	Computer Information Systems	4
BUS 104*	Business Communication	3

List B: Select one of the following courses or any course from List A not already used

Select one		
PS 11	International Political Economy	3
or		
ECON 11	International Political Economy	3
MATH 3C*	Analytic Geometry and Calculus	5
MATH 26*	Introduction to Linear Algebra	4

Total Units for the Major 20-24

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Select one		
MATH 11*	A Brief Course in Calculus	5
or		
MATH 3A*	Analytic Geometry and Calculus	5
or		
MATH 3AH*	Honors Analytic Geometry and Calculus	5

List A: Select one course

MATH 3B*	Analytic Geometry and Calculus	5
ACCT 1A	Financial Accounting	4
ACCT 1B*	Managerial Accounting	4
CIM 1	Computer Information Systems	4
BUS 104*	Business Communication	3

List B: Select one of the following courses or any course from List A not already used

Select one		
PS 11	International Political Economy	3
or		
ECON 11	International Political Economy	3
MATH 3C*	Analytic Geometry and Calculus	5
MATH 26*	Introduction to Linear Algebra	4

Total Units for the Major 20-24

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Family Childcare
Certificate of Completion

The Family Childcare Certificate of Completion program prepares students to open and operate a Family Childcare Home (FCCH). Students will explore regulations for licensing, fiscal management strategies, and administrative tools for operating a FCCH. Introductory developmental and learning theory as well as appropriate curriculum strategies for the care and education of young children will be studied and applied. It is designed for both (1) students who are currently working in the field and (2) students who have an interest in working in the field.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Create a financial management plan to operate a ~~**FCCH.**~~
- Create and use administrative tools to support opening and operating a ~~**FCCH.**~~
- Develop business policies for opening and operating a ~~**FCCH.**~~
- Identify age appropriate learning opportunities for children based on the CA Infant/Toddler and Preschool Learning Foundations and Frameworks.
- Describe how indoor and outdoor environments support learning.

Required Core

CDE 401NC	Family Childcare Business Practices	24.9
CDE 402NC	Family Childcare Curriculum and Environment	24.9

Total Hours for the Certificate 49.8

Revised
Family Childcare
Certificate of Completion

The Family Childcare Certificate of Completion program prepares students to open and operate a Family Childcare Home (FCCH). Students will explore regulations for licensing, fiscal management strategies, and administrative tools for operating a FCCH. Introductory developmental and learning theory as well as appropriate curriculum strategies for the care and education of young children will be studied and applied. It is designed for both (1) students who are currently working in the field and (2) students who have an interest in working in the field.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Create a financial management plan to operate a **Family Child Care Home.**
- Create and use administrative tools to support opening and operating a **Family Child Care Home.**
- Develop business policies for opening and operating a **Family Child Care Home.**
- Identify age appropriate learning opportunities for children based on the CA Infant/Toddler and Preschool/ **Transitional Kindergarten** Learning Foundations and Frameworks.
- Describe how indoor and outdoor environments support learning.

Required Core

CDE 401NC	Family Childcare Business Practices	24.9
CDE 402NC*	Family Childcare Curriculum and Environment	24.9

Total Hours for the Certificate 49.8

***Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.**

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Geography
Associate in Arts for Transfer

The curriculum in the Geography program is designed to provide the transfer student the opportunity to achieve an Associate in Arts in Geography for Transfer by providing the necessary breadth in the field, an introduction to the methods used, and the ability to complete both major preparatory coursework along with courses required for general education. Students who complete the Associate in Arts Degree in Geography for Transfer receive priority admission to the California State University system, though admission to a specific campus or major is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Demonstrate spatial literacy.
- Identify and describe a location (place) based on characteristics that distinguish them from other places on earth.
- Identify and describe movement of geographic phenomena.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

Select one:

GEOG 1	Physical Geography	3
or		
GEOG 1H	Honors Physical Geography	3
And:		
GEOG 1L*	Physical Geography Laboratory	1
Select one:		
GEOG 2	Cultural Geography	3
or		
GEOG 2H	Honors Cultural Geography	3
or		
GEOG 3	World Regional Geography	3

List A: Complete the course below and any Core course not already used

GEOG 38	California Geography	3

Revised
Geography
Associate in Arts for Transfer

The curriculum in the Geography program is designed to provide the transfer student the opportunity to achieve an Associate in Arts in Geography for Transfer by providing the necessary breadth in the field, an introduction to the methods used, and the ability to complete both major preparatory coursework along with courses required for general education. Students who complete the Associate in Arts Degree in Geography for Transfer receive priority admission to the California State University system, though admission to a specific campus or major is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Demonstrate spatial literacy.
- Identify and describe a location (place) based on characteristics that distinguish them from other places on earth.
- Identify and describe movement of geographic phenomena.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. The **<u>California General Education Transfer Curriculum (Cal-GETC)</u>**.
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

Select one:

GEOG 1	Physical Geography	3
or		
GEOG 1H	Honors Physical Geography	3
And:		
GEOG 1L*	Physical Geography Laboratory	1
Select one:		
GEOG 2	Cultural Geography	3
or		
GEOG 2H	Honors Cultural Geography	3
or		
GEOG 3	World Regional Geography	3

List A: Complete the course below and any Core course not already used

GEOG 38	California Geography	3

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

List B: Select two courses

GIS 110	Introduction to Geographic Information Systems (GIS)	2
or		
GEOG 110	Introduction to Geographic Information Systems (GIS)	2
MATH 3A*	Analytic Geometry and Calculus	5
or		
MATH 3AH*	Honors Analytic Geometry and Calculus	5
GEOL 20	Introduction to Earth Science	4
~~**MATH 10***~~	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
ANTH 2	Cultural Anthropology	3
or		
ANTH 2H	Honors Cultural Anthropology	3

Total Units for the Major 19-22

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

List B: Select two courses

GIS 110	Introduction to Geographic Information Systems (GIS)	2
or		
GEOG 110	Introduction to Geographic Information Systems (GIS)	2
MATH 3A*	Analytic Geometry and Calculus	5
or		
MATH 3AH*	Honors Analytic Geometry and Calculus	5
GEOL 20	Introduction to Earth Science	4
STAT C1000*	Introduction to Statistics	3
or		
STAT C1000H*	**Introduction to Statistics - Honors**	**3**
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
ANTH 2	Cultural Anthropology	3
or		
ANTH 2H	Honors Cultural Anthropology	3

Total Units for the Major 19-22

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Hospitality Management
Associate in Science for Transfer

The Associate in Science in Hospitality Management for Transfer prepares individuals for transfer to CSU Hospitality Management Bachelor of Science programs. This program is dedicated to preparing students with the skills necessary to successfully transfer. The program offers comprehensive coursework that encompasses the diverse hospitality industry. Students will obtain skills in the operational and legal aspects of hospitality management and supervision, food and beverage operations, cost control, event and catering management, human resources, marketing, and support operations. Emphasis is on guest service strategies, ethical considerations, effective communication, critical thinking, leadership standards, and teamwork. The program combines classroom and laboratory instruction providing students with well-rounded preparation in the hospitality industry. Students completing the program will be prepared for a career in the hospitality industry as entry-level hotel, motel and restaurant managers, food and beverage managers, event, banquet and catering professionals, resort managers and human resource administrators.

Students who complete the Associate in Science in Hospitality Management for Transfer degree will receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Demonstrate preparation for transfer to a four-year Hospitality Management program.
- Demonstrate preparation for entry level employment in the hospitality industry.
- Identify legal and ethical considerations affecting the hospitality industry.
- Demonstrate knowledge of and experience of operations relative to the provisions of goods and services in the hospitality business.
- Observe foundations of leadership, management and human resources.
- Apply knowledge of financial management related to operations in hospitality.
- Demonstrate effective written and interpersonal communication skills.
- Identify event and catering management requirements.

Associate Degree for Transfer ~~requirements (pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.

