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 26, 2024

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

- 1. Approval of Minutes November 12, 2024, p. 5-10
- 2. Approval of Agenda
- 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. Proposed Course Revisions (to Reflect Course Prefix/Number Change for Recommended Preparation Course) for Academic Year 2025-26 Information and Action Item, p. 11-12
 - A. Recommended preparation change
 - a. AEFN 789NC rec prep from FN 210NC or current ServSafe certification to CUL 271NC or current ServSafe certification
 - b. AEFN 790NC rec prep from FN 210NC or current ServSafe certification to CUL 271NC or current ServSafe certification
 - c. AEFN 791NC rec prep from FN 210NC or current ServSafe certification to CUL 271NC or current ServSafe certification
- 7. Proposed New Credit Course Justifications for Academic Year 2025-26 (Spring) Action Item, p. 13-18
 - A. CIMA 633 (233) Business Applications with Artificial Intelligence
 - B. CIMA 636 (136) Introduction to Machine Learning
- 8. Proposed New Credit Program Justifications for Academic Year 2026-27 Action Item, p. 19-23
 - 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
- 9. Proposed New Credit Course Justifications for Academic Year 2026-27 Action Item, p. 24-79
 - 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

AGENDA (Continued)

- 10. Proposed New Credit Courses (Culinary, Hospitality, & Restaurant Management) for Academic Year 2025-26 Action Item, p. 80-81
 - 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
- 11. Proposed New Credit Programs for Academic Year 2025-26 Action Item, p. 82-85
 - 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
- 12. Proposed Course Revisions (CWE, FN) for Academic Year 2025-26 Action Item, p. 86-90
 - 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 <u>CUL 101 and CUL 244</u>
 - 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 $\underline{\text{none}}$
 - 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 <u>none</u>
 - 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 <u>CUL 171 or current ServSafe Certification</u>
 - p. CUL 245 prereq from FN 171 or FN 210 or current ServSafe Certification to $\underline{\text{CUL }244}$

AGENDA

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

- 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
- 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
- 13. Proposed Course Revision and Deletions for Academic Year 2025-26 Consent Item, p. 91
- 14. Proposed Program Revisions for Academic Year 2025-26 Consent Item, p. 92-159
 - A. Advanced Culinary Arts Certificate of Achievement
 - B. Advanced Culinary Arts A.S. degree
 - C. Advanced Fashion Design and Apparel Manufacturing Certificate of Achievement
 - D. Aging Studies Certificate of Achievement
 - E. Aging Studies Interdisciplinary Certificate of Achievement
 - F. Basic Culinary Arts Certificate of Achievement
 - G. Basic Culinary Arts A.S. degree
 - H. Basic Culinary Skills Certificate of Completion
 - I. Biomedical Illustration Certificate of Achievement
 - J. Business Data Analytics and Database A.S. degree
 - K. Catering Certificate of Achievement
 - L. Catering A.S. degree
 - M. Community Health Worker Certificate of Achievement
 - N. Costuming Certificate of Achievement
 - O. Data Analytics Certificate of Achievement
 - P. Ecological Restoration Certificate of Achievement
 - Q. Economics A.A. degree
 - R. Environmental Studies A.A. degree
 - S. Event Planner Occupational Skills Award
 - T. Fashion Design Certificate of Achievement
 - U. Fashion Design A.S. degree
 - V. Fashion Display and Presentation A.S. degree
 - W. Fashion Merchandising Certificate of Achievement
 - X. Fashion Merchandising A.S. degree
 - Y. Fashion Stylist Occupational Skills Award
 - Z. Fashion Technology Occupational Skills Award
 - AA. General Electronic Technology Certificate of Achievement
 - BB.General Electronic Technology A.S. degree
 - CC. Hospitality Management Certificate of Achievement
 - DD. Hospitality Management A.S. degree
 - EE.Kinesiology A.A. degree
 - FF. Kinesiology Exercise Science A.A. degree
 - GG. Medical Laboratory Technician Certificate of Achievement
 - HH. Medical Laboratory Technician A.S. degree
 - II. Sustainable Fashion and Social Entrepreneurship Occupational Skills Award
 - JJ. Travel and Tourism Certificate of Achievement

AGENDA (Continued)

KK.Travel and Tourism A.S. degree

LL. Visual Display and Presentation Certificate of Achievement

MM. Water Resources and Conservation Certificate of Achievement

15. Proposed Program Deletions for Academic Year 2025-26 - Consent Item, p. 160-164

- A. Athletic Training Occupational Skills Award
- B. Family Childcare Certificate of Completion
- C. Infant Toddler Teacher Certificate of Achievement

16. Representational Area Reports (if time allows)

17. Announcements

- A. The first Curriculum Committee meeting of the spring semester is on Tuesday, January 14th at 3pm in AGB 106.
- B. The last GE Committee meeting of the fall semester is today, Tuesday, November 26th, 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 24^{th} .
- 18. Public Interest Announcements (if time allows)
- 19. 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....

Attendance

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

Curriculum Team and Leadership in Attendance

Michelle Duffy
 Stephanie Di Alto
 Curriculum Chair
 Curriculum Specialist

Curriculum Team and Leadership in Absence

1. Aimee Tran Articulation Officer

Tram Vo-Kumamoto VPI

Voting Members in Attendance

Mike Bennett
 Linda Call
 Kinesiology & Athletics
 Health and Wellness

3. Deborah Chau Counseling and Special Programs

4. Tom DeDonno Business and Industry

5. Farida Gabdrakhmanova Arts, Media, Performance, and Design

6. Annie Gilbert Extended Learning7. Susan Miller Health and Wellness

8. June Millovich Humanities and Social Sciences

9. Larry Perez (alt.) Science, Technology, Engineering, and Math

10. Jennifer Rohles Kinesiology & Athletics

11. Brooke Sauter Counseling and Special Programs

12. Carolyn Seaman Instructional Support and Teaching Innovations 13. Tamara Sison Science, Technology, Engineering, and Math

14. Michelle Weckerly Business and Industry

Voting Members Absent

1. Jessica Beck Extended Learning

Ari Grayson
 Carmenmara Hernandez-Bravo
 Arts, Media, Performance, and Design
 Humanities and Social Sciences

4. Karla Westphal (represented by alt.) Science, Technology, Engineering, and Math

Administrators in Attendance

1. Jessica Kaven Humanities and Social Sciences

MINUTES

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
 - First: Linda Call
 - Second: Annie Gilbert
 - Motion passed
- 2. Approval of Agenda
 - Michelle Duffy announced a correction to agenda item 17 HUM 3 was removed from the exhibit since it was presented for information as it is being deactivated effective Fall 2025.
 - There is a modification to agenda item 23; after the agenda was completed the Child Development and Education department decided to delete the Family Childcare Certificate of Completion (item 23J) rather than revise it.
 - First: Annie Gilbert
 - Second: June Millovich
 - 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.
 - Linda Call announced that the Nursing Department received the latest NCLEX pass rate data and Saddleback College continues to be number one in the state and the nation.
- 4. Chair's Report
 - Michelle Duffy shared that CCN Phase I courses are going to the BoT this month and will be submitted to the state soon.
 - All faculty and deans have been notified regarding Phase II courses. Draft templates are set to be released by the end of December; final templates are anticipated in February.
- 5. Curriculum Committee Training Information Item
 - A new resolution was brought to Fall Plenary last week; the status is presently unknown. Resolution 101.01 (F24 Adopt Using Outcomes for the Course Outline of Record in Title 5) called for placing outcomes on the COR rather than objectives. This corresponds with concerns raised regarding the CCN templates, which currently combine objectives and outcomes. Title 5 calls for objectives to be included in the COR while ACCJC calls for outcomes.
 - The new version of META, "Maverick", will go live on January 6th the user interface will be changing. Handbooks will be updated accordingly.
- 6. Spring 2025 Curriculum Calendar Information Only Item, p. 12
 - The Spring 2025 Curriculum Calendar was provided for information.
- 7. Proposed New Taxonomic Pathway for Computer Information Management (CIMAI Artificial Intelligence) for Academic Year 2025-26 Information Only Item, p. 13
 - A new taxonomic pathway for Artificial Intelligence courses (agenda items 9 and 18) was provided for information.
- 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
 - A new taxonomic pathway for the Healthcare Data Analytics Certificate of Completion, which is currently under development, was provided for information.

MINUTES (Continued)

- 9. Proposed New Credit Course Justifications for Academic Year 2025-26 (Spring) Information Item, p. 15-20
 - Two new credit Al courses were provided for information; these courses will be included in the Data Analytics Certificate of Achievement and Business Data Analytics and Database A.S. degree. Brief conversation occurred on the subject of 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
 - Three new credit programs were provided for information; these programs are being developed following research via industry and educational outreach and at the recommendation of an advisory board. Sixteen new courses (agenda item 11) are being created for inclusion in these programs.
- 11. Proposed New Credit Course Justifications for Academic Year 2026-27 Information Item, p. 26-81
 - Sixteen new credit courses were provided for information; these courses will be included in the new Games and Interactive Media Art Certificate of Achievement, Games and Interactive Media Design Certificate of Achievement, and Games and Interactive Media A.S. degree (agenda item 10).
- 12. Proposed New Credit Courses (Culinary, Hospitality, & Restaurant Management) for Academic Year 2025-26 Information Item, p. 82-83
 - Nine new credit courses were provided for information. These courses will be included in existing culinary arts programs; CUL 649/249 will be included in the new Advanced Baking and Pastry certificate and A.S. degree (agenda item 13).
- 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
 - Three new credit programs were provided for information; these stackable awards are being developed to provide specialized training in baking and pastry arts.
- 14. Proposed Course Revisions (CWE, FN) for Academic Year 2025-26 Information Item, p. 88-92
 - This item includes a continuation of revisions to work experience courses in response to Title 5 changes to units/hours. This item also includes revisions to culinary arts courses reflecting the prefix change from FN (Foods and Nutrition) to CUL (Culinary), requisite changes, and/or unit/hour changes.
- 15. Proposed Course Revisions (FN 101 & FN 110) for Academic Year 2025-26 Information and Action Item, p. 93-94
 - Item 15A Prerequisite change for CUL 101
 - o First: June Millovich
 - Second: Brook Sauter
 - Motion passed
 - Item 15B Recommended preparation changes for CUL 101 and CUL 110
 - First: Michelle Weckerly
 - Second: Brook Sauter
 - Motion passed
 - Item 15C Remaining course changes
 - o First: June Millovich
 - Second: Brooke Sauter
 - Motion passed

MINUTES (Continued)

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

- 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
 - Courses 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 UCTCA approval of a requisite course.
 - Item 16A Prerequisite changes for BIO 12, BIO 15, MLT 230, MLT 235, and MLT 236
 - o First: Annie Gilbert
 - Second: Farida Gabdrakhmanova
 - Motion passed
 - Item 16B Remaining course changes
 - o First: Annie Gilbert
 - Second: Farida Gabdrakhmanova
 - Motion passed
- 17. Proposed New General Education Certificate of Achievement (Cal-GETC) for Academic Year 2025-26 Action Item, p. 97-108
 - Michelle reminded Members that this exhibit was revised subsequent to being presented for information at the October 22nd meeting to remove HUM 3, which is being deactivated effective Fall 2025 (agenda item 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.
 - o First: Annie Gilbert
 - o Second: Farida Gabdrakhmanova
 - Motion passed
- 18. Proposed New Credit Course (CIMA 630/130) for Academic Year 2025-26 Action Item, p. 109
 - 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.
 - o First: Annie Gilbert
 - Second: Tom DeDonno
 - Motion passed
- 19. Proposed New Noncredit Courses (HSC and MA) for Academic Year 2025-26 Action Item, p. 110-111
 - Eight new noncredit courses were created for inclusion in three new noncredit medical assisting programs (agenda item 20); credit versions of these courses exist.
 - o First: Susan White
 - Second: Tamara Sison
 - Motion passed
- 20. Proposed New Noncredit Programs for Academic Year 2025-26 Action Item, p. 112-114
 - A. Administrative Medical Assistant Certificate of Completion
 - o First: Annie Gilbert
 - Second: Tamara Sison
 - Motion passed
 - B. Clinical Medical Assistant Certificate of Completion
 - o First: June Millovich
 - Second: Annie Gilbert
 - Motion passed
 - C. Comprehensive Medical Assistant Certificate of Completion
 - First: Annie Gilbert
 - o Second: Farida Gabdrakhmanova
 - Motion passed

MINUTES (Continued)

- 21. Proposed Course Revisions (CWE, HSC, PHYS) for Academic Year 2025-26 Action Item, p. 115-116
 - Item 21A Prerequisite changes for HSC 108 and PHYS 4C
 - o First: Annie Gilbert
 - Second: June Millovich
 - Motion passed
 - Item 21B Remaining course changes; these include additional changes to the Travel Management work experience course, HSC 108, HSC 230, and PHYS 4C.
 - First: June Millovich
 - Second: Annie Gilbert
 - Motion passed
- 22. Proposed Course Revisions and Deletions for Academic Year 2025-26 Consent Item, p. 117-119
 - First: Michelle Weckerly
 - Second: Brooke Sauter
 - Motion passed
- 23. Proposed Program Revisions for Academic Year 2025-26 Consent Item, p. 120-159
 - First: Jennifer Rohles
 - Second: Farida Gabdrakhmanova
 - Motion passed the proposed revisions to the Agriculture Plant Science AS-T Degree, Anthropology A.A. degree, Anthropology AA-T degree, Business Administration 2.0 AS-T degree, Child and Adolescent Development AA-T degree, Communication Studies 2.0 AA-T degree, Computerized Accounting Specialist Certificate of Achievement, Computerized Accounting Specialist A.S. Degree, Economics AA-T degree, Family Childcare Certificate of Completion, Geography AA-T degree, Hospitality Management AS-T degree, Kinesiology AA-T degree, Law, Public Policy, and Society AA-T degree, Mathematics AS-T degree, Nutrition and Dietetics AS-T degree, Psychology AA-T degree, Public Health AS-T degree, Studio Arts A.A. degree, Sustainable Horticulture Certificate of Achievement, and Sustainable Horticulture A.S. degree were approved
- 24. Proposed Program Deletion (Political Science A.A. Degree) for Academic Year 2025-26 Consent Item, p. 160-161
 - First: Annie Gilbert
 - Second: Farida Gabdrakhmanova
 - Motion passed
- 25. Representational Area Reports (if time allows)
 - There were no representational area reports.
- 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 24^{th} .
- 27. Public Interest Announcements (if time allows)
 - The Counseling department is now booking appointments online via the online portal.

MINUTES (Continued)

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

28. Adjourn

The meeting adjourned at 3:50pm.

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 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
				Irng 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
				rec prep from FN 210NC or current
				ServSafe certification to CUL 271NC or
				current ServSafe certification, retaining rpt
CE	AEFN 789NC	669000 00	BASIC FOOD PREP	3 times

SADDLEBACK COLLEGE REVISED COURSES ACADEMIC YEAR 2025-2026

				rec prep from FN 210NC or current
				ServSafe certification to CUL 271NC or
				current ServSafe certification, retaining rpt
CE	AEFN 790NC	669001.00	BAKING BASICS	3 times
				rec prep from FN 210NC or current
				ServSafe certification to CUL 271NC or
				current ServSafe certification, retaining rpt
CE	AEFN 791NC	669002.00	HEALTHY COOKING	3 times

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL								
Date: Click here to enter text. Department: CIMA	Prepared & Submitted by: Course Prefix & Number 600:	Alan Foote CIMA 633 (233)						
Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to								

	blue ink) signatures from your Dep submitting to the Curri		•
lick to enter date	Alan Foote	Alex Forta	
nick to enter date	Print Name	Signature, Faculty	Requestor
			\sim
lick to enter date	Tom DeDonno		mDodone _
	Print Name	Signature, Departn	nent Chair
lick to enter date	Click here to enter text		
	Print Name	Signature,	
			oline Chair (if relevant)
lick to enter date	Kari Irwin for John Jaramillo Click here to enter text	Lan he	. ·
nek to enter date	Print Name	Signature, Dean	
Inits: 3	Lec hrs: 2	Lab hrs	
redit Status: 🛛 Cr	redit – Degree Applicable 🗆 Credit	 Non-degree Applicable 	☐ Non-Credit
000 0707.00	Non Cradit Catagony Click hard	to enter text Occupa	tional Code (SAM): D
OP Code: 0707.00	Non-Credit Category: Click here	•	e Occupational
nts, web sites, ar ineering for the o	m of offering: ☐ Fall ⊠ Spr	Possible ing Year 2026 igence (AI) application ment. The course will s. More specifically, s	e Occupational ns including chatbots, also include prompt

	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 ☐ 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

☐ Addition	onal enrollm		•	xperience stitution (CSU & U	C only) to me	eet lower division
10. Will this co ☐ Yes If ☐ X No			ved family? here to enter to	ext.		
equipmen	ources will be t, facilities. to enter text.	e needed in o	rder to offer th	is class at Saddleba	ack? e.g. staff	f, faculty, supplies/
the Articulat	tion Officer fo	or assistance.	the following info N/A and that this cou X No X No			endations. Please contact
			requirement at (and complete be		□ Yes	X No
Click Course Title		ck at Course No.	CSU Campus		-Required for—	
Click Course Title		<u>ck</u> at <u>C</u>	Click CSU Campus	Click UC Campus	Required for	Click Program or Major
Click		ck (Click	Click	- D	Clial
Course Title	Co	ourse No. at	CSU Campus	UC Campus	Required for	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

NEV	W 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	An Foote			
	Print Name	Signature, Faculty Requestor			
Click to enter date	Tom DeDonno	Som Donone _			
	Print Name	Signature, Department Chair			
Click to enter date	Click here to enter text	_			
	Print Name	Signature, Other related discipline Chair (if relevant)			
	Kari Irwin for John Jaramillo	Va /			
Click to enter date	Click here to enter text	Dan ha-			
	Print Name	Signature, Dean			

these symbols:	O Character max and do not use an ?<>"\/*:) O Machine Learning	y of 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: 070	7.00 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? C-ID Code: Click here to enter text. If yes, see the Articulation Officer for assistance versions. 	☐ Yes with C-ID descriptors.	⊠ No	□ N/A
4.	 A. Will course be cross-listed? ☐ Yes If yes, which department is responsible for sched Reason for cross-listing: Click here to enter text. 	-	essing the cou	rse?
	B. If you are mirroring a Non-Credit course with a	a Credit course- please li	st Credit cours	se here:
5.	5. Justification of recommendation for new course: course meet student needs in ways that currently not?			
	This course is needed because Machine Learning As Artificial Intelligence (AI) becomes part of eve learning models will be in demand. This course w students after the fundamentals of data science of the course was according to the course of	ry business, students the vill be the start for teach	at understand ing students.	how to create machine This is the next step for
6.	5. 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 requi		llor's Guidelines	s for Title 5 §55003
7.	 Will this be a standalone course? ☐ Yes Course will NOT be included in a degree ☒ No Course WILL be included in a degree Which ones: Data Analytics Certificate of Act Analytics and Database AS *Paperwork for the program (new or revised) must 	e and/or certificate pro nievement; Business D	ogram. Pata	new course is being developed
8.	☐ Letter Grade Only	☑ Option of a standard ☑ Pass/Satisfactory Pro	•	•
9.	Additional skills that will be acquired by repe			

CO	arse ritie		Course No.		coo campus		oc carri	Pus	-		1 1061 atti Ot iviajoi
Cl	ick urse Title		Click Course No.	at	Click		Click UC Camp	•	Required fo	Click	,
_	urse Title		Course No.	at –	CSU Campus		UC Camp	pus	-Required for-	CIICK	Program or Major
	urse Title ick		Click		CSU Campus Click		UC Camp C lick	pus			Program or Major
_	ick		Click	at –	Click		Click		-Required for-	Click	
		Will the cour Please attach							□ Yes	X No	
		Private	⊠ Y	⁄es	□ No						
		CSU	Σαια γ ου τουσ Σ Υ		□ No	, , , , , , ,	UC	⊠ Yes	s No		
	12A.	Transfer: Wo	ould you reco	mm	nend that th	is cours	e transfer t	to:			
	_	ee-applicable, culation Offic				ing info	rmation on	articula	ation recomm	endati	ons. Please contact
		ment, faciliti ere to enter t									
l1.				d in	order to of	fer this	class at Sa	addleb	ack? e.g. staf	f, facı	ulty, supplies/
10.	Will th ☐ Yes X No	nis course be If yes, ide	part of an a ntify family:				t.				
	☐ Ad requir	ditional W ditional enro ements for a de documenta	ollment requal baccalaure	uire	d by Trans			SU & U	IC only) to m	eet Io	wer division

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

GE patterns? Please consult with the Articulation Officer before completing this section.