Revised
Hospitality Management
Associate in Science for Transfer

The Associate in Science in Hospitality Management for Transfer prepares individuals for transfer to CSU Hospitality Management Bachelor of Science programs. This program is dedicated to preparing students with the skills necessary to successfully transfer. The program offers comprehensive coursework that encompasses the diverse hospitality industry. Students will obtain skills in the operational and legal aspects of hospitality management and supervision, food and beverage operations, cost control, event and catering management, human resources, marketing, and support operations. Emphasis is on guest service strategies, ethical considerations, effective communication, critical thinking, leadership standards, and teamwork. The program combines classroom and laboratory instruction providing students with well-rounded preparation in the hospitality industry. Students completing the program will be prepared for a career in the hospitality industry as entry-level hotel, motel and restaurant managers, food and beverage managers, event, banquet and catering professionals, resort managers and human resource administrators.

Students who complete the Associate in Science in Hospitality Management for Transfer degree will receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Demonstrate preparation for transfer to a four-year Hospitality Management program.
- Demonstrate preparation for entry level employment in the hospitality industry.
- Identify legal and ethical considerations affecting the hospitality industry.
- Demonstrate knowledge of and experience of operations relative to the provisions of goods and services in the hospitality business.
- Observe foundations of leadership, management and human resources.
- Apply knowledge of financial management related to operations in hospitality.
- Demonstrate effective written and interpersonal communication skills.
- Identify event and catering management requirements.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. **The California General Education Transfer Curriculum (Cal-GETC)**.
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

~~**FN**~~ 150	Introduction to Hospitality Management	3

List A: Select three courses

~~**FN**~~ 154	Hospitality ~~**– Production and**~~ Cost Control	3
~~**FN**~~ 176	Food and Beverage Operations	3
~~**FN**~~ 157	Hospitality Law	3
~~**FN**~~ 101*	Culinary Principles I	3

List B: Complete two courses from the following or any course from list A not already used (6-7 units)

ACCT 1A	Financial Accounting	4
~~**FN**~~ 110*	Food Preparation Essentials	3

Total Units for the Major 18-19

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Required Core:

HRM 150	Introduction to Hospitality Management	3

List A: Select three courses

HRM 154	Hospitality Cost Control	3
CUL 176	Food and Beverage Operations	3
HRM 157	Hospitality Law	3
CUL 101*	Culinary Principles I	3

List B: Complete two courses from the following or any course from list A not already used (6-7 units)

ACCT 1A	Financial Accounting	4
CUL 110*	Food Preparation Essentials	3

Total Units for the Major 18-19

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Kinesiology
Associate in Arts for Transfer

The Kinesiology major consists of courses appropriate for an Associate in Arts in Kinesiology for Transfer degree, which provides a foundational understanding of the discipline, a breadth of coursework in the discipline, and preparation for transfer to any CSU that accepts the AA-T. Students who complete the Associate in Arts in Kinesiology for Transfer degree receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Demonstrate a beginning level of knowledge, skill, theory and strategy in at least one sport or physical activity.
- Explain and apply basic physiological principles of human movement in exercise and sports settings.
- Demonstrate an understanding of the structure and function of the body in human performance.
- Recognize the principles of physical fitness development and maintenance as well as the body's responses to physical activity.
- Acquire an understanding of those factors instrumental in the development and performance of motor skills.
- Demonstrate an understanding of the value and significance of physical activity for human interactions, and quality of life.
- Analyze the history, research, and current information in Kinesiology and their current applications.
- Use campus and/or community resources to participate actively in their own education.
- Display leadership, cooperation, sportsmanship and integrity through active participation in fitness and sports.
- Encourage and promote the value of lifelong learning and quality of life through health, sport, fitness and physical activity.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core

KNES 51	Introduction to Kinesiology	3
BIO 11*	Human Anatomy	4
BIO 12*	Human Physiology	4
And		

Revised
Kinesiology
Associate in Arts for Transfer

The Kinesiology major consists of courses appropriate for an Associate in Arts in Kinesiology for Transfer degree, which provides a foundational understanding of the discipline, a breadth of coursework in the discipline, and preparation for transfer to any CSU that accepts the AA-T. Students who complete the Associate in Arts in Kinesiology for Transfer degree receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Demonstrate a beginning level of knowledge, skill, theory and strategy in at least one sport or physical activity.
- Explain and apply basic physiological principles of human movement in exercise and sports settings.
- Demonstrate an understanding of the structure and function of the body in human performance.
- Recognize the principles of physical fitness development and maintenance as well as the body's responses to physical activity.
- Acquire an understanding of those factors instrumental in the development and performance of motor skills.
- Demonstrate an understanding of the value and significance of physical activity for human interactions, and quality of life.
- Analyze the history, research, and current information in Kinesiology and their current applications.
- Use campus and/or community resources to participate actively in their own education.
- Display leadership, cooperation, sportsmanship and integrity through active participation in fitness and sports.
- Encourage and promote the value of lifelong learning and quality of life through health, sport, fitness and physical activity.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. **<u>The California General Education Transfer Curriculum (Cal-GETC).</u>**
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core

KNES 51	Introduction to Kinesiology	3
BIO 11*	Human Anatomy	4
BIO 12*	Human Physiology	4
And		

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Select a maximum of one course each from any three of the following movement-based course areas:

Aquatics		
KNES 41	Swimming for Nonswimmers	1
KNES 41	Swimming for Nonswimmers	1.5
KNES 42*	Intermediate Swimming	1
KNES 42*	Intermediate Swimming	1.5
KNES 44*	Aquatic Conditioning	1
KNES 44*	Aquatic Conditioning	1.5
Combatives		
KNES 90	Beginning Self-Defense	1
Fitness		
KNES 1	Cardiovascular Conditioning	1
KNES 1	Cardiovascular Conditioning	1.5
KNES 8	Beginning Cardio Kickboxing	1
KNES 8	Beginning Cardio Kickboxing	1.5
KNES 50	Aerobic Dance	1
KNES 65	Introduction to Mat Pilates	1
KNES 65	Introduction to Mat Pilates	1.5
Individual Sports		
KNES 20	Beginning Golf I	1
KNES 24	Beginning Tennis I	1
KNES 24	Beginning Tennis I	1.5
KNES 25*	Beginning Tennis II	1
KNES 25*	Beginning Tennis II	1.5
KNES 26*	Intermediate Tennis	1
KNES 26*	Intermediate Tennis	1.5
Team Sports		
KNES 70	Basketball	1
KNES 70	Basketball	1.5
KNES 71*	Advanced Basketball	1
KNES 71*	Advanced Basketball	1.5
KNES 72	Beginning Soccer	1
KNES 72	Beginning Soccer	1.5
KNES 76	Beginning Volleyball	1
KNES 77*	Intermediate Volleyball	1
KNES 81	Beginning Beach Volleyball	1

List A: Select two courses from the following:

BUS 10*	Business Statistics	3
or		
~~**MATH 10**~~*	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
CHEM ~~**108**~~	Introduction to General, Organic, and Biochemistry	4
or		
CHEM 1A*	General Chemistry	5
PHYS 2A*	Introduction to Physics	5
or		
PHYS 4A*	General Physics	5

Select a maximum of one course each from any three of the following movement-based course areas:

Aquatics		
KNES 41	Swimming for Nonswimmers	1
KNES 41	Swimming for Nonswimmers	1.5
KNES 42*	Intermediate Swimming	1
KNES 42*	Intermediate Swimming	1.5
KNES 44*	Aquatic Conditioning	1
KNES 44*	Aquatic Conditioning	1.5
Combatives		
KNES 90	Beginning Self-Defense	1
Fitness		
KNES 1	Cardiovascular Conditioning	1
KNES 1	Cardiovascular Conditioning	1.5
KNES 8	Beginning Cardio Kickboxing	1
KNES 8	Beginning Cardio Kickboxing	1.5
KNES 50	Aerobic Dance	1
KNES 65	Introduction to Mat Pilates	1
KNES 65	Introduction to Mat Pilates	1.5
Individual Sports		
KNES 20	Beginning Golf I	1
KNES 24	Beginning Tennis I	1
KNES 24	Beginning Tennis I	1.5
KNES 25*	Beginning Tennis II	1
KNES 25*	Beginning Tennis II	1.5
KNES 26*	Intermediate Tennis	1
KNES 26*	Intermediate Tennis	1.5
Team Sports		
KNES 70	Basketball	1
KNES 70	Basketball	1.5
KNES 71*	Advanced Basketball	1
KNES 71*	Advanced Basketball	1.5
KNES 72	Beginning Soccer	1
KNES 72	Beginning Soccer	1.5
KNES 76	Beginning Volleyball	1
KNES 77*	Intermediate Volleyball	1
KNES 81	Beginning Beach Volleyball	1

List A: Select two courses from the following:

BUS 10*	Business Statistics	3
or		
STAT C1000*	Introduction to Statistics	3
or		
STAT C1000H* Introduction to Statistics - Honors		**3**
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
CHEM **8**	Introduction to General, Organic, and Biochemistry	4
or		
CHEM 1A*	General Chemistry	5
PHYS 2A*	Introduction to Physics	5
or		
PHYS 4A*	General Physics	5

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PSYC ~~1~~	Introduction to Psychology	3
or		
PSYC ~~1H~~	~~**Honors**~~ Introduction to Psychology	3
or		
SOC 1	Introduction to Sociology	3
or		
SOC 1H	Honors Introduction to Sociology	3

Total Units for the Major 20-25.5

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

PSYC **C1000**	Introduction to Psychology	3
or		
PSYC **C1000H**	Introduction to Psychology **- Honors**	3
or		
SOC 1	Introduction to Sociology	3
or		
SOC 1H	Honors Introduction to Sociology	3
HLTH 1	**Contemporary Health Issues**	**3**

Total Units for the Major 20-25.5

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

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Current
Law, Public Policy, and Society
Associate in Arts for Transfer

The Law, Public Policy, and Society Associate in Arts Degree for Transfer (ADT) is designed to prepare students for a seamless transfer into the California State University (CSU) system to complete a baccalaureate degree in Law, Public Policy, and Society or similar majors such as Sociology, Anthropology, Criminal Justice, Communications, Political Science, Philosophy, Public Administration, Linguistics, American Studies, and Humanities.

This interdisciplinary degree focuses on the development of communication and critical thinking skills, introduces students to the legal field, and prepares students for further study in a variety of majors.

While an associate degree may support attempts to gain entry-level employment or promotion in fields such as business, government, social service, education and law, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer. Students who complete this degree receive priority admission to the CSU system, though admission to a specific campus is not guaranteed.

Program Student Learning Outcomes
Students who complete this program will be able to:
- Analyze social science concepts and theories.
- Evaluate diverse viewpoints related to the human experience.
- Produce evidence-based arguments.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~
1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core
Select either:

HS 19	Introduction to Criminal Justice System	3
or		
SOC 19	Introduction to Criminal Justice System	3

Complete:

PHIL 15~~*~~	Introduction to Ethics	3

Select either:

COMM ~~1*~~	~~**Communication Fundamentals**~~	3
or		
COMM ~~1H*~~	~~**Honors Communication Fundamentals**~~	3

Revised
Law, Public Policy, and Society
Associate in Arts for Transfer

The Law, Public Policy, and Society Associate in Arts Degree for Transfer (ADT) is designed to prepare students for a seamless transfer into the California State University (CSU) system to complete a baccalaureate degree in Law, Public Policy, and Society or similar majors such as Sociology, Anthropology, Criminal Justice, Communications, Political Science, Philosophy, Public Administration, Linguistics, American Studies, and Humanities.

This interdisciplinary degree focuses on the development of communication and critical thinking skills, introduces students to the legal field, and prepares students for further study in a variety of majors.

While an associate degree may support attempts to gain entry-level employment or promotion in fields such as business, government, social service, education and law, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer. Students who complete this degree receive priority admission to the CSU system, though admission to a specific campus is not guaranteed.

Program Student Learning Outcomes
Students who complete this program will be able to:
- Analyze social science concepts and theories.
- Evaluate diverse viewpoints related to the human experience.
- Produce evidence-based arguments.

Associate Degree for Transfer requirements
1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. **<u>The California General Education Transfer Curriculum (Cal-GETC).</u>**
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core
Select either:

HS 19	Introduction to Criminal Justice System	3
or		
SOC 19	Introduction to Criminal Justice System	3

Complete:

PHIL 15	Introduction to Ethics	3

Select either:

COMM **<u>C1000</u>**	**<u>Introduction to Public Speaking</u>**	3
or		
COMM **<u>C1000H</u>**	**<u>Introduction to Public Speaking - Honors</u>**	3

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Select either:		
~~ENG 1A*~~	~~Principles of Composition I~~	4
or		
~~ENG 1AH*~~	~~Honors Principles of Composition I~~	4
Select one:		
COMM 2*	Persuasion	3
COMM 3	Argumentation and Debate	3
~~ENG 1B*~~	~~Principles of Composition II~~	3
~~ENG 1BH*~~	~~Honors Principles of Composition II~~	3
ENG 70*	Critical Thinking, Reading, and Writing	3
PHIL 12~~*~~	Introduction to Logic	3
Select one:		
BUS 10*	Business Statistics	3
~~MATH 10*~~	Introduction to Statistics	3
PSYC 44*	Statistics for the Behavioral Sciences	3
Select either:		
HIST 16	History of the United States to 1876	3
HIST 17	History of the United States Since 1876	3
Select either:		
~~PS 1~~	American Government	3
~~PS 1H~~	~~Honors~~ American Government	3

List A: Select two courses from two of the areas listed below

Area 1: Administrative of Justice/Criminal Justice/ Criminology		
HS 128	Community-Based Corrections	3
HS 187	Juvenile Violence, Gangs, and Victimization	3
Area 2: Business		
BUS 13	Legal Environment and Business Law	3
BUS 13H	Honors Legal Environment and Business Law	3
Area 3: Economics		
ECON 2*	Principles (Macro)	3
ECON 2H*	Honors Principles of Macroeconomics	3
ECON 4*	Principles (Micro)	3
ECON 4H*	Honors Principles of Microeconomics	3
Area 4: Political Science		
PS 4	Introduction to Political Science	3
PS 10H	Honors Political Theory	3
PS 12	Comparative Politics and Government	3
PS 14	International Relations	3
Area 5: Public Policy		
GLST 1*	Introduction to Global Studies	3
GLST 2*	Global Issues	3
SOC 2	Social Problems	3
SOC 2H	Honors Social Problems	3

Select either:		
ENGL C1000*	**Academic Reading and Writing**	4
or		
ENGL C1000H*	**Academic Reading and Writing - Honors**	4
Select one:		
COMM 2*	Persuasion	3
COMM 3	Argumentation and Debate	3
ENGL C1001*	**Critical Thinking and Writing**	3
ENGL C1001H*	**Critical Thinking and Writing - Honors**	3
ENG 70*	Critical Thinking, Reading, and Writing	3
PHIL 12	Introduction to Logic	3
Select one:		
BUS 10*	Business Statistics	3
STAT C1000*	Introduction to Statistics	3
STAT C1000H*	**Introduction to Statistics - Honors**	3
PSYC 44*	Statistics for the Behavioral Sciences	3
Select either:		
HIST 16	History of the United States to 1876	3
HIST 17	History of the United States Since 1876	3
Select either:		
POLS C1000	American Government **and Politics**	3
POLS C1000H	American Government and Politics **- Honors**	3