	New Program Initiation Form (not needed for ADTS) Agenda item of the program initiation form (not needed for ADTS) Agenda item of the program initiation form (not needed for ADTS)			
1	Idea for program. ADTs do NOT need to complete this process.			
	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 <u>ibryan@saddleback.edu</u> 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.			
2	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 9/9/24			
	Signature/Date, Division Dean 9-19-74 Other discipline faculty/chair (if applicable) or n/a			
4	Articulation Officer: Review date (if applicable) EWD Director: Review date (if applicable)			
4	Date Initials Date Initials			
-	Curriculum Committee: Review date			

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

Website New Program Status link

Curriculum Chair posts cleared Notice of Intent on the Curriculum

Consultation Council: Review date

6

	Page 20
1	Idea for program. ADTs do NOT need to complete this process.
	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
2	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 603 (53) Intro to Game Design (3 units) *GD 604 (54) Play Studies (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 9/9/24 Signature/Date, Dept. Chair
AN	Signature/Date Division Poun 9 19 4 Other discipline faculty/chair (if applicable) or n/a
4	Articulation Officer: Review date (if applicable) EWD Director: Review date (if applicable)
PC	Date Initials Date Initials In
5	Curriculum Committee: Review date

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

Website New Program Status link

Consultation Council: Review date

6

Curriculum Chair posts cleared Notice of Intent on the Curriculum

1	Idea for program. ADIs do NOT need to complete this process.				
	Faculty Initiator completes Part 2 of this New Program Initiation Form in preparation for Step 3.				
130	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 <u>ibryan@saddleback.edu</u> 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.				
2	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				
	works from the first property with the research of the property of the first property of				
#					
	TOTAL Media Principles (Mondia) TVA administration distribution for the plant of artists (Modific Releasing by a formal set of the control of the of the c				
	This will be an a tributed from the first of the control of the co				
	Alternative in another term of the calculate in the investment of the section of the calculate of the calcul				
	Danier, Dr. Letter, Prince M. Harring, dr. Letter Memble zuerschreiben Merjesteren Werse (Mussel stede Australie				
3	Document Department/Inter-Departmental discussions with signatures in preparation for Step 4				
	Signature/Date, Program Initiator 9/9/24 Signature/Date, Dept. Chair 9/9/24				
	Signature/Date Division Dean Other discipline faculty/chair (if applicable) or n/a				
4	Articulation Officer: Review date (if applicable) Date EWD Director: Review date (if applicable) Date Initials				
5	Curriculum Committee: Review date				
	Consultation Council: Review date 7 Curriculum Chair posts cleared Notice of Intent on the Curriculum				
6	Website New Program Status link				

Games and Inter	active Media - AS	
18 (uired Jnits 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 ui *Interaction Design *Interactive Storyte	n (3 units)
	ne Specialty Area Jnits	
2D Artist Art 40 - 2D Foundations (3 units) Art 41 - 3 Dimensional Design (3 units Art 42 - Color Theory and Practice (3 of 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 Writin ENG 4 - Fiction Fundamentals (3 units CTRV 4 - Cinematic Storytelling (3 units CTRV 40 - Television and Film Scripty	s) its)	
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

	NE	W 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 Cl the Curriculum Offic		ior to submitting to
9/9/2024	Jeffrey Bryan	Signature, Faculty Reque	stor /
Click to enter date 09/15/2024	Click here to enter text. Print Name KARKN TAYLOR	Signature, Department C	hair flow M
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline (Chair (if e evant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean	W.
	edit – Degree Applicable		Non-Credit
Units: 3	Lec hrs: 3	Lab hrs: 0	Non Cradit
TOP Code: 1030	Non-Credit Category: Click here to e		al Code (SAM): D
. Anticipated first ter	rm of offering: ⊠ Fall ☐ Spring	Year 2026	
. Catalog Description):		
esent digital formats.	rvey of games as a form of communication Games studied in relation to the culture a ents analyze and evaluate a large cross-se	nd society in which they w	
C-ID Code:	aligned to a C-ID descriptor?	☑ No ☐ Yes scriptors.	□ N/A
. A. Will course be cr	ross-listed? Yes No tment is responsible for scheduling, under	ting and according the co	urcal

- 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 <u>Chancellor's Guidelines for Title 5 §55003</u>			
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? \Box 1 \Box 2 \Box 3 \Box 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 th	nis course	be part of an approv	ed family?				. 3
	☐ Yes	If ves	, identify family: Click	here to enter te	xt.			
			, racinery rannings once	there is enter to				
	⊠ No							
11	\A/hat	racaurca	s will be needed in or	darta afforthic	lace at Caddlobae	ek2 o a staff fac	ulty supplies/	auinment
11.			wiii be needed in on	der to oner this c	idss at saudienat	Kr e.g. Stall, lat	uity, supplies/ e	чирттепт,
	faciliti							
	New c	lass may	employ current and p	ossibly new-hire	faculty. In-perso	n versions of the	class will be ta	ught in the
	ATAS I	building.						
12.	If degr	ee-applic	able, please complete	e the following in	formation on arti	iculation recomr	nendations. Ple	ease contact
	the Art	iculation	Officer for assistance	. □ N/A				
	12A.	Transfer	: Would you recomm	nend that this cou	urse transfer to:			
		CSU		□ No	UC 🛛	Yes □ No		
		Private	☐ Yes	□ No				
		Will the	course satisfy a majo	r requirement at	CSU or UC?	⊠ Yes	□No	
			ttach documentation	•		23 103		
		riease a	itacii documentation	and complete be	now.			
Crit	ical Histo	ory of Digita	1				Art & Design: G	ames
	nes	ny or bigita	ARTG 80H		UCSC		+Playable Medi	
_	rse Title			CSU Campus	UC Campus	Required for	or Program o	
							Game Design ar	nd Interactive
Gar	me Histor	У	GDIM 49		UCI	Required fo	Media, B.S.	
Cou	rse Title		Course No. at	CSU Campus	UC Campus	Required to	Flogranio	r Major
_		s and Game		Chico			Kinesiology BA	
	irse Title			CSU Campus	UC Campus	Required for		
		ay, Games,					Art, B.F.A.: Inte	
Inte	eractivity		ART 127	East Bay		Required fo	Game Design Co	oncentration
Cou	rse Title		Course No.	CSU Campus	UC Campus	Required in	Program o	r Major
	405					6 05		
			Education: Would you					ne following
	GE pat	tterns? Pl	ease consult with the	Articulation Offi	cer before comp	leting this sectio	n.	
				Is .		I .		
			Language/Rationality (English Comp,					
		Co	mmunication/Analytical	Arts/Humanities	Social/Behavioral	Natural Sciences	Life Long	Ethnic Studies
			inking/Critical Thinking,		Sciences		Understanding	
	cal GE		Mathematics)	<u></u>				
Foo	al OE							

Cal-GETC

 \boxtimes

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

	NEW COU	JRSE 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

	Curriculu	im Office.	
9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter d		Signature, Department Chair	van M
Click to enter d	date Click here to enter text. Print Name	Signature, Other related discipline Chair (if re	levant)
Click to enter d 10/9/2024		Signature, Dean Scott Fo	arthing
Course Title / * :) Games and !	(60 Character max and do not use any of the	ese symbols: ? < > " \ Short Title: Gam	es and Society
Units: 3	Society	Lec hrs: 3	Lab hrs: 0
Credit Status	s: ⊠ Credit – Degree Applicable □ Cred	dit – Non-degree Applicable 🛮 🗆 Non	-Credit
TOP Code: 10	030	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D
1. Anticipa	ated first term of offering:	☐ Spring Year 2026	
2. Catalog	Description:		
educational a	nd critical analysis of computer games as art aids, and tools for persuasion and social cha nd experienced from critical, artistic, and aes dies and ludology.	ange through performance, play, or pa	rticipation. Games are
C-ID Co	course being aligned to a C-ID descriptor? de: see the Articulation Officer for assistance wi	-⊠ Ye s ⊠ No th C-ID descriptors.	□ N/A
	course be cross-listed? ☑ Yes ☒ No		se? Sacialaev

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
	☐ 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? \Box 1 \Box 2 \Box 3 \Box Unlimited (Non-credit only)
	Reason for Repeating:*
	☐ Intercollegiate Athletics
	☐ Intercollegiate Competition
	☐ Occupational Work Experience/General Work Experience

	baccal	litional enro aureate deg de documento	ree.	juired by 1	ransfer Ins	stitution (C	CSU & U	C only)	to meet lower division requirements for a
10.	Will th	is course be	part of a	n approve	d family?				
	□ Yes 図 No	If yes, id	lentify fan	nily: Click h	nere to ent	er text.			
11.	What i		ill be need	led in orde	er to offer t	this class a	t Saddle	eback? (e.g. staff, faculty, supplies/ equipment,
		lass may em ouilding.	ploy curre	ent and po	ssibly new	-hire facul	ty. In-p€	erson ve	ersions of the class will be taught in the
	_	ee-applicabl	•	•	the followi □ N/A	ng informa	ation on	articul	ation recommendations. Please contact
	12A.	Transfer: \	Nould you	recomme	end that thi	is course t	ransfer	to:	
		CSU		⊠ Yes	□ No		UC	⊠ Ye	s 🗆 No
		Private		☐ Yes	□No				
		Will the co			·				⊠ Yes □ No
		Please atta	ich docum	entation a	ind comple	te below:			
Gam	es as Art	& Activism	ARTG 25	W2-1	UCSC		Art & De	sign: Gan	nes +Playable Media B.A.
Cour	se Title		Course No.	CSU Campu	SUC Campus R	equired to			Program or Major
	es and So	oclety	GDIM 41		UCI R	equired fo	Game De	esign and	Interactive Media, B.S.
	se Title				sUC Campus R	equired to			Program or Major
	osophy ar se Title	nd Video Game			SUC Campus R	equired fo	Philosop	ny BA	Program or Major
		l Engagement		East Bay	oc campus ((equired io		Δ·Intera	ction & Game Design Concentration
·—	se Title	- Engagement	Course No.		sUC Campus R	equired fo)[THE COLUMN TO TH	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			\boxtimes			
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 Cha the Curriculum Office		ean prior to submit	ting to
	the curriculum Office	i.		
9/9/2024	Jeffrey Bryan			
		Signature, Facult	y Requestor	2
Click to enter date	Click here to enter text.			
09/15/2024	Print Name KAREN TAYLOR	Signature, Depar	tment Chair	1
lick to enter date	Click here to enter text.			
	Print Name	Signature,	cipline Chair (if relevan	+1
		Other related dis	cipilite chair (il relevan	L)
lick to enter date	Click here to enter text.	Signature, Dean	Shure	
	Print Name	Signature, Dean	01000	
Course Title (60 Chara	cter max and do not use any of Short T	itle: Intro to Gam	e Design	
			C D CO.B.	
these symbols: ? < > "				
	\/*:)			
these symbols: ? < > " Introduction to Game Units: 3	\/*:)	Lab h	rs: 3	
Introduction to Game Units: 3	\	Lab h		
Introduction to Game Units: 3 Credit Status: Cre	\/ * :) • Design Lec hrs: 2	Lab h -degree Applicab		:: D
Introduction to Game Units: 3 Credit Status: Cre	\/ * :) Design Lec hrs: 2 edit – Degree Applicable	Lab h -degree Applicab	e 🛘 Non-Credit	: D
Introduction to Game Units: 3 Credit Status: TOP Code: 1030	Lec hrs: 2 edit – Degree Applicable	Lab h -degree Applicab ter text. Occu	e 🛘 Non-Credit): D
Introduction to Game Units: 3 Credit Status: Crop Code: 1030	Lec hrs: 2 edit – Degree Applicable	Lab h -degree Applicab	e 🛘 Non-Credit	: D
Introduction to Game Units: 3 Credit Status: Cre TOP Code: 1030 Anticipated first tel	Lec hrs: 2 edit – Degree Applicable	Lab h -degree Applicab ter text. Occu	e 🛘 Non-Credit): D
Introduction to Game Units: 3 Credit Status: Cre TOP Code: 1030 Anticipated first tel Catalog Description	Lec hrs: 2 edit – Degree Applicable	Lab h -degree Applicab ter text. Occu Year 2026	e □ Non-Credit pational Code (SAM)	
Introduction to Game Units: 3 Credit Status:	Lec hrs: 2 edit – Degree Applicable	Lab holder degree Applicabeter text. Occu Year 2026	e Non-Credit pational Code (SAM)	n the design
Introduction to Game Units: 3 Credit Status:	Lec hrs: 2 edit – Degree Applicable	Lab had ter text. Occu Year 2026 Experiences and experiences and experiences and usage	e	n the design ents through
Introduction to Game Units: 3 Credit Status:	Lec hrs: 2 edit – Degree Applicable	Lab had been degree Applicable ter text. Occu Year 2026 Experiences and experiences and usage of the complex and usage of the complex and th	e Non-Credit pational Code (SAM) express ideas through of game design elem dents develop nove	n the design ents through I games,
Introduction to Game Units: 3 Credit Status:	Lec hrs: 2 edit – Degree Applicable	Lab had been degree Applicable ter text. Occu Year 2026 Experiences and experiences and usage of the complex and usage of the complex and th	e Non-Credit pational Code (SAM) express ideas through of game design elem dents develop nove	n the design ents through I games,
Introduction to Game Units: 3 Credit Status:	Lec hrs: 2 edit – Degree Applicable	Lab had degree Applicabeter text. Occu Year 2026 Experiences and experiences and usage with the second control of the second control	e Non-Credit pational Code (SAM) express ideas through of game design elem dents develop nove this is not a progran	n the design ents through I games,
Introduction to Game Units: 3 Credit Status:	Lec hrs: 2 edit – Degree Applicable	Lab had been degree Applicable ter text. Occu Year 2026 Experiences and experiences and usage of the complex and usage of the complex and th	e Non-Credit pational Code (SAM) express ideas through of game design elem dents develop nove this is not a progran	n the design ents through I games,

	B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:
	Walter for the property of the form of the problem of the second to the second
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?
prog indu desi	course is meant to provide students with a strong foundation of the basics of game design without requiring any gramming background. We conducted surveys and interviews with stakeholders, including 4 year institutions and ustry professionals, who identified the need for our students to have a strong foundation in the basics of game ign. There are currently no courses that cover those basics at Saddleback without requiring programming wledge.
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? \Box 1 \Box 2 \Box 3 \Box 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

Сои		? Please		the		UC Campus at this course sat icer before comp		$\frac{\text{Game Design C}}{\text{Program o}}$ ment in any of	or Major raction & oncentration or Major
Сои	rse Title 12B. Gene		Course No.	Ι γοι	CSU Campus	at this course sat	isfy a GE require	$\frac{\text{Game Design C}}{\text{Program o}}$ ment in any of	or Major raction & oncentration or Major
Сои				at		UC Campus	Required fo	Game Design C	raction & oncentration
Сои				at			Required fo	Game Design C	raction & oncentration
Cour	- D ' - '		ADT 355		East David				or Major raction &
_								Art, B.F.A.: Inte	
VIDE	rse Title		Course No.	at	CSU Campus	UC Campus	Required fo	Or Program o	nent B2
11:4	eo Game Design		CAGD 170		Chico			Game Develop	
Cour	rse Title		Course No.	-	CSU Campus	UC Campus	nequires it	Program o Computer Anin	,
_	damentals		GDIM 25	at	CSILC	UCI	Required fo	Media, B.S.	- 84aia :
Gan	ne Design				p-ww			Game Design a	
_	rse Title		Course No.	at	CSU Campus	UC Campus	Required fo	Program o	
Fou	ndations of Vide	eo Game	СМРМ 80К			UCSC		Art & Design: G	
			-	_	requirement at and complete b		⊠ Yes	□ No	
	Priva	te		'es	□ No				
	CSU		⊠ '	Yes	□ No	UC 🗵	Yes □ No		
	12A. Trans	sfer: Wo	uld you reco	mm	end that this co	urse transfer to:			
	If degree-app the Articulati					nformation on art	iculation recomn	nendations. Pl	ease contact
	the space w	ould also	have locker	s or	-	ts that allow stud	-		
						e faculty. Class red iring physical tab	-		
11.	facilities.					class at Saddlebad			
	☐ Yes If ☐ No	yes, ider	itify family: (Click	here to enter to	ext.			
	Will this cou	rse be p	art of an app	rov	ed family?				
10.									
10.	*Provide doc	umentatio	on						

Local GE			
Cal-GETC			

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

	NEW COU	RSE PROPOSAL			
	Date: August 9, 2024	Prepared & Submit	ted by:	Jeffrey Bry	an
Department:	: : Graphics	Course Prefix & Nu		GD 604 (54)	
Obtain original	blue ink) signatures fron	n your Department (Curriculum Off		Division Dear	prior to submitting to the
9/9/2024	Jeffrey Bryan		Signature,	Faculty Reque	stor 1
Click to enter date	Click here to enter	ertext. -EN TAYLOR	Signature,	Department C	hair faver n
Click to enter date	Click here to ente Print Name	er text.	Signature,		Chair (if relevant)
Click to enter date	Click here to ente Print Name	er text.	Signature,	Dean Shu	utly.
Course Title (60	Character max and do no	t use any of these sy	mbols: ? <	> "\{\f\Short \]	Title: Play Studies
k ;)		\mathcal{A}	A-1-1-	tis.	-
Play Studies Jnits: 3		- Oli	ec hrs: 2	0	Lab hrs: 3
Credit Status:	☑ Credit – Degree Applic	able □ Credit – N	on-degree	Applicable	☐ Non-Credit
TOP Code: 1030			Non-Credit enter text.	Category: Cl	ick here to Occupational Code (SAM): D
1. Anticipated	first term of offering:	⊠ Fall □ Spr	ing Y	ear 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:
	and the state of t
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?
ther pers	course is meant to provide students with a strong foundation of literacy for the media they are creating, giving ma broad societal perspective of its influence on culture while introducing students to contemporary academic spectives in the field of ludology. We conducted surveys and interviews with stakeholders, including 4 year itutions and industry professionals, who identified the need for our students to have a strong media literacy indation. 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?
	Reason for Repeating:*
	☐ Intercollegiate Athletics
	☐ Intercollegiate Competition
	☐ Occupational Work Experience/General Work Experience

	☐ Additi	onal en	rollment	required by T	ransfer Institut	ion (CSU & L	JC only) to meet low	er division requ	uirements for a
	baccalau	reate d	egree.						
	*Provide	docume	ntation						
10.	Will this	course	be part o	f an approved	d family?				
	□ Yes	If yes,	identify f	amily: Click h	ere to enter te	ĸt.			
	⊠ No								
	What res		will be ne	eeded in orde	er to offer this c	lass at Saddl	eback? e.g. staff, fac	culty, supplies/	equipment,
	New clas	s may e	employ cu	irrent and po	ssibly new-hire	faculty. In-p	erson versions of th	e class will be ta	aught in the
	ATAS bui	lding. C	lassroom	should have	sufficient space	for student	s to practice perform	mance play acti	vities, while
	also prov	riding d	esks and	computers fo	r artistic creatio	on.			
12.	If degree-	-applica	ble, pleas	se complete t	the following inf	formation o	n articulation recom	mendations. Pl	lease contact
t	he Articu	lation (Officer for	assistance.	□ N/A				
	12A. Tr	ansfer:	Would y	ou recomme	nd that this cou	ırse transfer	to:		
		SU			□No	UC	⊠ Yes □ No		
		ivate		□ Yes	□ No				
	F1	ivale		L. 163	LI NO				
	W	/ill the o	course sat	tisfy a major i	requirement at	CSU or UC?		□No	
	Pi	ease at	tach docı	umentation a	nd complete be	low:			
Play a	s a Radical	Endeavoi	rARTG 50	UC	sc	Art & Desig	gn: Games +Playable Me	dia B.A.	
Course	N ANDRES				Campus Required	тог	Program or Major		
	ing Creativ	ity	ART 8	UC	I _{Campus} Required	for Art BA	Due annue en Maion		
Course The G	ood Life		PHIL 104	Chico	Campus	Philosophy	Program or Major		
Course				100000000000000000000000000000000000000	Campus Required		Program or Major		
Leisur	e, Self, and	Society	REC 235	East Bay	•	Recreation	BS		
Course	Title		Course No.	at _{CSU CampusUC}	Campus Required	for	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 605 (55)				

		=	culum Offic		vision bean pri	ior to submitting to
	Jeffrey Brya	an		Signatur	e, Faculty Reque	stor
		to enter text. Karen	Aylor	Signatur	e, Department Cl	hair law N
(Click here to Print Name	to enter text.		Signatur Other re		Chair (if relevant)
	Click here to Print Name	to enter text.		Signatur	e, Dean	wher.
	Non-Credit	: Category: Cli	k here to er	ter text. Year		Il Code (SAM): D
nd m ing a	media influe g aesthetic c	ence, make, a	d convey me to games, ar	eaning, and	d presents met	ores the ways in which hods for designing, eartworks. Focuses o
		D descriptor? or assistance		es criptors.	⊠́ No	□ N/A
latio	ion Officer f	or assistance		criptors.		

- 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.

sect	cors, there is a need to have several specialized courses addressing the needs of that sector. There are currently no rses that focus on this fundamental concept at Saddleback. This course will also prove valuable for the animation ree 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? \Box 1 \Box 2 \Box 3 \Box 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						

*Provide doc	umentation						
10. Will this cou	rse be part of a	n approv	ed family?				
☐ Yes If ⊠ No	yes, identify fan	nily: Clic	k here to enter te	xt.			
11. What resou facilities.	rces will be need	led in or	der to offer this o	class at Saddlebad	:k? e.g. staff, fac	ulty, supplies/ 6	equipment,
creation of a	art objects. Com	puters s	oossibly new-hire hould have variou erson versions of	us drawing softwa	are installed and	should likely h	
_	plicable, please on Officer for as	-	e the following in e. □ N/A	formation on arti	iculation recomr	nendations. Plo	ease contact
12A. Trans	sfer: Would you	recomr	nend that this cou	urse transfer to:			
CSU		Yes	□ No	UC 🗵	Yes 🗆 No		
Priva	te	☐ Yes	□ No				
Pleas Aesthetic Designs	e attach docum ARTG 10		and complete be	elow: ucsc		Art & Design: G +Playable Medi	
Course Title	Course N	o. at	CSU Campus	UC Campus	Required f	Or Program of Game Design as	
Visual Design Fundamentals	GDIM 5	1		UCI		Media, B.S.	iu iiileractive
Course Title Concept Design and	Course N	o. a1	CSU Campus	UC Campus	Required f	Or Program of Computer Anim	
Storyboarding	CAGD 1:		Chico	110 0000000	Dogwired f	Game Develop	
Course Title	Course N	0. d	CSU Campus	UC Campus	Required f	Or Program of Art, B.F.A.: Inte	
Introduction to Illus	tration ART 260	1	East Bay			Game Design C	
Course Title	Course N	o. at	CSU Campus	UC Campus	Required f	or Program o	r Major
			u recommend the		•		the following
	Language/Ratio (English Cor Communication// Thinking/Critical Mathemati	np, Analytical Thinking,	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies

baccalaureate degree.

Local GE

|--|

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 ongmar (blue	ink) signatures from your Department Ch the Curriculum Offic		ean prior to submitting to
9/9/2024	Jeffrey Bryan	Signature, Faculty	Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYUN	Signature, Depart	ment Chair lave R
lick to enter date	Click here to enter text. Print Name	Signature, Other related disc	cipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean	Skuty.
these symbols: ? < > " Environment Design Units: 3 Credit Status: Credit Credit	Lec hrs: 2	Lab hr	
Credit Status: ⊠ Cro TOP Code: 1030	edit – Degree Applicable	n-degree Applicable ter text. Occup	e
. Anticipated first ter		Year 2026	
vironments contextua thoring and implemer e various areas of desi	d techniques of environment design for sta alize art and characters to make and conve nting environmental components into gam ign practices for creating an original environ tive media and game design, like virtual v	y meaning, and pro es, animations, and nment, including s	esents methods for designing, d interactive artworks. Focuses stage and scenic design, and
C-ID Code:	aligned to a C-ID descriptor? Youlation Officer for assistance with C-ID des	es 🗵 N	lo □N/A

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

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

- 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.

con	cept 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?
	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
	0/2024

bac	calaureate degre	ee.						
*Pr	ovide documentat	ion						
10. Wil	ll this course be p	part of an app	rove	ed family?				
	Yes If yes, ide	ntify family: C	lick	here to enter te	ext.			
\boxtimes	No							
	at resources will ilities.	be needed in	ord	ler to offer this o	class at Sa	addleback? e.	.g. staff, facult	ry, supplies/ equipment,
Nev	w class may emp	loy current an	d p	ossibly new-hire	faculty.	Class require:	s access to a c	omputer for the digital
cre	ation of art objec	cts. Computer	s sh	ould have vario	us drawir	ig software in	stalled and sh	ould likely have
acc	ompanying draw	ing tablets. Co	omp	outers should als	so have se	everal industi	ry standard ga	me engines installed, lik
Uni	ty, Unreal, etc. li	n-person versi	ons	of the class will	be taugh	t in the ATAS	building.	
12. If de	egree-applicable,	please comp	lete	the following in	formatio	n on articula	tion recomme	ndations. Please contac
the A	Articulation Offic	er for assistar	ice.	□ N/A				
124	A. Transfer: Wo	ould you reco	nm	end that this co	urse trans	sfer to:		
	CSU	⊠ Y	es	□ No	UC	∑ Yes	□No	
	Private	□ Y	es	□No				
	Will the cour	se satisfy a m	ajor	requirement at	CSU or L	IC?	⊠ Yes [□ No
				and complete be				
	, , , , , , , , , , , , , , , , , , , ,							
Environn	nental Art in the							Art & Design: Games
Expande		ART 80E			UCSC			+Playable Media B.A.
Course Tit		Course No.	at	CSU Campus	UC	Campus	Required for	Program or Major
	chnologies and	10.000.00			116			Game Design and Interactive
Course Tit	ve Media	I&C SCI 62 Course No.	at	CSU Campus	UCI	Campus	Required for	Media, B.S. Program or Major
	tion to Technical	course No.		C30 Campus	00	. campus		Computer Animation and
CGI		CAGD 250		Chico				Game Development BS
Course Tit	le	Course No.	at	CSU Campus	UC	Campus	Required for	Program or Major
								Theatre Arts, B.A.: Stage
				_				Technology and Design
Pencil an	d Color Sketching	THEA 262		East Bay			Doguise d f	Concentration
Course Tit	ile	Course No.	at	CSU Campus	UC	Campus	Required for	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	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 i	nk) signatures from your Department Ch		Dean prior to submitting	to
	the Curriculum Office	e.		
/9/2024	Jeffrey Bryan	Signature, Facul	ty Requestor	7 -
lick to enter date)9/15/224	Click here to enter text. Print Name KAREN TAYLOR	Signature, Depa	rtment Chair Wurn	
lick to enter date	Click here to enter text. Print Name	Signature, Other related di	scipline Chair (if relevant)	
lick to enter date	Click here to enter text. Print Name	Signature, Dean	Shutly.	
these symbols: ? < > " \ Interaction Design Units: 3	Lec hrs: 2	Lab h	nrs: 3	
Interaction Design Units: 3 Credit Status: 🗵 Cre	Lec hrs: 2 dit – Degree Applicable ☐ Credit – Nor	n-degree Applicab	le 🗆 Non-Credit	
Interaction Design Units: 3 Credit Status: OP Code: 1030	Lec hrs: 2 dit – Degree Applicable	n-degree Applicab		
Interaction Design Units: 3	Lec hrs: 2 dit – Degree Applicable	n-degree Applicab ter text. Occu	le 🗆 Non-Credit	
Interaction Design Units: 3 Credit Status:	Lec hrs: 2 dit – Degree Applicable	Year 2026 In, focusing on coof interactions be cation of these elected.	nle	nd

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

9/2024

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?

한 바다하게 하고 있었습니다. 이 교육도 되었습니다. 중심 없는 없어 없어서 그리고 때가 이 없다.

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.

	. There are currently no courses that focus on this fundamental concept at Saddleback. This course will also valuable for the animation degree program.						
6.	ourse Requisites: ist all requisites*: rerequisite: o-requisite: imitation on enrollment: ecommended Prep:. Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003						
7.	/ill 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.	roposed Grading System:						
	Letter Grade Only						
	Pass/No Pass only Pass/Satisfactory Progress/No Pass (P/SP/NP)						
9.	Vill course be Repeatable? ⊠ No □ Yes						
	Additional skills that will be acquired by repeating this course must be included in the course outline.						
	yes, how many times?						
	eason 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	or a					

	*Provide doci	umentati	ion						
		•	oart of an app		ed family? here to enter te	xt.			
	What resour	rces will	be needed in	ord	der to offer this o	lass at Saddlebad	ck? e.g. staff, fac	ulty, supplies/	equipment,
	creation of a	art objed ng draw	cts. Computer ring tablets. C	rs sh omp	nould have variou outers should als	faculty. Class red us drawing softwa o have Adobe Af s of the class will	are installed and ter Effects and II	should likely h lustrator install	ave ed as well as
12. i	f degree-app	olicable,	please comp	lete	the following in	formation on art	iculation recomr	mendations. Pl	ease contact
t	he Articulati	on Offic	er for assista	nce.	□ N/A				
	12A. Trans	for W	auld vou reco	mm	end that this cou	irce transfer to			
	CSU	olei. VV	ouiu you reco 🖂 Y				Yes □ No		
	Priva		□ Y		□No	0C 🖸	TES LINO		
	77774		ᆸ.	CJ					
				-	r requirement at and complete be		⊠ Yes	□ No	
Visua	al Communicati	ion and						Art & Design: G	iames
Inter	action Design		ARTG 80G			UCSC		+Playable Medi	
Cours	e Title		Course No.	at	CSU Campus	UC Campus	Required for	or Program o	or Major
Inter	action and Exp	erience	ART 50B			UCI	Dogwined &	Art BA	
Cours	se Title		Course No.	at	CSU Campus	UC Campus	Required for	Program o Computer Anim	
_	ia Aesthetics		MADT 141		Chico			Game Develop	
	se Title		Course No.	at	CSU Campus	UC Campus	Required for		
	action and Exp		4.07.054		5 . 6			Art, B.F.A.: Inte	
Desig	gn Foundations		ART 251	24	East Bay		Dogwired f	Game Design C	oncentration
Cours	se Title		Course No.	at	CSU Campus	UC Campus	Required f	or Program o	or Major
	12B. Gene	ral Educ	ation: Would	you	ı recommend tha	at this course sat	isfy a GE require	ment in any of	the following
	GE patterns	? Please	consult with	the	Articulation Offi	cer before comp	leting this sectio	n.	
	э	(E Commu	age/Rationality nglish Comp, nication/Analyti g/Critical Thinkir	cal	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies

baccalaureate degree.

Mathematics)

Local GE			
Cal-GETC			

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

B STELLER	NEW COLL	RSE PROPOSAL		3333
Part St	Value of the same		15 344 3	Section 1
	Date: August 9, 2024	Prepared & Submi	tted by: Jeffro	rey Bryan
Department:	: : Graphics	Course Prefix & No	ımber 600: GD 60	08 (58)
Obtain original (I	olue ink) signatures fror	n your Department Curriculum Of		n Dean prior to submitting to the
9/9/2024	Jeffrey Bryan		Signature, Facult y	y Requestor
Click to enter date 09/15/2024	Click here to ente	ertext.	Signature, Depart	tment Chair Lewer n
Click to enter date	Click here to ente Print Name	er text.	Signature, Other related disc	cipline Chair (if relevant)
Click to enter date	Click here to ente Print Name	er text.	Signature, Dean	Shuff.
*:)		t use any of these sy	vmbols: ? < > " \ / !	Short Title: Interactive Story
Interactive Story Units: 3	eiiiig		Lec hrs: 2	Lab hrs: 3
5	7 o 1:			
	Credit – Degree Applic	able LI Credit – N	lon-degree Applic	
TOP Code: 1030			enter text.	gory: Click here to Occupational Code (SAM): D
1. Anticipated	first term of offering:	⊠ Fall □ Sp	ring Year 20	026
2. Catalog Desc	ription:			
the styles, format interactive entert unique to interac	s and creative approach ainment. Includes basic tive entertainment. Con	es used in writing fo scriptwriting and sto cepts are explored t	or visual media wit oryboarding while hrough play, analy	r interactive media. An introduction to th a particular focus on writing for e showcasing alternative approaches ysis, and design culminating in an ing for character-driven stories.
C-ID Code:	e being aligned to a C-ID e Articulation Officer fo		Yes D descriptors.	Ĭ No □ N/A

No 🏻

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

4. A. Will course be cross-listed? Yes

	B. If you are mirroring a Non-Credit course with a Credit course- please list Credit course here:
	a Carata and the case of the Stage of well the Description and the Stage of the Sta
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?
with incli traii inte sect	scourse is meant to provide students with a strong foundation in the basic arts practices of the entertainment arts, in a particular focus on interactive entertainment. We conducted surveys and interviews with stakeholders, auding 4 year institutions and industry professionals, who identified the need for our students to have strong ming with particular specializations. As the focus of our program is developing art students for the games and eractive entertainment sectors, there is a need to have several specialized courses addressing the needs of that cor. 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? \Box 1 \Box 2 \Box 3 \Box Unlimited (Non-credit only)
	Reason for Repeating:*
	☐ Intercollegiate Athletics
	□ Intercollegiate Competition

	☐ Occupational Wor	rk Experience/Ger	neral Work Exp	perience		
	☐ Additional enrolln	nent required by	Transfer Instit	ution (CSU &	UC only) to meet lower o	livision requirements for a
	baccalaureate degre	e.				
	*Provide documentation					
10.	Will this course be p	art of an approve	d family?			
	☐ Yes If yes, iden	ntify family: Click h	nere to enter t	text.		
	⊠ No					
11.	What resources will	be needed in orde	er to offer this	class at Sadd	leback? e.g. staff, faculty	v. supplies/ equipment.
	facilities.				0 ,	
	New class may emplo	oy current and po	ssibly new-hir	re faculty. Cla	ss requires access to a co	omputer for the digital
	•		•	-	oftware installed and sh	
					II be taught in the ATAS I	·
	, , , , , , , , , , , , , , , , , , ,					
12.	If degree-applicable.	please complete	the following i	information o	n articulation recommer	ndations. Please contact
	the Articulation Office	•	□ N/A		Transcription (Coorning)	iadiono i rease contact
	are micealation office	in tor assistance.	□ 14 /7€			
	12A. Transfer: Wo	uld you recomme	and that this co	nurse transfe	r to:	
	CSU CSU	⊠ Yes	□ No	UC	⊠ Yes □ No	
				UC	△ res ∟ ivo	
	Private	☐ Yes	□ No			
		se satisfy a major			⊠ Yes □] No
	Please attach	documentation a	ind complete l	below:		
	- Story Matters	THEA 80P	UCSC		Theater Arts BA	
	e Title		CampusUC Campu	s Required for	Program or Major	ŗ
	telling for Interactive Med	iaGDIM 55 Course No. atcsu	UCI CampusUC Campu	Required for	Game Design and Interactive I	
	e Title ng for Screen Media	MADT 103W Chic			Program or Major Media Arts BA	
	e Title		CampusUC Campu			r
Begin	ning Workshop in Fiction		Bay	•	English, B.A.: Creative Writing	Concentration
Cours	e Title	Course No. at _{CSU}	CampusUC Campu	Required for	Program or Major	r
			·			