List A: Select two courses from two of the areas listed below

Area 1: Administrative of Justice/Criminal Justice/ Criminology		
HS 128	Community-Based Corrections	3
HS 187	Juvenile Violence, Gangs, and Victimization	3
Area 2: Business		
BUS 13	Legal Environment and Business Law	3
BUS 13H	Honors Legal Environment and Business Law	3
Area 3: Economics		
ECON 2*	Principles (Macro)	3
ECON 2H*	Honors Principles of Macroeconomics	3
ECON 4*	Principles (Micro)	3
ECON 4H*	Honors Principles of Microeconomics	3
Area 4: Political Science		
PS 4	Introduction to Political Science	3
PS 10H	Honors Political Theory	3
PS 12	Comparative Politics and Government	3
PS 14	International Relations	3
Area 5: Public Policy		
GLST 1*	Introduction to Global Studies	3
GLST 2*	Global Issues	3
SOC 2	Social Problems	3
SOC 2H	Honors Social Problems	3

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Area 6: Diversity		
ANTH 2	Cultural Anthropology	3
ANTH 2H	Honors Cultural Anthropology	3
COMM 20	Intercultural Communication	3
GEOG 2	Cultural Geography	3
GEOG 2H	Honors Cultural Geography	3
SOC 21	Women in Contemporary Society	3
SOC 9	Racial and Ethnic Groups in the United States	3
or		
ES 9	Racial and Ethnic Groups in the United States	3
Area 7: College Success		
COUN 40	College and Career Success	3
Area 8: Internship/Fieldwork		
~~**CWE 180**~~	General Work Experience ~~**3**~~	3
	Total Units for the Major	**31**

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Area 6: Diversity		
ANTH 2	Cultural Anthropology	3
ANTH 2H	Honors Cultural Anthropology	3
COMM 20	Intercultural Communication	3
GEOG 2	Cultural Geography	3
GEOG 2H	Honors Cultural Geography	3
SOC 21	Women in Contemporary Society	3
SOC 9	Racial and Ethnic Groups in the United States	3
or		
ES 9	Racial and Ethnic Groups in the United States	3
Area 7: College Success		
COUN 40	College and Career Success	3
Area 8: Internship/Fieldwork		
INTS 180WE	General Work Experience	3
	Total Units for the Major	**31**

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

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Current
Mathematics
Associate in Science for Transfer

The curriculum in the Mathematics program is designed to provide the transfer student the opportunity to achieve an Associate in Science in Mathematics for Transfer degree by providing the necessary breadth in the field, an introduction to the methods used, and the ability to complete both major preparatory coursework along with courses required for general education. Students who complete the Associate in Science Degree in Mathematics for Transfer receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Demonstrate computational skills at a variety of levels.
- Apply critical thinking skills.
- Demonstrate proficiency in graphing.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education - Breadth Requirements (CSU GE-Breadth).**~~
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

Select one		
MATH 3A*	Analytic Geometry and Calculus	5
or		
MATH 3AH*	Honors Analytic Geometry and Calculus	5
MATH 3B*	Analytic Geometry and Calculus	5
MATH 3C*	Analytic Geometry and Calculus	5

List A: Select one of the following courses

MATH 24*	Elementary Differential Equations	4
MATH 26*	Introduction to Linear Algebra	4

List B: Select one of the following courses

PHYS 4A*	General Physics	5
~~**MATH 10***~~	Introduction to Statistics	3

Total Units for the Major 22-24

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Revised
Mathematics
Associate in Science for Transfer

The curriculum in the Mathematics program is designed to provide the transfer student the opportunity to achieve an Associate in Science in Mathematics for Transfer degree by providing the necessary breadth in the field, an introduction to the methods used, and the ability to complete both major preparatory coursework along with courses required for general education. Students who complete the Associate in Science Degree in Mathematics for Transfer receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Demonstrate computational skills at a variety of levels.
- Apply critical thinking skills.
- Demonstrate proficiency in graphing.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. **<u>The California General Education Transfer Curriculum (Cal-GETC).</u>**
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

Select one		
MATH 3A*	Analytic Geometry and Calculus	5
or		
MATH 3AH*	Honors Analytic Geometry and Calculus	5
MATH 3B*	Analytic Geometry and Calculus	5
MATH 3C*	Analytic Geometry and Calculus	5

List A: Select one of the following courses

MATH 24*	Elementary Differential Equations	4
MATH 26*	Introduction to Linear Algebra	4

List B: Select one of the following courses

PHYS 4A*	General Physics	5
<u>STAT C1000*</u>	Introduction to Statistics	3
<u>or</u>		
<u>STAT C1000H*</u>	**<u>Introduction to Statistics - Honors</u>**	**<u>3</u>**

Total Units for the Major 22-24

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

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Current
Nutrition and Dietetics
Associate in Science for Transfer

The Nutrition program prepares students for a wide variety of employment opportunities involving the applications of fundamentals of normal nutrition. Employment possibilities include public agencies, day-care centers for the young and the elderly, food co-ops, recreation work, pregnancy clinics, education (such as preschool and elementary school), health clubs, gym and figure salons, health food stores and nutritional supplement sales, and drug abuse clinics. The program offers coursework for professional improvement, and some courses can be utilized as transfer courses for students pursuing a Bachelor's degree.

Students who complete the Associate in Science in Nutrition and Dietetics for Transfer degree will receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Transfer to a CSU if pursuing a baccalaureate degree in Nutritional Sciences or similar major.
- Demonstrate a strong foundation in nutrition, culinary, psychology, and biological sciences necessary to pursue a 4-year degree and develop a successful career in Nutrition and Dietetics.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education Breadth Requirements (CSU GE Breadth).**~~
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

NUTR 50	Fundamentals of Nutrition	3
Select one		
PSYC ~~1~~	Introduction to Psychology	3
or		
PSYC ~~1H~~	~~**Honors Introduction to Psychology**~~	3
CHEM 1A*	General Chemistry	5
BIO 15*	General Microbiology	5

List A: Select two courses

CHEM 12A*	Organic Chemistry	5
BIO 11*	Human Anatomy	4
~~**MATH 10***~~	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3

Revised
Nutrition and Dietetics
Associate in Science for Transfer

The Nutrition program prepares students for a wide variety of employment opportunities involving the applications of fundamentals of normal nutrition. Employment possibilities include public agencies, day-care centers for the young and the elderly, food co-ops, recreation work, pregnancy clinics, education (such as preschool and elementary school), health clubs, gym and figure salons, health food stores and nutritional supplement sales, and drug abuse clinics. The program offers coursework for professional improvement, and some courses can be utilized as transfer courses for students pursuing a Bachelor's degree.

Students who complete the Associate in Science in Nutrition and Dietetics for Transfer degree will receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Transfer to a CSU if pursuing a baccalaureate degree in Nutritional Sciences or similar major.
- Demonstrate a strong foundation in nutrition, culinary, psychology, and biological sciences necessary to pursue a 4-year degree and develop a successful career in Nutrition and Dietetics.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. **<u>The California General Education Transfer Curriculum (Cal-GETC).</u>**
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

NUTR 50	Fundamentals of Nutrition	3
Select one		
PSYC **<u>C1000</u>**	Introduction to Psychology	3
or		
PSYC **<u>C1000H</u>**	**<u>Introduction to Psychology - Honors</u>**	**<u>3</u>**
CHEM 1A*	General Chemistry	5
BIO 15*	General Microbiology	5

List A: Select two courses

CHEM 12A*	Organic Chemistry	5
BIO 11*	Human Anatomy	4
<u>STAT C1000*</u>	Introduction to Statistics	3
<u>or</u>		
<u>STAT C1000H*</u>	**<u>Introduction to Statistics - Honors</u>**	**<u>3</u>**
or		
PSYC 44*	Statistics for the Behavioral Sciences	3

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List B: Complete the following course

~~**FN**~~ 110*	Food Preparation Essentials	3

Total Units for the Major 26-28

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

List B: Complete the following course

CUL 110*	Food Preparation Essentials	3

Total Units for the Major 26-28

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
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Current
Psychology
Associate in Arts for Transfer

The curriculum in the Psychology program is designed to provide the transfer student the opportunity to achieve an Associate in Arts in Psychology for Transfer by providing the necessary breadth in the field, an introduction to the methods used, and the ability to complete both major preparatory coursework for psychology along with courses required for general education. Students who complete the Associate in Arts in Psychology for Transfer receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Compare and contrast the major theoretical perspectives in psychology.
- Differentiate psychology from pseudoscience.
- Demonstrate knowledge of basic research methods for gathering and evaluating data.
- Apply the principles of psychology to the diverse world in which they live.