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		\boxtimes				

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)				

o a tam of igniar (blac i	nk) signatures from your Department Chai the Curriculum Office.	r and Division Dean prior to submitting to
	the carriedan office.	
9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
lick to enter date 09 15 2024	Click here to enter text. Print Name KAZEN TAYLON	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
3D Modeling Units: 3 Credit Status: ⊠ Cre	Lec hrs: 2 dit – Degree Applicable □ Credit – Non-	Lab hrs: 3 degree Applicable □ Non-Credit
TOP Code: 1030	Non-Credit Category: Click here to ente	
Anticipated first terrCatalog Description:	-	Year 2026
croduces the tools and actices, tools and techroulations. Students devodeling tool. Students p	practices of 3D computer graphics. This couniques of digital modeling, and production prelop proficiency in 3D modeling via lecture produce digital models that demonstrate su	oipeline used primarily in CGI, games, and assignments focused on the use of a 3D
troduces the tools and actices, tools and technulations. Students devodeling tool. Students penniques. Is this course being a C-ID Code:	niques of digital modeling, and production proluction proficiency in 3D modeling via lecture	bipeline used primarily in CGI, games, and assignments focused on the use of a 3E and proficiencies, principles, workflow, and

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

pro	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.	Vill 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.	Vill course be Repeatable? ⊠ No □ Yes						
	Additional skills that will be acquired by repeating this course must be included in the course outline.						
	f yes, how many times?						
	Reason for Repeating:*						
	☐ Intercollegiate Athletics						
	☐ Intercollegiate Competition						
	☐ Occupational Work Experience/General Work Experience						
		ra					
	9/202						

*Provide docu	nentation					
10. Will this cour	se be part of an appro	oved family?				
☐ Yes If y	es, identify family: Cli	ick here to enter te	ext.			
⊠ No						
 What resource facilities. 	es will be needed in o	order to offer this o	class at Saddlebad	ck? e.g. staff, fac	ulty, supplies/	equipment,
	y employ current and	d possibly new-hire	faculty. Class red	uires access to	a computer for	the digital
	t objects. Computers					•
	g drawing tablets. Co		_			
	access. In-person ver			_		
•	·					
12. If degree-app	licable, please comple	ete the following in	formation on art	iculation recomr	mendations. Pl	ease contact
	n Officer for assistant					
		,				
12A. Transf	er: Would you recom	nmend that this cou	urse transfer to:			
CSU	⊠ Ye	es 🗆 No	UC 🗵	Yes □ No		
Privat	e 🗆 Ye	s 🗆 No				
Will th	e course satisfy a maj	jor requirement at	CSU or UC?		□No	
	attach documentation	T)				
		•				
Introduction to 3D					Art & Design: G	iames
Modeling	CMPM 25	at —	UCSC	Required f	+Playable Med	
Course Title	Course No.	at CSU Campus	UC Campus	Nequired I	OI Program o	or Major
Course Title	Course No.	at CSU Campus	UC Campus	Required f	or Program o	or Major
Virtual and Physical	3041361401	coo campus	00 00		Computer Anin	•
Cameras Application		Chico			Game Develop	
Course Title	Course No.	at CSU Campus	UC Campus	Required f		
3D Processes	ART 103	East Bay			Art, B.F.A.: Inte Game Design C	
		at CSU Campus	LIC Commun	Required f	or	
Course Title	Course No.	CSO Campus	UC Campus		Program o	or iviajor
12B. Gener	al Education: Would y	ou recommend that	at this course sat	isfy a GE require	ment in any of	the following
	Please consult with t					
01 pasto						
Ĩ	Language/Rationality					
	(English Comp,	al Amartin to	Social/Behavioral	N-4	Life Long	F41 0: "
	Communication/Analytica Thinking/Critical Thinking		Sciences	Natural Sciences	Understanding	Ethnic Studies
	Mathematics)					

baccalaureate degree.

Local GE			
Cal-GETC			

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

		NEW COURSE PROPOS	SAL	
Date: Augu	st 9, 2024	Prepared & Submi	tted by:	Jeffrey Bryan
Department: Graph	ics	Course Prefix & N	umber 600:	GD 610 (60)
Obtain original (blue i		your Department Chair the Curriculum Office.	and Division (Dean prior to submitting to
9/9/2024	Jeffrey Bryan		Signature, Facul	ty Requestor
lick to enter date 09/15/2024	Click here to ent	ter text. REN TAYLOR	Signature, Depa	rtment Chair wa N
lick to enter date	Click here to ent Print Name	ter text.	Signature, Other related di	scipline Chair (if relevant)
click to enter date	Click here to ent	ter text.	Signature, Dean	Sulle.
3D Character Modeling Units: 3		nrs: 2	Lab I	hrs: 3
 Credit Status: ⊠ Cre	dit – Degree Applica	ble ☐ Credit – Non-de	egree Applicat	ole
TOP Code: 1030	Non-Credit Cate	egory: Click here to enter	text. Occu	ipational Code (SAM): C
. Anticipated first term. Catalog Description:		☑ Fall □ Spring puter graphics with a foo	Year 2026	er creation. This course explore
imarily in CGI, games, a d assignments focused	and simulations. Stud on the use of a 3D r	dents develop proficienc	y in 3D model character. Stu	ng, and production pipeline use ing and character design via lec udents produce digital models t
. Is this course being C-ID Code:		scriptor?] N/A

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

4. A. Will course be cross-listed? \square Yes \square No

- 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? \Box 1 \Box 2 \Box 3 \Box Unlimited (Non-credit only)
	Reason for Repeating:*
	☐ Intercollegiate Athletics
	☐ Intercollegiate Competition
	☐ Occupational Work Experience/General Work Experience
	\square Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.

*Provid	lo n	locum	ontati	21

10. Will this co	urse be part of an appro	oved family?				
☐ Yes II	yes, identify family: Cli	ick here to enter to	ext.			
⊠ No	, , , , ,					
11. What resou	rces will be needed in o	order to offer this	class at Saddleba	ck? e.g. staff, fac	ulty, supplies/ e	equipment,
New class r	nay employ current and	d possibly new-hire	e faculty. Class red	quires access to a	computer for	the digital
	art objects. Computers		•	•	-	
	ing drawing tablets. Co		_		•	
	le access. In-person ver			-	-	8
ioi equitar	e decession person ver	storis or the class	se tasgirt iii ti	ile / i / i / i b a i a i i g	•	
12 If degree-ar	plicable, please comple	ete the following i	nformation on art	iculation recomn	nendations Pl	ease contact
	ion Officer for assistant			iculation recomi	rendations. Th	sase contact
the Articulat	ion onicer for assistant	ce. LIN/A				
12A Tuan	-f \\/ - \					
	sfer: Would you recon					
CSU	⊠ Ye	es 🗆 No	UC 🗵	Yes 🗆 No		
Priva	ate \square Ye	s 🗆 No				
Will	the course satisfy a ma	jor requirement a	t CSU or UC?		□ No	
Plea	se attach documentation	on and complete b	elow:			
Fundamentals of S	ubstance				Art & Design: G	ames
Designer and Paint			UCSC	D 1-16	+Playable Medi	a B.A.
Course Title	Course No.	CSU Campus	UC Campus	Required f	Trogramic	
					Game Design a Media, B.S.	nd Interactive
Course Title	Course No.	at CSU Campus	UC Campus	Required f	or Program o	or Major
					Computer Anin	
Digital Modeling	CAGD 230	Chico			Game Develop	
Course Title	Course No.	at CSU Campus	UC Campus	Required f		
3D Modeling and	ADT 24C	East Bay			Art, B.F.A.: Inte	
Animation I	ART 246	. — —		Required f	Game Design C	
Course Title	Course No.	at CSU Campus	UC Campus	rioqui ca i	Program o	ır Major
12B. Gene	eral Education: Would y	ou recommend th	nat this course sat	isfy a GE require	ment in any of	the following
	? Please consult with t					
de pattern.	or reade conduit with t	ine / it the did the in on	neer before comp	icting this section	•••	
	Language/Rationality	T	1			
	(English Comp,		Social/Behavioral		Life Long	
	Communication/Analytica Thinking/Critical Thinking		Sciences	Natural Sciences	Understanding	Ethnic Studies
-	Mathematics)	o/				
Local GE						

	Cal-GETC			П			
--	----------	--	--	---	--	--	--

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

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

	the Curriculum Office		
/9/2024	Jeffrey Bryan	Signature, Faculty Reques	stor
lick to enter date	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Cl	nair diver ~
lick to enter date	Click here to enter text. Print Name	Signature, Other related discipline C	hair (if relevant)
lick to enter date	Click here to enter text. Print Name	Signature, Dean	uth:
hese symbols: ? < > " 3D Animation	\/ * :) Lec hrs: 2	Lab hrs: 3	
Credit Status: 🗵 Cre	edit – Degree Applicable		Non-Credit I Code (SAM): C
OP Code: 1030 Anticipated first ter Catalog Description oduces the tools and	Non-Credit Category: Click here to enterm of offering: ☐ Fall ☐ Spring ☐ practices of 3D computer graphics with a	Year 2026 Tocus on character creati	I Code (SAM): C on and animation. This
OP Code: 1030 Anticipated first ter Catalog Description oduces the tools and irse explores the basines, and simulations.	Non-Credit Category: Click here to enterm of offering: ☐ Fall ☐ Spring ☐ Spring	Year 2026 Tocus on character creations the production pipeing and character design paracter. Students production	On and animation. This line used primarily in Covia lectures and

- 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?
	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

Local GE

10.	. Will th	nis cour	se be part	t of an app	rov	ed family?				
	☐ Yes	If y	es, identif	fy family: 0	Click	here to enter te	ext.			
	⊠ No									
	Lucii									
11.	W/hat	resoura	es will he	needed in	org	der to offer this o	class at Saddlebad	rk? e.g. staff faci	ulty sunnlies/	equinment
11.	faciliti		C3 WIII DC	necaca n	1010	act to other this t	ciass at Saddiebat	c.g. starr, race	ity, supplies,	equipment,
			v emplov	current a	ad n	ossibly now hire	faculty. Class red	nuires access to a	computer for	the digital
						•	us drawing softw	•	•	•
			_				so have various 3			
			_					_		ig free options
	ioi eq	uitable	access. III	r-person ve	512IC	ons of the class w	vill be taught in tl	ie ATAS building.		
42	16 .1		Carleta at		1	the College Construction	£	taulattau kasassas	on Juliana Bl	
	_					_	formation on art	iculation recomn	nendations. Pl	ease contact
	the Arti	iculatio	n Officer	for assista	nce.	. □ N/A				
	12A.	Transf	er: Would	d you reco	mm	end that this co	urse transfer to:			
		CSU		\boxtimes \	⁄es	□ No	UC 🗵	Yes □ No		
		Privat	9	□ Y	'es	□No				
		Will th	e course	satisfy a m	ainı	r requirement at	CSIL or LIC?		□ No	
				•	-	and complete be		<u> </u>	_ 140	
		ricasc	attacii ut	Jeumentai	lion	and complete be	elow.			
Intr	oduction	to 2D							Art & Design: G	iames
	mation	เบ รม	CI	MPM 26			UCSC		+Playable Medi	
_	rse Title			ourse No.	at	CSU Campus	UC Campus	Required fo	Program	
									Game Design a	nd Interactive
_	~				at			Required fo	Media, B.S.	
Cou	rse Title		Co	ourse No.	ut	CSU Campus	UC Campus	neganeare	Program of Computer Anin	
Dig	ital Anima	ation	CA	AGD 240		Chico			Game Develop	
Cou	rse Title		Co	ourse No.	at	CSU Campus	UC Campus	Required fo	Program o	or Major
									Art, B.F.A.: inte	raction &
4D	Processe:	S	Al	RT 104		East Bay			Game Design C	oncentration
Cou	rse Title		Co	ourse No.	at	CSU Campus	UC Campus	Required fo	Program o	or Major
							at this course sat			the following
	GE pat	tterns?	Please co	nsult with	the	Articulation Offi	icer before comp	leting this section	۱.	
		-						1		
				<pre>/Rationality sh Comp,</pre>						
			. –	sii comp, ation/Analyti	cal	Arts/Humanities	Social/Behavioral	Natural Sciences	Life Long	Ethnic Studies
			_	ritical Thinkir ematics)	ng,		Sciences		Understanding	

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

MARKET ST	1	NEW COU	RSE PROPOSAL	2000	0.350		
	Date	e: August 9, 2024	Prepared & Submi	itted by: Jef	frey Bryan		
Department:	*	: Graphics	Course Prefix & N				
Obtain original (k	olue i	nk) signatures fror	n your Department Curriculum O		on Dean prior	to submitting to the	e
9/9/2024		Jeffrey Br ya n		Signature, Facu	lty Requestor		
Click to enter date 9/16/24	Short field to eliter text.			Signature, Depa	artment Chair	leven m	_
Click to enter date				Signature, Other related discipline Chair (if relevant)			
Click to enter date		Click here to ento Print Name	er text.	Signature, Dean			
*:)	harac	ter max and do no	t use any of these s	ymbols: ? < > " \	/Short Title:	nalog Games	
Analog Games Units: 3				Lec hrs: 2		Lab hrs: 3	
	7.0						
	U Cre	dit – Degree Applic	cable Li Credit – I	Non-degree Appl		on-Credit	
TOP Code: 1030				enter text.	gory: Click her	e to Occupational Co (SAM): D	Jue
1. Anticipated f	irst te	erm of offering:	⊠ Fall □ Sp	oring Year 2	2026		
2. Catalog Desc	riptio	n:					
ecosphere. In grougames, as well as	ups a	nd individually, stu uct usability tests f	dents will play, run, ocused on layout, d	, design, write, w esign cohesion,	orkshop, and and and accessibility	G and broader analogerint/produce analogery, connecting these nedia more broadly.	g forms
C-ID Code:		g aligned to a C-ID	descriptor? r assistance with C-l	Yes D descriptors.	⊠ No	□ N/A	
4. A. Will course	e be o	cross-listed? Ye	es 🗵 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? \Box 1 \Box 2 \Box 3 \Box Unlimited (Non-credit only)						
	Reason for Repeating:*						
	□ Intercollegiate Athletics						
	□ Intercollegiate Competition						
	□ Occupational Work Experience/General Work Experience						
	\square 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 facilit	resources will be neelies.	eded in or	der to of	fer this cl	ass at	Saddl	eback? e.g.	staff, facult	y, supplies/ equi	ipment,
	New	class may employ cur	rent and p	oossibly	new-hire f	acult	y. Class	s requires ac	ccess to a h	ybrid space that	allows
	both	physical and digital cr	eation of	art obje	cts, requir	ing pl	hysical	tables and s	space as we	ell as computers.	Ideally,
	the s	pace would also have	lockers o	r lockabl	e cabinets	that	allows	students to	store need	ed physical supp	lies. In-
	perso	n versions of the class	s will be t	aught in	the ATAS	build	ing.				
12	If deg	ree-applicable, please	complet	e the fol	lowing info	orma	tion or	articulation	ı recomme	ndations Please	e contact
	_	ticulation Officer for a				orma	tion or	r ar ticulation	rrecomme	nautions. Ficus	Contact
	tile Ai	ticulation officer for t	issistance	🗀 🕠	, ,						
	12A.	Transfer: Would yo	u recomn	nend tha	t this cou	rse tr	ansfer	to:			
		CSU	⊠ Yes	□N	О		UC	⊠ Yes □	No		
		Private	☐ Yes	□N	0						
		Will the course satis	fy a majo	r require	ement at 0	CSU o	r UC?		Yes D	□No	
		Please attach docur	nentation	and cor	nplete bel	ow:					
Acce	ssible G	ames	ART 80A Course	.CSU	UCSC	-):			Games +Play	able Media B.A.	
	e Title		No.	atCampus	Campus	Requ	uired fo		_	am or Major	
Role	olaying a	and Improvisational Play	GDIM 53 Course	CSU	UCI	- 2			and Interacti	ve Media, B.S.	
	e Title		No.	a1 _{Campus}	Campus	Kequ	uired fo			am or Major	
	n Studio e Title	o I	ARTI 261 Course	Chico .CSU	UC	-11				Game Development	BS
Cours	c mic		No.	at _{Campus}	Campus	Requ	uired fo				
	_	atre from Personal	THEA	East Bay				Theatre Arts, Concentratio		echnology and Desig	n
Expe	rience		231 Course	CSU		Down	.:				
Cours	e Title		No.	at _{Campus}	UC Campus	Requ	urea to	OI .	Progra	am or Major	
	12B.	General Education: \	Nould vo	u recom	mend that	t this	course	satisfy a GE	requireme	ent in any of the	following
		tterns? Please consul								,	
								, ,			
		Language/Ratio		امدند	0 mb n / 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	[A!	Social	/Behavioral	Natural	Life Long	Ethnic
10		(English Comp, Communic Thinking/Critical Thinking			Arts/Huma	nities		ciences	Sciences	Understanding	Studies

Local GE Cal-GETC

SADDLEBACK COLLEGE CURRICULUM DEVELOPMENT

	NE	W 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 C the Curriculum Offi	•	or to submitting to
9/9/2024	Jeffrey Bryan	Signature, Faculty Reques	stor /
Click to enter date	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Cl	nair was
lick to enter date	Click here to enter text. Print Name	Signature, Other related discipline C	hair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean	uth.
Credit Status: ⊠ Cre FOP Code: 1030 Anticipated first te	Non-Credit Category: Click here to e	enter text. Occupationa	Non-Credit I Code (SAM): C
Catalog Description	1:		
ists. A project-based ernet-mediated socia	Human Computer Interaction and user ex introduction to tools and approaches for I environments, with a particular emphas centered design, observational research, of problem solving.	creating and sharing digita is on art-making and perso	l media content withir onal expression. Using
Is this course being	aligned to a C-ID descriptor?	Yes 💆 No	□ N/A
C-ID Code:	ulation Officer for assistance with C-ID de		

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?

autorities" and the company artists of the autorities of the company of the compa

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? \Box 1 \Box 2 \Box 3 \Box 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								
	baccalaureate degree.								