Associate Degree for Transfer ~~requirements (pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
   a. The ~~**Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

Select one		
BUS 10*	Business Statistics	3
or		
~~**MATH 10***~~	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
Select one		
PSYC ~~**1**~~	Introduction to Psychology	3
or		
~~**PSYC 1H**~~	~~**Honors Introduction to Psychology**~~	~~**3**~~
Select one		
PSYC 2*	Research Methods in Psychology	3
or		
PSYC 2H*	Honors Research Methods in Psychology	3

Revised
Psychology
Associate in Arts for Transfer

The curriculum in the Psychology program is designed to provide the transfer student the opportunity to achieve an Associate in Arts in Psychology for Transfer by providing the necessary breadth in the field, an introduction to the methods used, and the ability to complete both major preparatory coursework for psychology along with courses required for general education. Students who complete the Associate in Arts in Psychology for Transfer receive priority admission to the California State University system, though admission to a specific campus is not guaranteed. While an associate degree may support attempts to gain entry-level employment or promotion, a baccalaureate or higher degree is recommended for those considering professional careers, which can be achieved through transfer.

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- Demonstrate knowledge of basic research methods for gathering and evaluating data.
- Apply the principles of psychology to the diverse world in which they live.

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   a. The **California General Education Transfer Curriculum (Cal-GETC)**.
   b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

Select one		
BUS 10*	Business Statistics	3
or		
STAT C1000*	Introduction to Statistics	3
or		
STAT C1000H* Introduction to Statistics - Honors		**3**
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
Select one		
PSYC **C1000**	Introduction to Psychology	3
or		
PSYC C1000H Introduction to Psychology - Honors		**3**
Select one		
PSYC 2*	Research Methods in Psychology	3
or		
PSYC 2H*	Honors Research Methods in Psychology	3

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List A: Select one course

BIO 20	Introduction to Biology	4
PSYC 3*	Biological Psychology	4

List B: Select one course~~,~~ any List A or B ~~course~~ not already used

PSYC 4	Introduction to Cognitive Psychology	3
PSYC 7*	Developmental Psychology - Childhood Through Adolescence	3
PSYC 30*	Social Psychology	3
SOC 30*	Social Psychology	3

List C: Select one course~~,~~ any List A or B ~~course~~ not already used

PSYC 5*	Psychological Aspects of Human Sexuality	3
PSYC 16*	Introduction to Cross-Cultural Psychology	3
PSYC 21	The Psychology of Women	3
PSYC 25*	Psychology of Aging	3
PSYC 33	Psychology of Adjustment	3
PSYC 37*	Abnormal Behavior	3

Total Units for the Major ~~19~~

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

List A: Select one course

BIO 20	Introduction to Biology	4
PSYC 3*	Biological Psychology	4

List B: Select one course <u>or</u> any <u>course from</u> List A or <u>List B</u> not already used

PSYC 4	Introduction to Cognitive Psychology	3
PSYC 7*	Developmental Psychology - Childhood Through Adolescence	3
PSYC 30*	Social Psychology	3
SOC 30*	Social Psychology	3

List C: Select one course <u>or</u> any <u>course from</u> List A or <u>List B</u> not already used

PSYC 5*	Psychological Aspects of Human Sexuality	3
PSYC 16*	Introduction to Cross-Cultural Psychology	3
PSYC 21	The Psychology of Women	3
PSYC 25*	Psychology of Aging	3
PSYC 33	Psychology of Adjustment	3
PSYC 37*	Abnormal Behavior	3

Total Units for the Major 19-20

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
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Current
Public Health
Associate in Science for Transfer

The Associate in Science in Public Health for Transfer Degree (AS-T) is designed to prepare students with a general education in the principles, concepts and methodologies of Public Health. Public Health is a dynamic field that focuses on community-based efforts to prevent disease, prolong life, and promote healthy environments and lifestyles. Students discuss the role of community engagement in promoting public health and social justice. They will learn of the multiple determinants of health, including sociological, economic, genetic, behavioral, environmental, and other factors that impact human health and health disparities. Students will gain understanding of the biopsychosocial basis for health and healthy populations. Students study the risk factors and modes of transmission for infectious and chronic diseases and how these diseases affect both personal and public health. They will apply the basic concepts, methods, and tools of public health data collection, use, and analysis and explain why evidence-based approaches an essential part of public health practice.

Students will be prepared for careers in a variety of settings, including hospitals, state and local health departments, non-profit agencies, educational institutions, research organizations, health clinics, and international programs.

This degree is designed for seamless transfer to a California State University. Students graduating with an Associate in Science in Public Health for Transfer Degree are well positioned to complete a bachelor's degree in a similar major within the California State University system with 60 units of upper-division coursework. Students who complete the Public Health AS-T degree are guaranteed admission to the CSU system, but not to a particular campus or major. Students must maintain a minimum grade point average (GPA) of at least 2.0 in all CSU-transferable coursework. While a minimum 2.0 is required for CSU admission, some majors may require a higher GPA. Please consult a counselor for more information.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Appraise the guiding principles of public health as a discipline, including how public health differs from personal health.
- Propose public health interventions to improve the health of a population.
- Assess the burden of disease on the health of populations, including the impact of environmental exposures and use data to support evidence-based practices.
- Identify the various determinants of health and how it is impacted by policies.

Associate Degree for Transfer requirements ~~(pursuant to SB1440, §66746)~~

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. ~~**The Intersegmental General Education Transfer Curriculum (IGETC) or the California State University General Education-Breadth Requirements (CSU GE-Breadth).**~~
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.

Revised
Public Health
Associate in Science for Transfer

The Associate in Science in Public Health for Transfer Degree (AS-T) is designed to prepare students with a general education in the principles, concepts and methodologies of Public Health. Public Health is a dynamic field that focuses on community-based efforts to prevent disease, prolong life, and promote healthy environments and lifestyles. Students discuss the role of community engagement in promoting public health and social justice. They will learn of the multiple determinants of health, including sociological, economic, genetic, behavioral, environmental, and other factors that impact human health and health disparities. Students will gain understanding of the biopsychosocial basis for health and healthy populations. Students study the risk factors and modes of transmission for infectious and chronic diseases and how these diseases affect both personal and public health. They will apply the basic concepts, methods, and tools of public health data collection, use, and analysis and explain why evidence-based approaches an essential part of public health practice.

Students will be prepared for careers in a variety of settings, including hospitals, state and local health departments, non-profit agencies, educational institutions, research organizations, health clinics, and international programs.

This degree is designed for seamless transfer to a California State University. Students graduating with an Associate in Science in Public Health for Transfer Degree are well positioned to complete a bachelor's degree in a similar major within the California State University system with 60 units of upper-division coursework. Students who complete the Public Health AS-T degree are guaranteed admission to the CSU system, but not to a particular campus or major. Students must maintain a minimum grade point average (GPA) of at least 2.0 in all CSU-transferable coursework. While a minimum 2.0 is required for CSU admission, some majors may require a higher GPA. Please consult a counselor for more information.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Appraise the guiding principles of public health as a discipline, including how public health differs from personal health.
- Propose public health interventions to improve the health of a population.
- Assess the burden of disease on the health of populations, including the impact of environmental exposures and use data to support evidence-based practices.
- Identify the various determinants of health and how it is impacted by policies.