*p	roi	iide	doc	um	eni	tatio	n

10	Will this cou	rse be part of an appro	ove	ed family?					
	☐ Yes If	es, identify family: Cli	ck	here to enter te	xt.				
	⊠ No								
11	What recour	ces will be needed in o	ord	ler to offer this o	lass at Saddlehan	-k2 a	a staff faci	ulty supplies/e	auinment
11.	facilities.	ces will be needed in c	,,,	ier to oner tills e	lass at Saudichae	JK: C.	g. stan, lact	irty, supplies, e	quipinent,
			. ما	a a a i b b u m a u u h i m a	fooulty Class year			sammutar far	امانداده ما
		ay employ current and							_
	creation of a	rt objects. Computers	sh	ould have variou	is drawing softwa	are in	stalled and	should likely ha	ave
	accompanyi	ng drawing tablets. Co	mp	outers should als	o have Adobe Aft	ter Ef	fects and III	ustrator installe	ed as well as
	free alternat	ives to those software	Ir	n-nerson version	s of the class will	he ta	ught in the	ATAS huilding	
	Tree areeria	ives to those software		r person version	or the class will	DC 10	iogne in the	mine building.	
12	If dogram and	dicable places comple	·+^	the following in	formation on arti	iculat	ion rocomn	andations Blo	aco contact
		olicable, please comple			iormation on arti	iculat	ion recomin	ienuations. Pie	ease contact
	the Articulati	on Officer for assistance	ce.	□ N/A					
	12A. Trans	fer: Would you recom	ım	end that this cou	irse transfer to:				
	CSU	⊠ Ye	S	□ No	UC 🗵	Yes	□ No		
	Priva	e 🗆 Ye	S	□ No					
		he course satisfy a ma e attach documentatio		•		Į	⊠ Yes	□ No	
	oduction to Hun				UCSC			Art & Design: G +Playable Medi	
-	nputer Interactions rse Title	CMPM 80I Course No.	at	CSU Campus	UC Campus	/	Required fo	Program o	
	tter and Media	ART 50A		coo campus	UCI			Art BA	· majo:
_	rse Title	Course No.	at	CSU Campus	UC Campus		Required for	Flogramo	
_	1. 1.							Computer Anim	
-	ign Thinking rse Title	MADT 102 Course No.	a t	Chico CSU Campus	UC Campus		Required for	Game Developr Program o	
COU	rse ricie	Course No.	αL	CSO Campus	oc campus		nequireu ic	Theatre Arts, B.	
								Technology and	
	eraction Design S ools for Designer			East Bay				Concentration	1 5 6 3 16 11
_	rse Title		at	CSU Campus	UC Campus		Required fo	or Programo	r Maior
COU	ise rice	Course No.		C30 Campus	oc campus			i iogiamo	1 1410,01
	12B. Gene	al Education: Would y	n)	recommend tha	at this course sati	isfv a	GF requires	ment in any of t	he following
		Please consult with t					-		ine rollowing
	or harrellis	ricuse consult with the	. 10	, a dealation offi	cer before comp	ייר נוויצ	, 1113 3561101		
		Language/Rationality	7						
		(English Comp,		Arts/Humanities	Social/Behavioral Sciences	Natu	ral Sciences	Life Long Understanding	Ethnic Studies
		Communication/Analytica	1		Sciences			Onucistanung	

	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)

	the Curriculum Office	air and Division Dean prior to submitting to .
3/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLON	Signature, Department Chair Lava
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
Credit Status: 🗵 Cre	edit – Degree Applicable	degree Applicable
TOP Code: 1030	Non credit edicatory. Shek here to ent	
OP Code: 1030 Anticipated first ter Catalog Description	m of offering: ⊠ Fall □ Spring	Year 2026
Anticipated first ter Catalog Description ermediate study of ga periences. Introduces tical path, flow, pacing	m of offering:	

- 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? \Box 1 \Box 2 \Box 3 \Box 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.	faciliti New c both p the sp	es. lass may empl physical and di ace would also	loy current ar gital creation o have locker	nd poor of a	ossibly new-hir art objects, req	e facult uiring pl ets that	y. Class re nysical ta allow stu	equires bles an	access to a h	nybrid sp ell as cor	ies/ equipment, ace that allows nputers. Ideally, cal supplies. In-
	persor	1 401310113 01 1	TIC CIGSS WIII C	ic tu	agit in the Att	-S Bullu	······································				
12.	If degr	ee-applicable,	please comp	lete	the following i	nformat	tion on a	rticulati	ion recomme	ndation	s. Please contact
	the Art	iculation Offic	er for assista	nce.	□ N/A						
	12A.	Transfer: Wo	ould you reco	mm	end that this co	ourse tra	ansfer to:	:			
		CSU	⊠ Y	'es	□ No		UC D	⊠ Yes	□ No		
		Private	□ Y	es	□No						
		N.CH.					63	5	7.	¬	
			•	•	requirement a		r UC?	L	⊠ Yes [□ No	
		Please attach	documentat	ion	and complete I	oelow:					
										Art & Des	ign: Games
Des	sign Build	Experience	CMPM 17			UCSC					Media B.A.
Cou	irse Title		Course No.	at	CSU Campus		UC Campus		Required for		gram or Major
Inte	ermediate	e Game Design	GDIM 27			UCI				Media, B.	sign and Interactiv€ S.
Cou	ırse Title		Course No.	at	CSU Campus		UC Campus	,	Required for		gram or Major
Lev	el Design		CAGD 270		Chico					•	r Animation and velopment BS
_	ırse Title		Course No.	at	CSU Campus	-	UC Campus	5	Required for		gram 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.

UC Campus

Required for

Program or Major

at CSU Campus

Course No.

Course Title

	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)					

J (1.130 t.	nk) signatures from your Department Ch the Curriculum Offic			to submitting to
9/9/2024	Jeffrey Bryan	Signature, Fa	culty Requesto	11
lick to enter date	Click here to enter text. Print Name KARENTAY WORL	Signature, Do	epartment Chair	Klya h
lick to enter date	Click here to enter text. Print Name	Signature, Other related	d discipline Chai	ir (if relevant)
lick to enter date	Click here to enter text. Print Name	Signature, D	ean /	
Jnits: 3	Lec hrs: 2		ab hrs: 3	on-Credit
Credit Status: 🗵 Credit Status: 🖂 Credit Status: Credit	dit – Degree Applicable □ Credit – Nor Non-Credit Category: Click here to er			ode (SAM): D
	Non-Credit Category: Click here to er m of offering: ☐ Spring		ccupational C	
Anticipated first term Catalog Description: roduces the process of plore using a game engeractive game environmerfaces, create non-platining and building medical	Non-Credit Category: Click here to er m of offering: ☐ Spring	Year 202 om the standp characters are ulate objects, s Builds skills in t those goals.	oint of the art ound in 2D/30 ocript menus a n setting expe Includes explo	director. The course of space, develop and graphical user criential goals and in oration of the

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.

σ.	Co-requis Limitation Recomme	quisites*: site: GD 6D3 (53) Introd site: n on enrollment: ended Prep:.			ign es. Refer to the <u>Chancellor's Guidelines for Title 5 §55003</u>
7.	Will this b	oe a standalone course	?		
	☐ Yes	Course will NOT be inc	cluded in a	degree oi	certificate program.
	⊠ No	Course WILL be includ	led in a deg	ree and/o	or certificate program.
	Which on	ies:			
		nd Interactive Media AS			
	*Paperwo	rk for the program (new o	or revised) m	ust be sub	mitted at the same time as the new course is being developed
3.	Proposed	l Grading System:			
	□ Letter	Grade Only		⊠ O _l	otion of a standard letter grade or Pass/No Pass
	☐ Pass/N	lo Pass only		□ Pa	ss/Satisfactory Progress/No Pass (P/SP/NP)
9.	Will cours	se be Repeatable?	⊠ No	□ Yes	
	Additiona	al skills that will be acqu	uired by rep	eating th	is course must be included in the course outline.
	If yes, ho	w many times?		2 🗆 3	☐ Unlimited (Non-credit only)
	Reason fo	or Repeating:*			
	□ Interco	ollegiate Athletics			
	☐ Interco	ollegiate Competition			
	☐ Occupa	ational Work Experienc	ce/General \	Nork Exp	erience
	☐ Additio	onal enrollment require	ed by Transf	er Institu	tion (CSU $\&$ UC only) to meet lower division requirements for a
	baccalaur	reate degree.			
	*Provide a	locumentation			

10.	Will thi	s course be p	part of an app	rove	ed family?				
	☐ Yes	If yes, ide	ntify family: C	lick	here to enter to	ext.			
	⊠ No								
11.			be needed in	orc	ler to offer this	class at Saddle	eback?	e.g. staff, facult	ry, supplies/ equipment,
	facilitie					f 1, 61			- I - 1 N - 2 - II
			-		·				ybrid space that allows
	both ph	nysical and d	igital creation	of a	art objects, requ	iiring physical	tables a	and space as we	ell as computers. Ideally,
	the spa	ce would als	o have lockers	sor	lockable cabine	ts that allow s	tudent	s to store need	ed physical supplies. In-
	person	versions of t	he class will b	e ta	ught in the ATA	S building.			
12.	If degre	e-applicable	. please comp	lete	the following in	nformation on	articula	ation recomme	endations. Please contact
			er for assistar		_				
					,				
	12A.	Transfer: W	ould you reco	mm	end that this co	urse transfer t	to:		
	1	CSU	⊠ Y	'es	□ No	ÜC	⊠ Yes	i □ No	
		Private	□Y	es	□ No				
	1	Will the cou	rse satisfy a m	ajor	requirement a	t CSU or UC?		⊠ Yes [□No
		Please attacl	n documentat	ion	and complete b	elow:			
Dor	igning Exp	orioncos	ARTG 40			UCSC			Art & Design: Games +Playable Media B.A.
-	rse Title	enences	Course No.	at	CSU Campus	UC Camp	ous	Required for	Program or Major
	HIS 55 Di	sneyland	ART HIS 55	at	CSU Campus	UCI		Required for	Art BA
	rse Title oduction t	to Game	Course No.		CSO Campus	UC Camp	ous		Program or Major Computer Animation and
Scri	pting		CAGD 280		Chico				Game Development BS
Cou	rse Title		Course No.	at	CSU Campus	UC Camp	ous	Required for	Program or Major
Cou	rse Title		Course No.	at	CSU Campus	UC Camp	ous	Required for	Program or Major
	12B. (General Educ	cation: Would	γοι	recommend th	nat this course	satisfy	a GE requirem	ent in any of the followin
	CE note	orne Dlace	طخنيا طالتمصمم	th.	Articulation Of	ficer before so	mnlati	na thic coation	

ng 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 Ch the Curriculum Offic	air and Division Dean prior to submitting to e.
9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date	Click here to enter text. Print Name KAREN TAYLON	Signature, Department Chair Lews
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
Credit Status: ⊠ Cre TOP Code: 1030	edit – Degree Applicable	n-degree Applicable
Anticipated first terCatalog Description	m of offering: ⊠ Fall □ Spring	Year 2026
ork in teams to design well as game aesthet th as an art object an oduction development rategies. Students will	and implement a unique game or interactics and world building. Particular attention das a narrative element. Each project prote project protect project projec	of all other coursework for the degree. Students ctive experience. Emphasis on art and level design in should be paid to the development of character esents opportunities to address milestones in the ang entry-level technical and conceptual skills and the various team-based soft skills required in the irements outside of class.
. Is this course being C-ID Code:	aligned to a C-ID descriptor?	⊠ No □ N/A

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?
indu prof dev	scourse is meant to provide students with an opportunity to develop portfolio work for competitive entry into the ustry. We conducted surveys and interviews with stakeholders, including 4 year institutions and industry fessionals, who identified the need for our students to have opportunities to develop games in teams for portfolio elopment. There are currently no courses that cover this need at Saddleback. There is also no course that satisfies collaborative group creation needed for <i>real</i> 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 ☐ 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 coo	wae ne l	Jail of all applo	veu ranniy:				
☐ Yes If	yes, ide	ntify family: Clic	k here to enter te	ext.			
⊠ No							
11. What resour	rces will	be needed in o	rder to offer this o	class at Saddlebad	ck? e.g. staff, fac	ulty, supplies/	equipment,
New class m	av emn	lov current and	possibly new-hire	faculty. Class rec	nuires access to a	a hybrid space	that allows
			art objects, requ		-		
		_	r lockable cabine				
-			taught in the ATA		ents to store net	cucu pirysicur s	аррисэ. пт
person versi	10113 01 1	ille Class Will De	laught in the ATA	5 bullullig.			
40 16 1	1		60			- Lii Bi	
			e the following in	formation on art	iculation recomr	mendations. Pl	ease contact
the Articulati	on Offic	er for assistance	e. 🗆 N/A				
12A. Trans	sfer: Wo	ould you recom	mend that this co	urse transfer to:			
CSU		⊠ Yes	□No	UC 🗵	Yes □ No		
Priva	te	☐ Yes	□No				
11144			o				
			or requirement at		Yes	□ No	
Pleas	e attach	n documentatio	n and complete be	elow:			
Introduction to Gan	ne Art					Art & Design: 6	
Production		ARTG 91		UCSC	Required fo	+Playable Med	
Course Title Introduction to Gan	ne	Course No.	CSU Campus	UC Campus	nequirean	Program of Game Design a	
Development		GDIM 61		UCI		Media, B.S.	ina interactive
Course Title		Course No. a	t CSU Campus	UC Campus	Required for	or Program	or Major
						Computer Anir	
Managing Media Pi	pelines	CAGD 295	Chico		Demoised 6	Game Develop	
Course Title		Course No. a	t CSU Campus	UC Campus	Required for		
4D Project Develops and Preproduction	ment	ART 241	East Bay			Art, B.F.A.: Inte	
		- 2			Required for	Game Design C	
Course Title		Course No.	CSU Campus	UC Campus	riequired r	Program (or Major
12B Gono	ral Educ	ration: Would vo	ou recommend the	at this course sat	ichy a GE roquire	mont in any of	the following
							the following
GE patterns	r Please	consuit with th	e Articulation Off	icer belofe comp	ieting this sectio	П.	
	Langu	ungo / Potionalitu	T	1			
		nage/Rationality Inglish Comp,					
	Commu	nication/Analytical	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
		g/Critical Thinking,		23.67663		anaci atananig	
Local GE	IV	lathematics)					
Cal-GETC							
		_					

School/				
_	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
				Irng 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
				- Tundation
				nc, 2 units/1 hr lec/3 hrs lab/0 hr lrng cntr,
	CUL 606			
D.		002000 00	FOOD AND WINE DAIRING	prereq CUL 101, gr opt GR - Letter Grade or
BI	(206)	993098.00	FOOD AND WINE PAIRING	Pass/No Pass, DE, non-repeatable

ВІ	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
ВІ	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
ВІ	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
ВІ	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
ВІ	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
ВІ	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
ВІ	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

New <u>Introduction to Baking and Pastry</u> 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
<u>or</u>		
ServSafe Cer	tification	
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.

New <u>Advanced Baking and Pastry</u> 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

Students who complete this program will be able to:

- <u>Demonstrate foundational and advanced baking techniques.</u>
- 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	
<u>or</u>		
ServSafe Ce	rtification	
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.

<u>*Students with valid California ServSafe Certification</u> may have this core requirement waived.

New <u>Advanced Baking and Pastry</u> 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.

<u>Program Student Learning Outcomes</u> <u>Students who complete this program will be able to:</u>

- 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	
<u>or</u>		
ServSafe Cer	rtification	
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	
CIII. 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.

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.

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
				Irng 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
				crs id fr CWE 180 to <u>ARCH 180WE</u> , ti fr
				COOPERATIVE WORK EXPERIENCE
				ARCHITECTURAL INTERNSHIP to
				ARCHITECTURE WORK EXPERIENCE, hrs fr &
				hr lec/0 hr lab/3.62 or 4.52 hrs lrng entr to
		000-0- 00		0 hr lec/0 hr lab/6 hrs lrng cntr, units fr 1.0
		992507.00		to <u>2.0</u> , cat desc, sch desc, txt, fr non-
AD	CWE 180	<u>993107.00</u>	CWE: ARCH INTERNSHIP	repeatable to repeatable 4 times

				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
		429986.00		entr to 0 hr lec/0 hr lab/6 hrs lrng entr, txt,
ВІ	CWE 180	993097.00	CO-OP-ED CULINARY ART	retaining repeatability 4 times
				5 1 ,
				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
		338020.00		CUL 171 or current ServSafe Certification,
ВІ	FN 120	993033.00	SUSTAINABLE MEALS	cat desc, sch desc, tps, Irng obj, assign, DE
				crs id fr FN 140 to CUL 160 , hrs fr 1 hr lec/3
				hrs lab/0 hr lrng entr to 2 hrs lec/3 hrs
				lab/0 hrs Irng cntr, units fr 2.0 to 3.0,
				prereq fr FN 171 or FN 210 or current
				ServSafe Certification to CUL 101, cat desc,
		338030.00		sch desc, tps, val, DE fr Emergency use only
ВІ	FN 140	993034.00	WORLD CUISINES	to not Emergency use only
				crs id fr FN 173 to <u>CUL 182</u> , prereq fr FN
				171 or FN 210 or current ServSafe
				Certification to CUL 101 and CUL 244, rec
		338140.00		prep fr FN 101 and 244 to <u>none</u> , cat desc,
ВІ	FN 173	993040.00	CATERING AND BANQUETS	sch desc, tps, Irng obj, assign, moe, val, DE
				crs id fr FN 220 to <u>CUL 220</u> , hrs fr 1 hr lec/3
				hrs lab/0 hr lrng entr to 1 hr lec/1 hr lab/0
				hr Irng cntr, units fr 2.0 to 1.0, prereq fr FN
		220460 40		171 or FN 210 or current ServSafe
DI	EN 220	338160.10	ED DISTRO CLUSINE	Certification to none, cat desc, sch desc, tps, Irng obj, DE
BI	FN 220	993043.00	FR BISTRO CUISINE	1 1 5 5
				crs id fr FN 222 to <u>CUL 222</u> , hrs fr 1 hr lec/3 hrs lab/0 hr lrng cntr to 0.5 hr lec/1.5 hrs
				lab/0 hr Irng cntr, units fr 2.0 to 1.0 , prereq
				fr FN 171 or FN 210 or current ServSafe
		338180.00		Certification to none, cat desc sch desc, tps,
ВІ	FN 222	993044.00	CHINESE CUISINE	Irng obj, txt, DE
ļ.,	114 222	333044.00	CHIVESE COISIVE	111g 00j, txt, D2
				crs id fr FN 223 to CUL 223, hrs fr 1 hr lec/3
				hrs lab/0 hr lrng entr 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,
		338190.00		Irng obj, assign, moe, txt, DE fr Emergency
ВІ	FN 223	993045.00	ASIAN CUISINE	use only to not Emergency use only