Associate Degree for Transfer requirements

1. Completion of 60 semester units or 90 quarter units that are eligible for transfer to the California State University, including both of the following:
    a. The **California General Education Transfer Curriculum (Cal-GETC)**.
    b. A minimum of 18 semester units or 27 quarter units in a major or area of emphasis, as determined by the community college district.
2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

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2. Obtainment of a minimum grade point average of 2.0. Students must earn a "C" (or "P" Pass) or better in all courses required for the major or area of emphasis.

Required Core:

HLTH 1	Contemporary Health Issues	3
PH 1	Introduction to Public Health	3
BIO 20	Introduction to Biology	4
Select one		
BUS 10*	Business Statistics	3
or		
~~**MATH 10***~~	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3

List A: Select one

CHEM 3*	Fundamental Chemistry	4
CHEM 1A*	General Chemistry	5
BIO 11*	Human Anatomy	4
BIO 12*	Human Physiology	4

List B: Complete the following course

PH 103	Health and Social Justice	3

List C: Select one

HS 170	Alcohol and Other Drugs in Our Society	3
PH 102	Health Education and Promotion	3
HLTH 3	Women's Health Issues	3
PSYC 5*	Psychological Aspects of Human Sexuality	3

Total Units for the Major 23-24

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Required Core:

HLTH 1	Contemporary Health Issues	3
PH 1	Introduction to Public Health	3
BIO 20	Introduction to Biology	4
Select one		
BUS 10*	Business Statistics	3
or		
STAT C1000*	Introduction to Statistics	3
or		
STAT C1000H* Introduction to Statistics - Honors		**3**
or		
PSYC 44*	Statistics for the Behavioral Sciences	3

List A: Select one

CHEM 3*	Fundamental Chemistry	4
CHEM 1A*	General Chemistry	5
BIO 11*	Human Anatomy	4
BIO 12*	Human Physiology	4

List B: Complete the following course

PH 103	Health and Social Justice	3

List C: Select one

HS 170	Alcohol and Other Drugs in Our Society	3
PH 102	Health Education and Promotion	3
HLTH 3	Women's Health Issues	3
PSYC 5*	Psychological Aspects of Human Sexuality	3

Total Units for the Major 23-24

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Studio Arts
Associate of Arts

The A.A. in Studio Arts prepares individuals to generally function as creative artists in visual media. Includes instruction in the traditional fine arts media (drawing, painting, sculpture, printmaking~~,~~) and/or modern media (ceramics, textiles, intermedia, photography, digital images), theory of art, color theory, composition and perspective, anatomy, the techniques and procedures for maintaining equipment and managing a studio, and art portfolio marketing. The Studio Arts A.A. degree provides transfer preparation for students interested in pursuing further education in Studio Arts or Fine Arts. While a baccalaureate or higher degree is recommended, earning the associate degree would demonstrate achievement and will support entrepreneurial students in starting their own creative careers and art related work.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate critical thinking and problem solving skills needed to develop a personal aesthetic.
- Demonstrate practical skills that translate into a higher level of qualification for transfer or employment in the areas of illustration, painting, printmaking, ceramics, sculpture, jewelry, metalsmithing, photography, art education, museum studies, art sales, digital arts and many other art related careers.
- Demonstrate skills to pursue lifelong learning in the areas of studio arts.

Required Core

ART 40	2-D Foundations	3
ART 41*	Three-Dimensional Design	3
ART 50*	Painting - I	3
ART 80	Drawing I	3
ART 85*	Drawing from the Live Model I	3
ARTH 25	Survey of Art History – Ancient Worlds to Gothic	3
ARTH 26*	Survey of Western Art History – Renaissance to Contemporary	3
PHOT 50	Digital Photography I	3
ART 143*	Professional Practices: Launching a Creative Career	3

Restricted Electives: Select four courses (12 units)

ART 9*	Ceramics Fundamentals	3
ART 10*	Ceramics – Handbuilding I	3
ART 14*	Ceramics – Handbuilding II	3
ART 15*	Ceramics – Handbuilding III	3
ART 11*	Ceramics – Wheel I	3
ART 12*	Ceramics – Wheel II	3
ART 13*	Ceramics – Wheel III	3
ART 150*	Architectural Ceramics I	3
ART 20	Beginning Graphic Design	3
or		
GD 20	Beginning Graphic Design	3

Revised
Studio Arts
Associate of Arts

The A.A. in Studio Arts prepares individuals to generally function as creative artists in visual media. Includes instruction in the traditional fine arts media (drawing, painting, sculpture, printmaking) and/or modern media (ceramics, textiles, intermedia, photography, digital images), theory of art, color theory, composition and perspective, anatomy, the techniques and procedures for maintaining equipment and managing a studio, and art portfolio marketing. The Studio Arts A.A. degree provides transfer preparation for students interested in pursuing further education in Studio Arts or Fine Arts. While a baccalaureate or higher degree is recommended, earning the associate degree would demonstrate achievement and will support entrepreneurial students in starting their own creative careers and art related work.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate critical thinking and problem solving skills needed to develop a personal aesthetic.
- Demonstrate practical skills that translate into a higher level of qualification for transfer or employment in the areas of illustration, painting, printmaking, ceramics, sculpture, jewelry, metalsmithing, photography, art education, museum studies, art sales, digital arts and many other art related careers.
- Demonstrate skills to pursue lifelong learning in the areas of studio arts.

Required Core

ART 40	2-D Foundations	3
ART 41*	Three-Dimensional Design	3
ART 50*	Painting - I	3
ART 80	Drawing I	3
ART 85*	Drawing from the Live Model I	3
ARTH 25	Survey of Art History – Ancient Worlds to Gothic	3
ARTH 26*	Survey of Western Art History – Renaissance to Contemporary	3
PHOT 50	Digital Photography I	3
ART 143*	Professional Practices: Launching a Creative Career	3

Restricted Electives: Select four courses (12 units)

ART 9*	Ceramics Fundamentals	3
ART 10*	Ceramics – Handbuilding I	3
ART 14*	Ceramics – Handbuilding II	3
ART 15*	Ceramics – Handbuilding III	3
ART 11*	Ceramics – Wheel I	3
ART 12*	Ceramics – Wheel II	3
ART 13*	Ceramics – Wheel III	3
ART 150*	Architectural Ceramics I	3
ART 20	Beginning Graphic Design	3
or		
GD 20	Beginning Graphic Design	3

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REVISED PROGRAMS
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ART 42*	Color Theory and Practice	3
ART 51*	Painting – II	3
ART 52*	Painting – III	3
ART 53*	Painting from the Live Model I	3
ART 54*	Painting from the Live Model II	3
ART 57*	Watercolor I	3
ART 58*	Watercolor II	3
ART 59*	Watercolor III	3
ART 161*	Opaque Watercolor	3
ART 60*	~~**Intaglio (Etching) and Relief I**~~	3
ART 61*	~~**Intaglio (Etching) and Relief II**~~	3
ART 62*	~~**Intaglio (Etching) and Relief III**~~	3
ART 164*	~~**Intaglio (Etching) and Relief IV**~~	3
ART 63	Introduction to Screen Printing	3
or		
GC 63	Introduction to Screen Printing	3
ART 70	Fundamentals of Sculpture	3
ART 71*	Additive Sculpture	3
ART 72*	Subtractive Sculpture	3
~~**ART 78**~~	~~**Beginning Life Sculpture**~~	~~**3**~~
~~**ART 79***~~	~~**Advanced Life Sculpture**~~	~~**3**~~
ART 81*	Drawing II	3
ART 82*	Drawing III	3
ART 86*	Drawing from the Live Model II	3
ART 87*	Drawing from the Live Model III	3
ART 141	Graphic Rendering Techniques	3
or		
GD 141	Graphic Rendering Techniques	3
ART 142	Package Design	3
or		
GD 142	Package Design	3
ART 145	Graphic Illustration	3
or		
GD 145	Graphic Illustration	3
ART 175*	Metal Casting	3
ART 171*	Metalsmithing & Jewelry I	3
ART 172*	Metalsmithing & Jewelry II	3
ART 173*	Metalsmithing & Jewelry III	3
ART 174*	Metalsmithing & Jewelry IV	3
PHOT 51*	Introduction to Photoshop and Digital Imaging	3
PHOT 55*	Digital Photography II	3
PHOT 152*	Intermediate Photoshop and Digital Imaging	3
PHOT 153*	Advanced Photoshop & Digital Imaging	3
PHOT 154*	Alternative Digital Processes	3
PHOT 156*	Digital Photography III	3
PHOT 157*	Studio Lighting	3
PHOT 167*	Creative Photographic Lighting	3
PHOT 177*	Portraiture Photography	3
ARTH 100	Art Gallery Display and Exhibition	3
BUS 160	Entrepreneurship	3
	Total Units for the Major	**39**

ART 42*	Color Theory and Practice	3
ART 51*	Painting – II	3
ART 52*	Painting – III	3
ART 53*	Painting from the Live Model I	3
ART 54*	Painting from the Live Model II	3
ART 57*	Watercolor I	3
ART 58*	Watercolor II	3
ART 59*	Watercolor III	3
ART 161*	Opaque Watercolor	3
ART 60*	**Printmaking I**	3
ART 61*	**Printmaking II**	3
ART 62*	**Printmaking III**	3
ART 164*	**Printmaking IV**	3
ART 63	Introduction to Screen Printing	3
or		
GC 63	Introduction to Screen Printing	3
ART 70	Fundamentals of Sculpture	3
ART 71*	Additive Sculpture	3
ART 72*	Subtractive Sculpture	3
ART 81*	Drawing II	3
ART 82*	Drawing III	3
ART 86*	Drawing from the Live Model II	3
ART 87*	Drawing from the Live Model III	3
ART 141	Graphic Rendering Techniques	3
or		
GD 141	Graphic Rendering Techniques	3
ART 142	Package Design	3
or		
GD 142	Package Design	3
ART 145	Graphic Illustration	3
or		
GD 145	Graphic Illustration	3
ART 175*	Metal Casting	3
ART 171*	Metalsmithing & Jewelry I	3
ART 172*	Metalsmithing & Jewelry II	3
ART 173*	Metalsmithing & Jewelry III	3
ART 174*	Metalsmithing & Jewelry IV	3
PHOT 51*	Introduction to Photoshop and Digital Imaging	3
PHOT 55*	Digital Photography II	3
PHOT 152*	Intermediate Photoshop and Digital Imaging	3
PHOT 153*	Advanced Photoshop & Digital Imaging	3
PHOT 154*	Alternative Digital Processes	3
PHOT 156*	Digital Photography III	3
PHOT 157*	Studio Lighting	3
PHOT 167*	Creative Photographic Lighting	3
PHOT 177*	Portraiture Photography	3
ARTH 100	Art Gallery Display and Exhibition	3
BUS 160	Entrepreneurship	3
	Total Units for the Major	**39**

SADDLEBACK COLLEGE
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*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Associate of Arts Degree
Complete a minimum of 60 units including the total number of units described above and the General Education requirements with an overall GPA of 2.0 to qualify for the Associate of Arts degree. A minimum of 12 units must be completed at Saddleback College.

General Education Requirements for Associate Degrees
Refer to the Graduation Requirements or to the ~~**CSU-GE and IGETC**~~ pattern~~**s**~~ in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Associate of Arts Degree
Complete a minimum of 60 units including the total number of units described above and the General Education requirements with an overall GPA of 2.0 to qualify for the Associate of Arts degree. A minimum of 12 units must be completed at Saddleback College.

General Education Requirements for Associate Degrees
Refer to the Graduation Requirements or to the **Cal-GETC** pattern in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Sustainable Horticulture
Certificate of Achievement

Sustainability is a key component of the Horticulture Program. Sustainable horticulture is among several fields of study that are uniquely poised to capture opportunities presented by the expanding Green Industry and an increasing awareness of the need to preserve and protect limited resources. The Sustainable Horticulture Certificate of Achievement program is based on horticultural science and technology, and prepares students for careers such as community, residential, and urban farm planning and design, organic grower, arborist, nursery management, nursery sales, nursery support, pest control adviser, and creation of gardens for human well-being and therapy. Careers also include opportunities related to the production and care of ornamental herbaceous plants, trees, shrubs, fruits, nuts, and vegetables commonly used in landscape design, urban farming, therapeutic gardens, and plant nurseries. Students~~, who~~ may pursue being a certified arborist by the State of California~~, may also elect to take HORT 144 to prepare for the C27 Landscape Contractor Licensing Exam~~.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Grow and maintain ornamental plant materials, based on principles of sustainable propagation.
- Identify ~~local~~ plant materials, especially, those well adapted to local conditions including herbaceous ground covers, trees, shrubs, and California natives.
- Identify plants contributing to local ecologies and habitats.

Required Core

HORT 10	Plant Materials-Ornamental	3
HORT 11	Plant Materials-Edibles	3
HORT 20	Introduction to Horticultural Science	4
HORT 112	Plant Propagation	3
HORT 113	Soils and Fertilizers	3
HORT 120	Integrated Pest Management	3

Restricted Electives: Choose one course from each group

Group 1: Choose one of the following

HORT 110	Introduction to Urban Farming	3
~~**HORT 111**~~	~~**Introduction to Permaculture**~~	~~**2**~~
HORT 138	The Sustainable Landscape	3
~~**HORT 144**~~	~~**Licensure for the Landscape Contractor**~~	~~**2**~~

Group 2: Choose one of the following

HORT 140	Business Aspects in Horticulture and Landscape	3
~~**HORT 166**~~	~~**Native Plants in the Urban Landscape**~~	~~**2**~~
HORT 238	Introduction to Wellness Gardening	3
~~**CWE 180†**~~	~~**Co-Op Ed Hort & Landscape**~~	~~**1**~~

Total Units for the Certificate ~~22-25~~

†~~CWE 180~~ should be taken after completing at least 9 units of the Sustainable Horticulture program.

Revised
Sustainable Horticulture
Certificate of Achievement

Sustainability is a key component of the Horticulture Program. Sustainable horticulture is among several fields of study that are uniquely poised to capture opportunities presented by the expanding Green Industry and an increasing awareness of the need to preserve and protect limited resources. The Sustainable Horticulture Certificate of Achievement program is based on horticultural science and technology, and prepares students for careers such as community, residential, and urban farm planning and design, organic grower, arborist, nursery management, nursery sales, nursery support, pest control adviser, and creation of gardens for human well-being and therapy. Careers also include opportunities related to the production and care of ornamental herbaceous plants, trees, shrubs, fruits, nuts, and vegetables commonly used in landscape design, urban farming, therapeutic **and wellness** gardens, and plant nurseries. Students may pursue being a certified arborist by the State of California.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Grow and maintain ornamental plant materials, based on principles of sustainable propagation.
- Identify **native** plant materials, especially, those well adapted to local conditions including herbaceous ground covers, trees, shrubs, and California natives.
- Identify plants contributing to local ecologies and habitats.

Required Core

HORT 10	Plant Materials-Ornamental	3
HORT 11	Plant Materials-Edibles	3
Select one		
HORT 20	Introduction to Horticultural Science	4
or		
HORT 20H	**Honors Introduction to Horticultural Science**	**4**
HORT 112	Plant Propagation	3
HORT 113	Soils and Fertilizers	3
HORT 120	Integrated Pest Management	3

Restricted Electives: Choose one course from each group

Group 1: Choose one of the following

HORT 110	Introduction to Urban Farming	3
HORT 138	The Sustainable Landscape	3
HORT 166	**Native Plants in the Urban Landscape**	**2**

Group 2: Choose one of the following

HORT 111	**Introduction to Permaculture**	**2**
HORT 140	Business Aspects in Horticulture and Landscape	3
HORT 180WE†	**Horticulture and Landscape Design Work Experience**	**2**
HORT 238	Introduction to Wellness Gardening	3

Total Units for the Certificate 23-25

†HORT 180WE should be taken after completing at least 9 units of the Sustainable Horticulture program.