				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
		220405.00		
D.	EN 226	338195.00	NATIVICANI CLUCINIT	Certification to none, cat desc sch desc, tps,
ВІ	FN 226	993046.00	MEXICAN CUISINE	txt
				crs id fr FN 227 to <u>CUL 227</u> , hrs fr 1 hr lec/3
				hrs lab/0 hr lrng entr to 0.5 hr lec/1.5 hrs
				lab/0 hr Irng 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,
		429856.00		DE fr Emergency use only to not
BI	FN 227	993047.00	MEDITERRANEAN CUISINE	Emergency use only
				crs id fr FN 228 to <u>CUL 228</u> , hrs fr 1 hr lec/3
				hrs lab/0 hr lrng entr to 1 hr lec/1 hr lab/0
				hr Irng cntr, units fr 2.0 to 1.0, prereq fr FN
				171 or FN 210 or current ServSafe
		428946.00		Certification to none, cat desc sch desc, tps,
BI	FN 228	993048.00	ITALIAN CUISINE	Irng obj, DE
				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
				entr to 0.5 hr lec/1.5 hrs lab/0 hr lrng entr,
				units fr 2.0 to <u>1.0</u> , prereq fr FN 171 or FN
		338197.00		210 or current ServSafe Certification to
BI	FN 230	993049.00	VEGETARIAN CUISINE	<u>none</u> , cat desc sch desc, tps, txt
				crs id fr FN 232 to CUL 232, hrs fr 1 hr lec/3
				hrs lab/0 hr lrng entr to 1 hr lec/1 hr lab/0
				hr Irng cntr, units fr 2.0 to 1.0, prereq fr FN
				171 or FN 210 or current ServSafe
		428456.00		Certification to <u>none</u> , cat desc sch desc, tps,
BI	FN 232	993050.00	HEALTHY COOKING	Irng obj, txt, DE
				crs id fr FN 236 to <u>CUL 236</u> , hrs fr 1 hr lec/3
				hrs lab/0 hr lrng entr to 0.5 hr lec/1.5 hrs
				lab/0 hr Irng cntr, units fr 2.0 to 1.0, prereq
				fr FN 171 or FN 210 or current ServSafe
		429564.00		Certification to <u>none</u> , cat desc sch desc, tps,
BI	FN 236	993052.00	AMERICAN REG CUISINE	txt
				crs id fr FN 241 to <u>CUL 201</u> , 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
		003635.00		ServSafe Certification to CUL 101, rec prep
 	EN 244	992635.00	CHILINIA DV DDINIC !!	fr FN 101 to none , cat desc sch desc, tps,
BI	FN 241	<u>993053.00</u>	CULINARY PRINC II	assign, moe, txt

				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,
		430233.00		tps, assign, txt, DE fr Emergency use only to
ВІ	FN 244	993054.00	BAKING FUNDAMENTALS I	not Emergency use only
				crs id fr FN 245 to <u>CUL 245</u> , prereq fr FN
				171 or FN 210 or current ServSafe
		430235.00		Certification to CUL 244, rec prep fr FN 244
ВІ	FN 245	993055.00	BAKING FUND II	to <u>none</u> , cat desc, sch desc, txt
				crs id fr FN 246 to CUL 210, prereq fr FN
				171 or FN 210 or current ServSafe
				Certification to CUL 171 or current
		992636.00		ServSafe Certification, cat desc, sch desc,
ВІ	FN 246	993056.00	INTRO TO CULINARY	tps, assign, moe, txt
				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 entr to 3 hrs lec/0 hr lab/0
		992579.00		hr Irng cntr , units fr 1.0 to 3.0 , cat desc, sch
ВІ	FN 261	<u>993057.00</u>	INTERNSHIP	desc, tps, Irng obj, assign, moe, txt, DE
				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
		431647.00		101, cat desc, sch desc, tps, lrng obj, assign,
ВІ	FN 285	<u>993058.00</u>	PERSONAL CHEF	moe, val, DE
				crs id fr FN 286 to CUL 250, prereq fr FN
				171 or FN 210 or current ServSafe
		4 30237.00		Certification to CUL 244, cat desc, sch desc,
ВІ	FN 286	<u>993059.00</u>	SUGAR CONFECTIONERY	tps, val
				crs id fr FN 287 to CUL 251, prereq fr FN
				171 or FN 210 or current ServSafe
		4 30236.00		Certification to CUL 244, cat desc, sch desc,
ВІ	FN 287	<u>993060.00</u>	CHOCOLATE CONFECTION	tps, val
				crs id fr FN 288 to CUL 246, prereq fr FN
				171 or FN 210 or current ServSafe
		4 30238.00		Certification to CUL 101 and CUL 244, cat
ВІ	FN 288	993061.00	ADV BAKING AND PASTRY	desc, sch desc, tps, txt, val

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

SADDLEBACK COLLEGE REVISED AND DELETED COURSES ACADEMIC YEAR 2025-2026

School/				
	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
				Irng 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
SH	CDE 401NC	103008.00	FAM CLD CARE BUS PRAC	dc
SH	CDE 402NC	103009.00	FAM CLD CARE CURR ENV	dc
	5=1.0			txt, val, fr not DE to DE- Emergency Use
SM	PHYS 4C	698050.00	GENERAL PHYSICS	only

Current **Advanced Culinary Arts Certificate of Achievement**

The Advanced Culinary Arts Certificate of Achievement program prepares students for many contemporary employment opportunities within the restaurant and hospitality industries as professional culinarians. Some of these positions include, but are not limited to, institution and cafeteria cooks, private household chefs, food preparation workers, food service managers, ehefs and head cooks, supervisors of food preparation and serving workers, and line and prep cooks in all areas of restaurant and hospitality industries. The program offers coursework for both career training and professional improvement. Students will be provided with the essential skills of sanitation, foundational and advanced cooking and baking, various ethnic and regional cuisines as well as operations and production in order to reach their career goals and to be competitive in the marketplace.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for entry-level employment in the hospitality industry.
- Demonstrate fundamental knowledge and skills related to the culinary arts.
- Demonstrate competence in food production while using safety and sanitation protocol necessary for employment in the culinary arts.

Required Core Select one FN 171 *** Sanitation and Safety 2 or ServSafe in Food Production FN 210 * ServSafe Certification Introduction to Culinary Arts FN 246* Sustainable Meals FN 120* Classical French Cuisine FN 142* FN 173* Catering and Banquets FN 110* Food Preparation Essentials 3 FN 101* Culinary Principles I 3 FN 241* Culinary Principles II 3 Baking Fundamentals I FN 244* 3 **Baking Fundamentals II** FN 245* Food and Beverage Operations FN 176 3 **Nutrition for Culinary Professionals** FN 205 CWE 180[‡] Co-Op-Ed Culinary Arts and FN 261[‡] **Internship** Restricted Electives: Select two courses World Cuisines FN 140* French Bistro Cuisine FN 220* FN 222* Chinese Cuisine FN 223* Asian Cuisine FN 226* **Mexican Cuisine** FN 227* **Mediterranean Cuisine**

Revised **Advanced Culinary Arts Certificate of Achievement**

The Advanced Culinary Arts Certificate of Achievement is a stackable award that builds upon the coursework in the Introduction to Culinary Arts program and prepares students for many contemporary entry to midlevel employment opportunities within the restaurant and hospitality industries as professional culinarians. Some of these positions include, but are not limited to, institution and cafeteria cooks, private household chefs, food preparation workers, food service managers, cooks, supervisors of food preparation and serving workers, and line and prep cooks in all areas of restaurant and hospitality industries. The program offers coursework for both career training and professional improvement. Students will be provided with the essential skills of **food safety and** sanitation, foundational and advanced cooking and baking, various ethnic and regional cuisines as well as operations and production to reach their career goals and to be competitive in the marketplace. Students are required to follow Culinary Department dress standards.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate skill in culinary methods and techniques, including culinary knowledge, and organization (mise en place*).
- Apply scientific knowledge and principles of nutrition, product knowledge, ingredient functionality, sanitation, and food safety.
- Demonstrate strong teamwork while exemplifying collaboration skills professionalism and leadership.
- Apply basic management principles and practice service techniques and use of service equipment.

Required Core

Salaat ana

CUL 206*

Select one		
<u>CUL</u> 171 ***	Sanitation and Safety	2
or		
ServSafe Cert	ification	
<u>CUL</u> 101*	Culinary Principles I	3
<u>CUL</u> 110*	Food Preparation Essentials	3
CUL 120*	Introduction to Food Systems	3
<u>CUL</u> 176	Food and Beverage Operations	3
CUL 201*	Culinary Principles II	4
CUL 210*	Introduction to Culinary Arts	3
CUL 208*	Contemporary Topics in Food	
	Service	2
<u>CUL</u> 244*	Baking Fundamentals I	3
CUL 261	Management, Leadership & Training	3
CUL 270*	Menu Planning and Purchasing	2
CUL 275*	Dining Room Service	4
HRM 154	Hospitality Cost Control	3
Restricted Ele	ectives: Select <u>one</u> course	
CUL 160*	World Cuisines	3
CUL 180WE	Culinary Arts Work Experience	2

Food and Wine Pairing

FN 228*	Italian Cuisine	2
FN 230*	Vegetarian Cuisine	<u>2</u>
FN 232*	Techniques of Healthy Cooking	<u>2</u>
FN 235	European Regional Foods Tour	<u>2</u>
FN 236*	American Regional Cuisine	<u>2</u>
FN 281	Flavor Dynamics	3
FN 282	Introduction to Herbs	<u>2</u>
FN 286*	Sugar Confectionery	1
FN 287*	Chocolate Confectionery	1
FN 288*	Advanced Baking and Pastry	3

Total Units for the Certificate 37-43

- *Course has a prerequisite, corequisite, limitation; or recommended preparation; see course description.
- ** Students with valid California ServSafe Certification may have this core requirement waived.
- † Recommended to be taken in the last semester of the program.

CUL 260*	Cuisines and Cultures of the	
	<u>Americas</u>	3
CUL 263*	Cuisines and Cultures of Europe	3
CUL 265*	Cuisines and Cultures of the	
	Mediterranean	3
CUL 267*	Cuisines and Cultures of Asia	3

Total Units for the Certificate 38-41

- ${}^*\text{Course}$ has a prerequisite, corequisite, limitation; or recommended preparation; see course description.
- ** Students with valid California ServSafe Certification may have this core requirement waived.

Current **Advanced Culinary Arts Associate of Science**

The Advanced Culinary Arts Associate of Science program prepares students for many contemporary employment opportunities within the restaurant and hospitality industries as professional culinarians. Some of these positions include, but are not limited to, institution and cafeteria cooks, private household chefs, food preparation workers, food service managers, ehefs and head cooks, supervisors of food preparation and serving workers, and line and prep cooks in all areas of restaurant and hospitality industries. The program offers coursework for both career training and professional improvement. Students will be provided with the essential skills of sanitation, foundational and advanced cooking and baking, various ethnic and regional cuisines as well as operations and production in order to reach their career goals and to be competitive in the marketplace.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for entry-level employment in the hospitality industry.
- Demonstrate fundamental knowledge and skills related to the culinary arts.
- Demonstrate competence in food production while using safety and sanitation protocol necessary for employment in the culinary arts.

Required Core

Select one FN 171 *** Sanitation and Safety 2 or ServSafe in Food Production FN 210 * ServSafe Certification Introduction to Culinary Arts FN 246* FN 120* Sustainable Meals Classical French Cuisine FN 142* FN 173* Catering and Banquets FN 110* Food Preparation Essentials 3 FN 101* Culinary Principles I 3 FN 241* Culinary Principles II 3 Baking Fundamentals I FN 244* 3 **Baking Fundamentals II** FN 245* Food and Beverage Operations FN 176 3 Nutrition for Culinary Professionals 3 FN 205 CWE 180[‡] Co-Op-Ed Culinary Arts and FN 261[†] **Internship** Restricted Electives: Select two courses World Cuisines FN 140* French Bistro Cuisine FN 220* Chinese Cuisine FN 222* FN 223* Asian Cuisine FN 226* **Mexican Cuisine** FN 227* **Mediterranean Cuisine**

Revised **Advanced Culinary Arts Associate of Science**

The Advanced Culinary Arts Associate of Science degree is a stackable award that builds upon the coursework in the Introduction to Culinary Arts program and prepares students for many contemporary entry to midlevel employment opportunities within the restaurant and hospitality industries as professional culinarians. Some of these positions include, but are not limited to, institution and cafeteria cooks, private household chefs, food preparation workers, food service managers, cooks, supervisors of food preparation and serving workers, and line and prep cooks in all areas of restaurant and hospitality industries. The program offers coursework for both career training and professional improvement. Students will be provided with the essential skills of **food safety and** sanitation, foundational and advanced cooking and baking, various ethnic and regional cuisines as well as operations and production to reach their career goals and to be competitive in the marketplace. Students are required to follow Culinary Department dress standards.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate skill in culinary methods and techniques, including culinary knowledge, and organization (mise en place*).
- Apply scientific knowledge and principles of nutrition, product knowledge, ingredient functionality, sanitation, and food safety.
- Demonstrate teamwork strong skills while exemplifying collaboration professionalism and leadership.
- Apply basic management principles and practice service techniques and use of service equipment.

Required Core

Select one

CUL 206*

Select offe		
<u>CUL</u> 171 ***	Sanitation and Safety	2
or		
ServSafe Cert	ification	
CUL 101*	Culinary Principles I	3
<u>CUL</u> 110*	Food Preparation Essentials	3
CUL 120*	Introduction to Food Systems	3
<u>CUL</u> 176	Food and Beverage Operations	3
CUL 201*	Culinary Principles II	4
CUL 210*	Introduction to Culinary Arts	3
CUL 208*	Contemporary Topics in Food	
	Service	2
CUL 244*	Baking Fundamentals I	3
CUL 261	Management, Leadership & Training	3
CUL 270*	Menu Planning and Purchasing	2
CUL 275*	Dining Room Service	4
HRM 154	Hospitality Cost Control	3
Restricted Ele	ectives: Select <u>one</u> course	
CUL 160*	World Cuisines	3
CUL 180WE	Culinary Arts Work Experience	2

Food and Wine Pairing

FN 228*	Italian Cuisine 2	
FN 230*	Vegetarian Cuisine 2	
FN 232*	Techniques of Healthy Cooking 2	
FN 235	European Regional Foods Tour 2	
FN 236*	American Regional Cuisine 2	
FN 281	Flavor Dynamics 3	
FN 282	Introduction to Herbs 2	
FN 286*	Sugar Confectionery 1	
FN 287*	Chocolate Confectionery 1	
FN 288*	Advanced Baking and Pastry 3	

Total Units for the Major 37-43

- *Course has a prerequisite, corequisite, limitation; or recommended preparation; see course description.
- ** Students with valid California ServSafe Certification may have this core requirement waived.
- * Recommended to be taken in the last semester of the program.

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 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.

CUL 260*	Cuisines and Cultures of the	
	<u>Americas</u>	3
CUL 263*	Cuisines and Cultures of Europe	3
CUL 265*	Cuisines and Cultures of the	
	<u>Mediterranean</u>	3
CUL 267*	Cuisines and Cultures of Asia	3

Total Units for the Major 38-41

- *Course has a prerequisite, corequisite, limitation; or recommended preparation; see course description.
- ** Students with valid California ServSafe Certification may have this core requirement waived.

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 DegreesRefer to the Graduation Requirements or to the <u>Cal-GETC</u> 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.

Current Advanced Fashion Design and Apparel Manufacturing Certificate of Achievement

The Advanced Fashion Design and Apparel Manufacturing certificate prepares Fashion Design students to enter the field of fashion design and apparel manufacturing. It explores the fashion industry and apparel line development from concept to creation. Coursework provides opportunities for students to develop skills further in industrial sewing and advanced garment construction with courses featuring advanced sewing, couture sewing, tailoring, advanced/CAD pattern making, and advanced draping. Additionally, this program provides students will the skills necessary to develop their own line of clothing with courses in apparel design, designing for the fashion industry, Illustrator, and Photoshop. Students will explore textiles, sourcing, spec sheets and pricing. Students will be encouraged to push their creativity and entrepreneurship. All Fashion Design majors will complete an industry internship, create an industry resume/portfolio and tour major fashion companies in the southern CA area. All students will have the opportunity to participate and show their work in the annual fashion show. Students who complete the Fashion Design program and then complete this advanced program will not only be able to design clothing but will also be able to participate in many of the manufacturing processes. They will be prepared for entry level positions in occupations that include: Assistant Fashion Designer, Design Room Assistant, Advanced Sewing Machine Operator, Sourcing Specialist, Tailor, Dressmaker, Custom Sewer, Fabric and Apparel Patternmaker, CAD Patternmaker, Alteration and Fitting Specialist, Technical Designer, and Fashion Entrepreneur.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their advanced design skills. This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their advanced design skills. This will increase job opportunities in the field as well as promotion for those already employed.
- Design a line of clothing from concept to creation with constructed samples and manufacturing plan.

Required Core

required core	,	
FASH 31	Textiles	3
FASH 101	Introduction to Fashion Careers	3
FASH 111*	Sewing for Fashion Design II	3
Select one		
FASH 112*	Fashion SewingAdvanced	3
or		
FASH 211*	Advanced Dressmaking and Custom	
	Sewing	3
or		
FASH 120*	Tailoring	3
FASH 113*	Couture Sewing	2

Revised Advanced Fashion Design and Apparel Manufacturing Certificate of Achievement

The Advanced Fashion Design and Apparel Manufacturing certificate prepares Fashion Design students to enter the field of fashion design and apparel manufacturing. It explores the fashion industry and apparel line development from concept to creation. Coursework provides opportunities for students to develop skills further in industrial sewing and advanced garment construction with courses featuring advanced sewing, couture sewing, tailoring, advanced/CAD pattern making, and advanced draping. Additionally, this program provides students **with** the skills necessary to develop their own line of clothing with courses in apparel design, designing for the fashion industry, Illustrator, and Photoshop. Students will explore textiles, sourcing, spec sheets and pricing. Students will be encouraged to push their creativity and entrepreneurship. All Fashion Design majors will complete an industry internship, create an industry resume/portfolio and tour major fashion companies in the southern CA area. All students will have the opportunity to participate and show their work in the annual fashion show. Students who complete the Fashion Design program and then complete this advanced program will not only be able to design clothing but will also be able to participate in many of the manufacturing processes. They will be prepared for entry-level positions in occupations that include: Assistant Fashion Designer, Design Room Assistant, Advanced Sewing Machine Operator, Sourcing Specialist, Tailor, Dressmaker, Custom Sewer, Fabric and Apparel Patternmaker, CAD Patternmaker, Alteration and Fitting Specialist, Technical Designer, and Fashion Entrepreneur.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their advanced design skills. This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their advanced design skills. This will increase job opportunities in the field as well as promotion for those already employed.
- Design a line of clothing from concept to creation with constructed samples and manufacturing plan.

Required Core

ricquir cu cor	. •	
FASH 31	Textiles	3
FASH 44	Fashion Trends and Cultural Costumes	3
FASH 51	Race and Ethnicity in Fashion	3
FASH 101	Introduction to Fashion Careers	3
FASH 111*	Sewing for Fashion Design II	3
Select one		
FASH 112*	Fashion SewingAdvanced	3
or		
FASH 211*	Advanced Dressmaking and Custom	
	Sewing	3
or		
FASH 120*	Tailoring	3
FASH 113*	Couture Sewing	2

Select one			Select one		
FASH 124*	Wearable Art	3	FASH 124*	Wearable Art	3
or			or		
FASH 240 or	Dye Processes on Fabrics	3	FASH 240 or	Dye Processes on Fabrics	3
FASH 205*	Corset Construction	3	FASH 205*	Corset Construction	3
FASH 130*	Flat Pattern Design	4	FASH 130*	Flat Pattern Design	4
FASH 132*	Draping Fashion Designs	3	FASH 132*	Draping Fashion Designs	3
Select one			Select one		
FASH 136*	Apparel Design	3	FASH 136*	Apparel Design	3
or			or		
FASH 251*	Designing for a Cause and Sustainable		FASH 251*	Designing for a Cause and Sustainable	
	Fashion	3		Fashion	3
or			or		
FASH 224	Accessory Design	3	FASH 224	Accessory Design	3
Select one			Select one		
FASH 141	Apparel Selection	3	FASH 141	Apparel Selection	3
or			or		
FASH 230	Alterations and Fitting	3	FASH 230	Alterations and Fitting	3
FASH 144	Fashion Trends and Cultural Costumes	3	Select both		
Select both			FASH 145*	Internship	1
FASH 145* §	Internship	1	and		
and				* Fashion Work Experience	2
CWE 180*+	Co-Op-Ed Fashion	-1	FASH 150	Fashion Apparel and Professional	
FASH 150	Fashion Apparel and Professional		T. CT.	Techniques	3
TAGIL	Techniques	3	FASH 154	Fashion Illustration	3
FASH 154	Fashion Illustration	3	Select one	a ila i più i	
Select one	0 '15 ' 5 ' '		FASH 247	Special Events Participation	1
FASH 247	Special Events Participation	1	70		
or			FASH 254	Fashion in Southern California	1
FASH 254	Fashion in Southern California	1	Select one	Alama Indiana Indiana	
Select one	Advanced Dattern and Davies Techniques		FASH 234*	Advanced Pattern and Design Techniques	2
FASH 234*	Advanced Pattern and Design Techniques	2	Oľ	Advanced Draning and Eastion Design	0
or FASH 238*	Advanced Draning and Eastion Design	0	FASH 238*	Advanced Draping and Fashion Design	2
_	Advanced Draping and Fashion Design	2	or FASH 131*	CAD Patternmaking with Tukatech	0
or FASH 131*	CAD Patternmaking with Tukatech	0	FASH 131* FASH 235*	Designing for the Fashion Industry	3 2
FASH 235*	Designing for the Fashion Industry	3		or FASH 204 and FASH 225	2
	or FASH 204 and FASH 225	2		The Digital Fashion Image	0
FASH 155**	The Digital Fashion Image	2	FASH 155*	The Digital Fashion Image	2
0r	The Digital Pashion image	2	or FASH 204	Understanding Apparel Principles-AIMS	
FASH 204 «	Understanding Apparel Principles-AIMS		TAS11 204	Certification	1
газп 204 «	Certification	1	and	Certification	1
and	Certification	1	FASH 225	Apparel Cart - Fashion Retailing Online	
FASH 225 «	Apparel Cart - Fashion Retailing Online		TASH 225	with Easy Cart Shop	1
FA511 225%	with Easy Cart Shop	1		with Easy Cart Shop	1
	min Lasy Cart Shop	1		ctives: Select two courses	
	ctives: Select two courses		FASH 212	Construction Lab	1
FASH 212	Construction Lab	1	FASH 213*	Designer's Lab	1
FASH 213*	Designer's Lab	1	FASH 214*	Couture Lab	1
FASH 214*	Couture Lab	1	FASH 216	Costumer's Lab	1
FASH 216	Costumer's Lab	1			

FASH 219	Dressmaking Lab	1	FASH 219	Dressmaking Lab	1
FASH 220*	Tailor's Lab	1	FASH 220*	Tailor's Lab	1

Total Units for the Certificate 50-51

«Take FASH 155 OR both FASH 204 and FASH 225.

§Must be taken concurrently with CWE 180.

Total Units for the Certificate 54-55

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

[†]Recommended to be taken in last semester of program.

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

[†]Recommended to be taken in last semester of program.

Current Aging Studies Certificate of Achievement

The Aging Studies Certificate is a multidisciplinary approach to the study of aging, the aging process, and working with older adults. Biological, sociological, and psychological aspects of aging are explored. The certificate aims to educate individuals seeking a career in the field of aging, pursuing advancement in their careers, and/or who desire to expand their knowledge for personal growth. The certificate allows students to choose elective courses and provides suggested pathways and career objectives. Employment opportunities may include: business, marketing, environmental design, nutrition, health, recreation, fitness, food services/preparation, social/human services, senior communities, home health care, caregiving, and travel. Additional certification, degrees, and/or training may be required for the fields listed depending on the employer and occupation.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Explain the key sociological, psychological, and biological concepts associated with the study of aging.
- Apply theoretical perspectives to analyze current and historical topics associated with the study of aging.
- Evaluate the family, government, and community support systems for diverse groups of aging individuals.
- Demonstrate knowledge and skills in one of the suggested pathways of study within the Aging Studies Certificate Program.

Required Core:

SOC 18	Introduction to Aging	3
SOC 16	Death and Dying	3
PSYC 25*	Psychology of Aging	3
SOC 125	Sociology of Aging	3

Restricted Electives (9-10 units):

Pathways are suggested areas of focus, but completion of any of the courses on the restricted electives list can be used to complete the elective unit requirement

3

Pathway 1: BusinessBUS 16 Personal Law, Street Law

ID 112 ID 131*

BUS 135	Marketing	3
BUS 160	Entrepreneurship	3
BUS 172	Financial Literacy	3
Pathway 2: H	Environmental Design	
ARCH 18	Human Factors Design and Psychology	
	of the Built Environment	3
ARCH 163	International Building Code Inspection	4
ARCH 219*	Residential and Commercial Space	
	Planning	4
ID 110	Fundamentals of Interior Design	3

Drafting for Interiors

Digital Visualization for Interior Design 3

Revised Aging Studies Certificate of Achievement

The Aging Studies Certificate is a multidisciplinary approach to the study of aging, the aging process, and working with older adults. Biological, sociological, and psychological aspects of aging are explored. The certificate aims to educate individuals seeking a career in the field of aging, pursuing advancement in their careers, and/or who desire to expand their knowledge for personal growth. The certificate allows students to choose elective courses and provides suggested pathways and career objectives. Employment opportunities may include: business, marketing, environmental design, nutrition, health, recreation, fitness, food services/preparation, social/human services, senior communities, home health care, caregiving, and travel. Additional certification, degrees, and/or training may be required for the fields listed depending on the employer and occupation.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Explain the key sociological, psychological, and biological concepts associated with the study of aging.
- Apply theoretical perspectives to analyze current and historical topics associated with the study of aging.
- Evaluate the family, government, and community support systems for diverse groups of aging individuals.
- Demonstrate knowledge and skills in one of the suggested pathways of study within the Aging Studies Certificate Program.

Required Core:

SOC 18	Introduction to Aging	3
SOC 16	Death and Dying	3
PSYC 25*	Psychology of Aging	3
SOC <u>12</u>	Sociology of Aging	3

Restricted Electives (9-10 units):

Pathways are suggested areas of focus, but completion of any of the courses on the restricted electives list can be used to complete the elective unit requirement

Pathway 1: Business

BUS 16	Personal Law, Street Law	3
BUS 135	Marketing	3
BUS 160	Entrepreneurship	3
BUS 172	Financial Literacy	3
D -1	n	

Pathway 2: Environmental Design

ramway 2. r	aivii oiiiiiciitai Desigii	
ARCH 18	Human Factors Design and Psychology	
	of the Built Environment	3
ARCH 163	International Building Code Inspection	4
ARCH 219*	Residential and Commercial Space	
	Planning	4
ID 110	Fundamentals of Interior Design	3
ID 112	Drafting for Interiors	2
ID 131*	Digital Visualization for Interior Design	3

Pathway 3: 1	Nutrition and Culinary		Pathway 3: 1	Nutrition and Culinary	
NUTR 50	Fundamentals of Nutrition	3	NUTR 50	Fundamentals of Nutrition	3
FN 110*	Food Preparation Essentials	3	<u>CUL</u> 110*	Food Preparation Essentials	3
NUTR 161*	Clinical Nutrition	3	NUTR 161*	Clinical Nutrition	3
NUTR 169*	Lifecycle Nutrition	3	NUTR 169*	Lifecycle Nutrition	3
FN 210	ServSafe in Food Production	-1	<u>CUL</u> 232	Techniques of Healthy Cooking	<u>1</u>
FN 232*	Techniques of Healthy Cooking	2	Dotherson to	II aalth aana	
Dotheron 4. 1	II a alkh a a na		Pathway 4: 1 MA 206	Introduction to Medical Assisting	3
Pathway 4: 1 MA 206	Introduction to Medical Assisting	3	MA 280	Healthcare Organization Practices	3
MA 280	Healthcare Organization Practices	3	N 204	Beginning Nursing Concepts	ა 2
N 204	Beginning Nursing Concepts	2	N 204	beginning Nursing Concepts	2
N 204	beginning Nursing Concepts	2	Pathway 5: 1	Health and Wellness	
Pathway 5: 1	Health and Wellness		HLTH 1	Contemporary Health Issues	3
HLTH 1	Contemporary Health Issues	3	HSC 151	Intro to Therapy and Career Exploration	
HSC 151	Intro to Therapy and Career Exploration			of Rehabilitation	3
	of Rehabilitation	3	or		
or			KNEA 151	Intro to Therapy and Career Exploration	
KNEA 151	Intro to Therapy and Career Exploration			of Rehabilitation	3
	of Rehabilitation	3	KNES 51	Introduction to Kinesiology	3
KNES 51	Introduction to Kinesiology	3	KNES 60*	Anatomy and Fundamentals of Yoga	3
KNES 60*	Anatomy and Fundamentals of Yoga	3	KNES 220	Holistic Health – Underlying	
KNES 220	Holistic Health – Underlying			Mechanisms	3
	Mechanisms	3	D-41 (. 1		
n d			HS 120*	Human Services Human Development in the Social	
HS 120*	Human Services Human Development in the Social		115 120	Environment	0
115 120	Environment	0	HS 131	Multicultural and Diverse Populations in	3
HS 131	Multicultural and Diverse Populations in	3	113 131	the United States	
по 131	the United States	0	IIC 140	Group Leadership and Group Process	3
110 140		3	HS 140	Case Administration, Crisis Intervention	3
HS 140	Group Leadership and Group Process	3	HS 174	and Referral	
HS 174	Case Administration, Crisis Intervention	_	110		3
****	and Referral	3	HS 220	Benefits and Entitlement	3
HS 220	Benefits and Entitlement	3	SOC 10	Introduction to Marriage and the Family	3
SOC 10	Introduction to Marriage and the Family	3		Total Units for the Certificate	21 - 22
				Total Onles for the Certificate	-1 - 66

Total Units for the Certificate 21 - 22

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

^{.}

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

Current

Aging Studies Interdisciplinary Certificate of Achievement

The Aging Studies Interdisciplinary Certificate focuses on the study of aging, the aging process, and working with older adults in a variety of capacities. Sociological, psychological, and biological aspects of aging are explored. This certificate aims to educate individuals about the field of aging, while also allowing them to complete coursework in other associated areas of interest. The goal of the certificate is to primarily equip students who are working toward completing (or have completed) related certificates, degrees, or programs, and/or work in the field of aging with foundational knowledge in gerontology. The interdisciplinary certificate allows students to choose elective courses that match pathways that fit within their current area of study. Career opportunities may include: business, marketing, environmental design, nutrition, nursing, medical assisting, health, wellness, recreation, fitness, food services/preparation, human services, senior communities, home health care, caregiving, and travel/tourism. Additional certification, degrees, and/or training may be required for the fields listed depending on the employer and occupation.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Explain the key sociological, psychological, and biological concepts associated with the study of aging.
- Apply theoretical perspectives to analyze current and historical topics associated with the study of aging.
- Evaluate the family, government, and community support systems for diverse groups of aging individuals.
- Demonstrate knowledge and skills in one of the suggested pathways of study within the Aging Studies Interdisciplinary Certificate Program.

Required Core:

SOC 18	Introduction to Aging	3
Select two cou	rses	
SOC 16	Death and Dying	3
SOC 125	Sociology of Aging	3
PSYC 25*	Psychology of Aging	3

Restricted Electives: Complete 3-5 units (1-2 courses) from one of the following pathways

Pathway 1: Business

DOS 10	Personal Law, Street Law	3
BUS 135	Marketing	3
BUS 160	Entrepreneurship	3
BUS 172	Financial Literacy	3
Pathway 2: E	Invironmental Design Human Factors Design and Psychology	

Pathway 2: Environmental Design	
ARCH 18 Human Factors Design and Psychology	
of the Built Environment 3	
ARCH 163 International Building Code Inspection 4	
ARCH 219* Residential and Commercial Space	
Planning 4	
ID 110 Fundamentals of Interior Design 3	
ID 112 Drafting for Interiors 2	
ID 131* Digital Visualization for Interior Design 3	

Revised Aging Studies Interdisciplinary Certificate of Achievement

The Aging Studies Interdisciplinary Certificate focuses on the study of aging, the aging process, and working with older adults in a variety of capacities. Sociological, psychological, and biological aspects of aging are explored. This certificate aims to educate individuals about the field of aging, while also allowing them to complete coursework in other associated areas of interest. The goal of the certificate is to primarily equip students who are working toward completing (or have completed) related certificates, degrees, or programs, and/or work in the field of aging with foundational knowledge in gerontology. The interdisciplinary certificate allows students to choose elective courses that match pathways that fit within their current area of study. Career opportunities may include: business, marketing, environmental design, nutrition, nursing, medical assisting, health, wellness, recreation, fitness, food services/preparation, human services, senior communities, home health care, caregiving, and travel/tourism. Additional certification, degrees, and/or training may be required for the fields listed depending on the employer and occupation.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Explain the key sociological, psychological, and biological concepts associated with the study of aging.
- Apply theoretical perspectives to analyze current and historical topics associated with the study of aging.
- Evaluate the family, government, and community support systems for diverse groups of aging individuals.
- Demonstrate knowledge and skills in one of the suggested pathways of study within the Aging Studies Interdisciplinary Certificate Program.

Required Core:

SOC 18	Introduction to Aging	3
Select two cour	rses	
SOC 16	Death and Dying	3
SOC <u>12</u>	Sociology of Aging	3
PSYC 25*	Psychology of Aging	3

Restricted Electives: Complete 3-5 units (1-2 courses) from one of the following pathways

Pathway 1: Business

BUS 16	Personal Law, Street Law	3
BUS 135	Marketing	3
BUS 160	Entrepreneurship	3
BUS 172	Financial Literacy	3

Pathway 2: Environmental Design

raiiiway 2; r	mvironinentai Design	
ARCH 18	Human Factors Design and Psychology	
	of the Built Environment	3
ARCH 163	International Building Code Inspection	4
ARCH 219*	Residential and Commercial Space	
	Planning	4
ID 110	Fundamentals of Interior Design	3
ID 112	Drafting for Interiors	2
ID 131*	Digital Visualization for Interior Design	3

Pathway 3: 1	Nutrition and Culinary		Pathway 3	: Nutrition and Culinary	
NUTR 50	Fundamentals of Nutrition	3	NUTR 50	Fundamentals of Nutrition	3
FN 110*	Food Preparation Essentials	3	<u>CUL</u> 110*	Food Preparation Essentials	3
NUTR 161*	Clinical Nutrition	3	NUTR 161*	Clinical Nutrition	3
NUTR 169*	Lifecycle Nutrition	3	NUTR 169 ³	Lifecycle Nutrition	3
FN 210	ServSafe in Food Production	-1	<u>CUL</u> 232	Techniques of Healthy Cooking	<u>1</u>
FN 232 *	Techniques of Healthy Cooking	2			
	. 1.1		Pathway 4 MA 206	: Healthcare Introduction to Medical Assisting	0
Pathway 4: 1				—	3
MA 206	Introduction to Medical Assisting	3	MA 280	Healthcare Organization Practices	3
MA 280	Healthcare Organization Practices	3	N 204	Beginning Nursing Concepts	2
N 204	Beginning Nursing Concepts	2	Pathway 5	: Health and Wellness	
Pathway 5: I	Health and Wellness		HLTH 1	Contemporary Health Issues	3
HLTH 1	Contemporary Health Issues	3	HSC 151	Intro to Therapy and Career Exploration	
HSC 151	Intro to Therapy and Career Exploration			of Rehabilitation	3
	of Rehabilitation	3	or		
or		_	KNEA 151	Intro to Therapy and Career Exploration	
KNEA 151	Intro to Therapy and Career Exploration		· ·	of Rehabilitation	3
_	of Rehabilitation	3	KNES 51	Introduction to Kinesiology	3
KNES 51	Introduction to Kinesiology	3	KNES 60*	Anatomy and Fundamentals of Yoga	3
KNES 60*	Anatomy and Fundamentals of Yoga	3	KNES 220	Holistic Health – Underlying	Ü
KNES 220	Holistic Health – Underlying	Ü		Mechanisms	3
	Mechanisms	3			Ü
		Ü		: Human Services	
•	Human Services		HS 120*	Human Development in the Social	
HS 120	Human Development in the Social		***	Environment	3
	Environment	3	HS 131	Multicultural and Diverse Populations	
HS 131	Multicultural and Diverse Populations			in the United States	3
	in the United States	3	HS 140	Group Leadership and Group Process	3
HS 140	Group Leadership and Group Process	3	HS 174	Case Administration, Crisis Intervention	
HS 174	Case Administration, Crisis Intervention			and Referral	3
	and Referral	3	HS 220	Benefits and Entitlement	3
HS 220	Benefits and Entitlement	3	SOC 10	Introduction to Marriage and the Family	3
SOC 10	Introduction to Marriage and the Family	3			
				Total Units for the Certificate a	9-14

Total Units for the Certificate 12-14

Total Units for the Certificate 12-14

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

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

Current **Basie** Culinary Arts **Certificate of Achievement**

The Basie Culinary Arts Certificate of Achievement program prepares students for many contemporary employment opportunities in **foodservice**. These include jobs as institution and cafeteria cooks, private household cooks, food preparation workers, food service workers and managers, cooks and chefs, and first line supervisors of food preparation and serving workers. Students will be provided with the essential skills of sanitation, foundational cooking and baking, operations, and production in order to reach their career goals and to be competitive in the marketplace.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for employment in the food service industry.
- Demonstrate practical skills in a wide variety of applications related to the food service.
- Demonstrate proficient safety and sanitation production practices as related to the foodservice industry.