SADDLEBACK COLLEGE
REVISED PROGRAMS
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Current
Sustainable Horticulture
Associate of Science

Sustainability is a key component of the Horticulture Program. Sustainable horticulture is among several fields of study that are uniquely poised to capture opportunities presented by the expanding Green Industry and an increasing awareness of the need to preserve and protect limited resources. The Sustainable Horticulture Associate of Science degree program is based on horticultural science and technology, and prepares students for careers such as community, residential, and urban farm planning and design, organic grower, arborist, nursery management, nursery sales, nursery support, pest control adviser, and creation of gardens for human well-being and therapy. Careers also include opportunities related to the production and care of ornamental herbaceous plants, trees, shrubs, fruits, nuts, and vegetables commonly used in landscape design, urban farming, therapeutic gardens, and plant nurseries. Students~~, who~~ may pursue being a certified arborist by the State of California~~, may also elect to take HORT 144 to prepare for the C27 Landscape Contractor Licensing Exam~~.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Grow and maintain ornamental plant materials, based on principles of sustainable propagation.
- Identify ~~local~~ plant materials, especially, those well adapted to local conditions including herbaceous ground covers, trees, shrubs, and California natives.
- Identify plants contributing to local ecologies and habitats.

Required Core

HORT 10	Plant Materials-Ornamental	3
HORT 11	Plant Materials-Edibles	3
HORT 20	Introduction to Horticultural Science	4
HORT 112	Plant Propagation	3
HORT 113	Soils and Fertilizers	3
HORT 120	Integrated Pest Management	3

Restricted Electives: Choose one course from each group

Group 1: Choose one of the following

HORT 110	Introduction to Urban Farming	3
~~**HORT 111**~~	~~**Introduction to Permaculture**~~	~~**2**~~
HORT 138	The Sustainable Landscape	3
~~**HORT 144**~~	~~**Licensure for the Landscape Contractor**~~	~~**2**~~

Group 2: Choose one of the following

HORT 140	Business Aspects in Horticulture and Landscape	3
~~**HORT 166**~~	~~**Native Plants in the Urban Landscape**~~	~~**2**~~
HORT 238	Introduction to Wellness Gardening	3
~~**CWE 180†**~~	~~**Co-Op Ed Hort & Landscape**~~	~~**1**~~

Total Units for the Major ~~22-25~~

†~~**CWE 180**~~ should be taken after completing at least 9 units of the Sustainable Horticulture program.

Revised
Sustainable Horticulture
Associate of Science

Sustainability is a key component of the Horticulture Program. Sustainable horticulture is among several fields of study that are uniquely poised to capture opportunities presented by the expanding Green Industry and an increasing awareness of the need to preserve and protect limited resources. The Sustainable Horticulture Associate of Science degree program is based on horticultural science and technology, and prepares students for careers such as community, residential, and urban farm planning and design, organic grower, arborist, nursery management, nursery sales, nursery support, pest control adviser, and creation of gardens for human well-being and therapy. Careers also include opportunities related to the production and care of ornamental herbaceous plants, trees, shrubs, fruits, nuts, and vegetables commonly used in landscape design, urban farming, therapeutic **and wellness** gardens, and plant nurseries. Students may pursue being a certified arborist by the State of California.

Program Student Learning Outcomes
Students who complete this program will be able to:

- Grow and maintain ornamental plant materials, based on principles of sustainable propagation.
- Identify **native** plant materials, especially, those well adapted to local conditions including herbaceous ground covers, trees, shrubs, and California natives.
- Identify plants contributing to local ecologies and habitats.

Required Core

HORT 10	Plant Materials-Ornamental	3
HORT 11	Plant Materials-Edibles	3
Select one		
HORT 20	Introduction to Horticultural Science	4
or		
HORT 20H	**Honors Introduction to Horticultural Science**	**4**
HORT 112	Plant Propagation	3
HORT 113	Soils and Fertilizers	3
HORT 120	Integrated Pest Management	3

Restricted Electives: Choose one course from each group

Group 1: Choose one of the following

HORT 110	Introduction to Urban Farming	3
HORT 138	The Sustainable Landscape	3
HORT 166	**Native Plants in the Urban Landscape**	**2**

Group 2: Choose one of the following

HORT 111	**Introduction to Permaculture**	**2**
HORT 140	Business Aspects in Horticulture and Landscape	3
HORT 180WE†	**Horticulture and Landscape Design Work Experience**	**2**
HORT 238	Introduction to Wellness Gardening	3

Total Units for the Major 23-25

†**HORT 180WE** should be taken after completing at least 9 units of the Sustainable Horticulture program.

SADDLEBACK COLLEGE
REVISED PROGRAMS
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Associate of Science Degree
Complete a minimum of 60 units including the total number of units described above and the General Education requirements with an overall GPA of 2.0 to qualify for the Associate of Science degree. A minimum of 12 units must be completed at Saddleback College.

General Education Requirements for Associate Degrees
Refer to the Graduation Requirements or to the ~~**CSU-GE and IGETC**~~ pattern~~s~~ in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

Associate of Science Degree
Complete a minimum of 60 units including the total number of units described above and the General Education requirements with an overall GPA of 2.0 to qualify for the Associate of Science degree. A minimum of 12 units must be completed at Saddleback College.

General Education Requirements for Associate Degrees
Refer to the Graduation Requirements or to the **Cal-GETC** pattern in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

SADDLEBACK COLLEGE
DELETED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Political Science
Associate of Arts

The curriculum in the Political Science Associate of Arts Degree program is designed to provide the transfer student the opportunity to achieve an Associate Degree. While a baccalaureate or higher degree is recommended for those considering majors related to this field such as pre-law, economics, history and journalism, earning the associate degree may support attempts to gain entry level employment in government, advocacy jobs, and lobbyist professions.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate an understanding of the principles and problems of politics in the United States and globally.
- Demonstrate an understanding of the basic systems, theories, ideologies, and models of political analysis.
- Explore specialized fields of study, including international relations, comparative politics, and political philosophy and theory.

Required Core

Select one		
PS 1	American Government	3
or		
PS 1H	Honors American Government	3
PS 4	Introduction to Political Science	3
PS 12	Comparative Politics and Government	3
PS 14	International Relations	3

Restricted Electives (6 units)

Select one		
ECON 2*	Principles (Macro)	3
or		
ECON 2H*	Honors Principles of Macroeconomics	3
Select one		
ECON 4*	Principles (Micro)	3
or		
ECON 4H*	Honors Principles of Microeconomics	3
Select one		
ECON 11	International Political Economy	3
or		
PS 11	International Political Economy	3
HIST 16	History of the United States to 1876	3
HIST 17	History of the United States Since 1876	3
MATH 10*	Introduction to Statistics	3
PS 10H	Honors Political Theory	3
PS 80	Introduction to Contemporary Africa	3
Select one		
SOC 1	Introduction to Sociology	3
or		
SOC 1H	Honors Introduction to Sociology	3
	Total Units for the Major	**18**

*Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Deleted
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SADDLEBACK COLLEGE
DELETED PROGRAMS
ACADEMIC YEAR 2025-2026

Associate of Arts Degree
Complete a minimum of 60 units including the total number of units described above and the General Education requirements with an overall GPA of 2.0 to qualify for the Associate of Arts degree. A minimum of 12 units must be completed at Saddleback College.

General Education Requirements for Associate Degrees
Refer to the Graduation Requirements or to the CSU-GE and IGETC patterns in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

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