Required Cor Select one	re	
FN 171 **	Sanitation and Safety	2
or ·		
FN 210 **	ServSafe in Food Production	-1
or		
ServSafe Cert	ification	
FN 246*	Introduction to Culinary Arts	3
FN 120*	Sustainable Meals	3
FN 110*	Food Preparation Essentials	3
FN 101*	Culinary Principles I	3
FN 241*	Culinary Principles II	3
FN 244*	Baking Fundamentals I	3
FN 205	Nutrition for Culinary Professionals	3
CWE 180 [†]	Co-Op-Ed Culinary Arts	2
and		
FN 261 [‡]	<u>Internship</u>	-1
	Internship ectives: Select three courses (6 units) World Cuisines	-1
Restricted Ele	ectives: Select three courses (6 units)	
Restricted Ele	ectives: Select three courses (6 units) World Cuisines	2
Restricted Ele FN 140* FN 142*	ectives: Select three courses (6 units) World Cuisines Classical French Cuisine	2 -2
Restricted Ele FN 140* FN 142* FN 220*	ectives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine	2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222*	ectives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine	2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223*	ectives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine	2 2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223* FN 226*	ectives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine	2 2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223* FN 226* FN 227*	ectives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine Mediterranean Cuisine	2 2 2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223* FN 226* FN 227* FN 228*	ectives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine Mediterranean Cuisine Italian Cuisine	2 2 2 2 2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 223* FN 226* FN 227* FN 228* FN 230*	ectives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine Mediterranean Cuisine Italian Cuisine Vegetarian Cuisine	2 2 2 2 2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223* FN 226* FN 227* FN 228* FN 230* FN 232*	ectives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine Mediterranean Cuisine Italian Cuisine Vegetarian Techniques of Healthy Cooking	2 2 2 2 2 2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223* FN 226* FN 227* FN 230* FN 232* FN 232*	ectives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine Mediterranean Cuisine Italian Cuisine Vegetarian Techniques of Healthy Cooking European Regional Foods Tour	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2

Revised **Introduction to Culinary Arts Certificate of Achievement**

The Introduction to Culinary Arts Certificate of Achievement program prepares students for many entry-level contemporary employment opportunities in **food service**. These include jobs as institution and cafeteria cooks, private household cooks, food preparation workers, food service workers, cooks, and first line supervisors of food preparation and serving workers. Students will be provided with the essential skills of sanitation, foundational cooking and baking, operations, and production in order to reach their career goals and to be competitive in the marketplace. Students are required to follow Culinary Department dress standards.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate skill in culinary methods and techniques, including culinary knowledge, and organization (mise en place*).
- Apply scientific knowledge and principles of nutrition, product knowledge, ingredient functionality, sanitation, and food safety.
- Demonstrate strong teamwork while <u>collaboration</u> skills exemplifying professionalism and leadership.

Required Core Select one

beleet one		
<u>CUL</u> 171 ***	Sanitation and Safety	2
or		
ServSafe Cert	ification	
CUL 210*	Introduction to Culinary Arts	3
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 261	Management, Leadership & Training	3
	ectives: Select <u>1-3</u> courses (<u>3</u> units)	
CUL 160*	World Cuisines	3
<u>CUL</u> 220	French Bistro Cuisine	1
<u>CUL</u> 222	Chinese Cuisine	1
<u>CUL</u> 223	Asian Cuisine	1
<u>CUL</u> 226	Mexican Cuisine	1
<u>CUL</u> 227	Mediterranean Cuisine	1
<u>CUL</u> 228	Italian Cuisine	1
<u>CUL</u> 230	<u>Plant Based</u> Cuisine	1
CUL 232	Techniques of Healthy Cooking	1
CUL 235	European Regional Foods Tour	2
CUL 236	American Regional Cuisine	1
CUL 260*	Cuisines and Cultures of the	
	Americas	3
CUL 263*	Cuisines and Cultures of Europe	3
CUL 265*	Cuisines and Cultures of the	-
	Mediterranean	3

- *Course has a prerequisite, corequisite, limitation; or recommended preparation; see course description.
- ** Students with valid California ServSafe Certification may have this core requirement waived.
- **‡** Recommended to be taken in the last semester of the program.
- $^*\mbox{Course}$ has a prerequisite, corequisite, limitation; or recommended preparation; see course description.
- $\sp{**}$ Students with valid California ServSafe Certification may have this core requirement waived.

Current **Basic** Culinary Arts **Associate of Science**

The Basic Culinary Arts Associate of Science degree program prepares students for many contemporary employment opportunities in **foodservice**. These include jobs as institution and cafeteria cooks, private household cooks, food preparation workers, food service workers and managers, cooks and chefs, and first line supervisors of food preparation and serving workers. Students will be provided with the essential skills of sanitation, foundational cooking and baking, operations, and production in order to reach their career goals and to be competitive in the marketplace.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for employment in the food service industry.
- Demonstrate practical skills in a wide variety of applications related to the food service.
- Demonstrate proficient safety and sanitation production practices as related to the foodservice industry.

Required Core Select one	2	
FN 171 **	Sanitation and Safety	2
or		
FN 210 **	ServSafe in Food Production	-1
or		
ServSafe Certif	ication	
FN 246*	Introduction to Culinary Arts	3
FN 120*	Sustainable Meals	3
FN 110*	Food Preparation Essentials	3
FN 101*	Culinary Principles I	3
FN 241*	Culinary Principles II	3
FN 244*	Baking Fundamentals I	3
FN 205	Nutrition for Culinary Professionals	3
CWE 180 [†]	Co-Op-Ed Culinary Arts	2
and		
FN 261 [‡]	Internship	-1
	•	-1
	Internship ctives: Select three courses (6 units) World Cuisines	-1
Restricted Ele	ctives: Select three courses (6 units)	-
Restricted Ele- FN 140*	ctives: Select three courses (6 units) World Cuisines	2
Restricted Ele FN 140* FN 142*	ctives: Select three courses (6 units) World Cuisines - Classical French Cuisine	<u>2</u>
Restricted Ele FN 140* FN 142* FN 220*	ctives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine	2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222*	ctives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine	2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223*	ctives: Select three courses (6 units) World Cuisines -Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine	2 2 2 2
Restricted Elec FN 140* FN 142* FN 220* FN 222* FN 223* FN 226*	ctives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine	2 2 2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223* FN 226* FN 227*	ctives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine Mediterranean Cuisine	2 2 2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223* FN 226* FN 227* FN 228*	ctives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine Mediterranean Cuisine Italian Cuisine	2 2 2 2 2 2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223* FN 226* FN 227* FN 228* FN 230*	ctives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine Mediterranean Cuisine Italian Cuisine Vegetarian Cuisine	2 2 2 2 2 2 2
Restricted Ele FN 140* FN 142* FN 220* FN 222* FN 223* FN 226* FN 227* FN 228* FN 230* FN 232*	ctives: Select three courses (6 units) World Cuisines Classical French Cuisine French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine Mediterranean Cuisine Italian Cuisine Vegetarian Techniques of Healthy Cooking	2 2 2 2 2 2 2

Revised **Introduction to Culinary Arts Associate of Science**

The Introduction to Culinary Arts Associate of Science degree prepares students for many entry-level contemporary employment opportunities in **food service**. These include jobs as institution and cafeteria cooks, private household cooks, food preparation workers, food service workers, cooks, and first line supervisors of food preparation and serving workers. Students will be provided with the essential skills of sanitation, foundational cooking and baking, operations, and production in order to reach their career goals and to be competitive in the marketplace. Students are required to follow Culinary Department dress standards.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate skill in culinary methods and techniques, including culinary knowledge, and organization (mise en place*).
- Apply scientific knowledge and principles of nutrition, product knowledge, ingredient functionality, sanitation, and food safety.
- Demonstrate strong teamwork while collaboration skills exemplifying professionalism and leadership.

Required Core

Select one

Sanitation and Safety	2
fication	
Introduction to Culinary Arts	3
Culinary Principles I	3
Food Preparation Essentials	3
Introduction to Food Systems	3
Baking Fundamentals I	3
Management, Leadership & Training	3
	-
Trona calcino	3
French Bistro Cuisine	<u>1</u>
Chinese Cuisine	<u>1</u>
Asian Cuisine	<u>1</u>
Mexican Cuisine	<u>1</u>
Mediterranean Cuisine	<u>1</u>
Italian Cuisine	<u>1</u>
Plant Based Cuisine	<u>1</u>
Techniques of Healthy Cooking	<u>1</u>
European Regional Foods Tour	2
American Regional Cuisine	<u>1</u>
Cuisines and Cultures of the	
Americas	3
Cuisines and Cultures of Europe	3
Cuisines and Cultures of the	-
<u>Mediterranean</u>	3
Cuisines and Cultures of Asia	3
	fication Introduction to Culinary Arts Culinary Principles I Food Preparation Essentials Introduction to Food Systems Baking Fundamentals I Management, Leadership & Training ectives: Select 1-3 courses (3 units) World Cuisines French Bistro Cuisine Chinese Cuisine Asian Cuisine Mexican Cuisine Mediterranean Cuisine Italian Cuisine Plant Based Techniques of Healthy Cooking European Regional Foods Tour American Regional Cuisine Cuisines and Cultures of the Americas Cuisines and Cultures of Europe Cuisines and Cultures of the Mediterranean

- *Course has a prerequisite, corequisite, limitation; or recommended preparation; see course description.
- ** Students with valid California ServSafe Certification may have this core requirement waived.
- **Recommended to be taken in the last semester of the program.**

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
ICETC 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.

- *Course has a prerequisite, corequisite, limitation; or recommended preparation; see course description.
- ** Students with valid California ServSafe Certification may have this core requirement waived.

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 DegreesRefer to the Graduation Requirements or to the <u>Cal-GETC</u> 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.

Current Basic Culinary Skills Certificate of Completion

The Basic Culinary Skills Certificate of Completion program prepares students for many entry level culinary employment opportunities. These include positions as institution and cafeteria cooks, restaurant cooks, and food preparation workers. Students will be provided with the essential skills of sanitation as well as foundational cooking and baking, operations, and production in order to obtain entry level employment in the food service industry.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for entry level employment in the food service industry.
- Demonstrate practical skills related to the food service.
- Demonstrate proficient safety and sanitation production practices as related to the food service industry.

Required Core

Select one

FN 210NC A ServSafe in Food Production NC	16.6
or	
Servsafe Certification	
AEFN 789NC* Basic Food Preparation	66.4
AEFN 790NC* Baking Basics	66.4
AEFN 791NC* Healthy Cooking	66.4

Total Hours for the Certificate 199.2-215.8

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

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

Revised Basic Culinary Skills Certificate of Completion

The Basic Culinary Skills Certificate of Completion prepares students for many entry_level culinary employment opportunities. These include positions as institution and cafeteria cooks, restaurant cooks, and food preparation workers. Students will be provided with the essential skills of sanitation as well as foundational cooking and baking, operations, and production in order to obtain entry level employment in the food service industry.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for entry level employment in the food service industry.
- Demonstrate practical skills related to the food service.
- Demonstrate proficient safety and sanitation production practices as related to the food service industry.

Required Core

Select one

CUL 271NC * ServSafe in Food Production NC	16.6	
or		
Servsafe Certification		
AEFN 789NC* Basic Food Preparation	66.4	
AEFN 790NC* Baking Basics	66.4	
AEFN 791NC* Healthy Cooking	66.4	

Total Hours for the Certificate 199.2-215.8

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

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

Current Biomedical Illustration Certificate of Achievement

Biomedical illustration is a unique discipline combining design, science, art, communication, and media technology. Biomedical illustrators work in a variety of media and industries to create visuals that transform complex information and data into images that explain, inform, and record scientific research and discoveries. In this program, students will combine illustration, drawing, biology, and anatomy studies to gain skills and apply them in the Biomedical illustration field. The program combines classroom and laboratory instruction to provide students with a well-rounded preparation in the Biomedical and life science illustration fields. The goal of the program is to train and prepare students for a career in the field as illustrators in various medical, science, and technical presentation areas. Among the applications of target skills are textbooks and journals, web, television, patient education, museums, veterinary, dental, trade shows, pharmaceutical advertising, and medical illustration used by attorneys and law enforcement to clarify complex medical information for judges and juries. Students completing this certificate will have foundational skills to prepare them for entry-level employment in this field.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Evaluate, understand, and translate scientific data into visual communication.
- Evaluate illustration methods and media to determine the most appropriate approach for the subject.
- Demonstrate a basic knowledge of anatomy and physiology.
- Apply traditional and digital illustration and drawing skills.
- Design, produce, and market scientific and medical illustrations to a broad audience.

Required Core

GD 149	Digital Illustration	3
ART 80	Drawing I	3
BIO 20	Introduction to Biology	4
GD 200	Photoshop Skills for Graphic Designers	3
GD 150	Digital Animation	3
ART 85	Drawing from the Live Model I	3
BIO 113	Human Anatomy and Physiology	4
GD 199	Digital Illustration II	3
GD 249*	Biomedical Illustration	3

Total Units for the Certificate 29

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

Revised Biomedical Illustration Certificate of Achievement

Biomedical illustration is a unique discipline combining design. science, art, communication, and media technology. Biomedical illustrators work in a variety of media and industries to create visuals that transform complex information and data into images that explain, inform, and record scientific research and discoveries. In this program, students will combine illustration, drawing, biology, and anatomy studies to gain skills and apply them in the Biomedical illustration field. The program combines classroom and laboratory instruction to provide students with a well-rounded preparation in the Biomedical and life science illustration fields. The goal of the program is to train and prepare students for a career in the field as illustrators in various medical, science, and technical presentation areas. Among the applications of target skills are textbooks and journals, web, television, patient education, museums, veterinary, dental, trade shows, pharmaceutical advertising, and medical illustration used by attorneys and law enforcement to clarify complex medical information for judges and juries. Students completing this certificate will have foundational skills to prepare them for entry-level employment in this field.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Evaluate, understand, and translate scientific data into visual communication.
- Evaluate illustration methods and media to determine the most appropriate approach for the subject.
- Demonstrate a basic knowledge of anatomy and physiology.
- Apply traditional and digital illustration and drawing skills.
- Design, produce, and market scientific and medical illustrations to a broad audience.

Required Core

GD 149	Digital Illustration	3
ART 80	Drawing I	3
BIO 20	Introduction to Biology	4
GD 200	Photoshop Skills for Graphic Designers	3
GD 150 <u>*</u>	Digital Animation	3
ART 85 <u>*</u>	Drawing from the Live Model I	3
BIO <u>13</u>	Human Anatomy and Physiology	4
GD 199 <u>*</u>	Digital Illustration II	3
GD 249*	Biomedical Illustration	3

Total Units for the Certificate 29

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

Current **Business Data Analytics and Database Associate of Science**

The Business Data Analytics and Database Associate of Science degree prepares students for various rapidly evolving information technology-related data analytics degrees. Analytics (analysis of data) and database (data organization) are two high-demand careers. The core requirements of the degree introduce students to high-demand critical evolving data technologies, including relational databases, SQL (universal standard language for communicating to relational databases), data visualization, data modeling, data warehousing, database reporting using Tableau, big data, NoSQL, cloud and business intelligence using Microsoft Power BI and Excel.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Identify basics of data management and manipulation, including SQL, Cloud Storage Services, Relational Database Vendors, and Relational Database Interfaces.
- Perform various Data Analytics skills of analyzing, manipulating, and reporting data.
- Develop data visualizations for business decision-making using applications like Tableau and Power BI.

	_	_		
Rea	11 i ra	പ്പ	Core	

Required Cor	e	
CIMA 105*	Microsoft Excel for Data Analytics	3
CIMA 288	Database Reporting	3.5
CIMW 105	Web Development and DB - Intro SQL and MYSQL	3
Select one		
CIMP 7A£	Business Programming - Java	
	Beginning	3
or		
CIMP 8A£	Programming with Python	3
Restricted Ele	ectives: Select two courses	
CIM 1	Computer Information Systems	4
or		
CIM 10	Introduction to Information Systems	3
or		
CIM 112	Microsoft Office	3
CIM 8*	Introduction to Data Science	3
CIMA 104	Spreadsheets - Excel	3
CIMA 204*	Advanced Spreadsheets - Excel	3
CIMA 106	Database - Access	3
CIMP 7A£	Business Programming - Java	
	Beginning	3
or		
CIMP 8A£	Programming with Python	3
CIMP 7B*	Business Programming - Java	
	Advanced	3
or		
CIMP 8B*	Advanced Python Programming	3
CIMP 241	Cloud Computing for Developers	3.5

Revised **Business Data Analytics and Database Associate of Science**

The Business Data Analytics and Database Associate of Science degree prepares students for various rapidly evolving information technology-related data analytics degrees. Analytics (analysis of data) and database (data organization) are two high-demand careers. The core requirements of the degree introduce students to high-demand critical evolving data technologies, including relational databases, SQL (universal standard language for communicating to relational databases), data visualization, data modeling, data warehousing, database reporting using Tableau, big data, NoSQL, cloud and business intelligence using Microsoft Power BI and Excel.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Identify basics of data management and manipulation, including SQL, Cloud Storage Services, Relational Database Vendors, and Relational Database Interfaces.
- Perform various Data Analytics skills of analyzing, manipulating, and reporting data.
- Develop data visualizations for business decision-making using applications like Tableau and Power BI.

· ·		
Required Core		
CIMA 105*	Microsoft Excel for Data Analytics	3
CIMA 288	Database Reporting	3.5
CIMW 105	Web Development and DB - Intro SQL	
	and MYSQL	3
Select one		
CIMP 7A£	Business Programming - Java	
	Beginning	3
or		
CIMP 8A£	Programming with Python	3
Restricted Ele	ctives: Select two courses	
CIM 1	Computer Information Systems	4
or		
CIM 10	Introduction to Information Systems	3
or		
CIM 112	Microsoft Office	3
CIM 8*	Introduction to Data Science	3
CIMA 104	Spreadsheets - Excel	3
CIMA 204*	Advanced Spreadsheets - Excel	3
CIMA 106	Database - Access	3
CIMA 130	Introduction to Artificial Intelliger	ice 3
CIMP 7A£	Business Programming - Java	
	Beginning	3
or		
CIMP 8A£	Programming with Python	3
CIMP 7B*	Business Programming - Java	
	Advanced	3
or		
CIMP 8B*	Advanced Python Programming	3
CIMP 241	Cloud Computing for Developers	3.5

BUS 10*	Business Statistics	3
or		
MATH 10*	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3

Total Units for the Major 18.5-20

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

£Course can be taken as either a core requirement or restricted elective; it may not be counted as both.

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** 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.

BUS 10*	Business Statistics	3
or		
	f Introduction to Statistics	3
or STAT C1000H	* Introduction to Statistics - Honors	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3

Total Units for the Major 18.5-20

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

£Course can be taken as either a core requirement or restricted elective; it may not be counted as both.

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 <u>Cal-GETC</u> 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.

Current Catering Certificate of Achievement

The Catering Certificate of Achievement **program** is designed to prepare students for a wide variety of employment opportunities within catering operations such as catering managers, catering chefs and head cooks, catering cooks, and catering business owners. In addition, the program also offers coursework for professional improvement. Students will be provided with the essential skills of sanitation, foundational cooking and baking, operations, and production in order to reach their career goals and to be competitive in the marketplace.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for employment in the catering industry.
- Demonstrate proficient catering skills necessary for business operations.
- Demonstrate competence in the production of catered events.

Required Core

Select one FN 171 *** Sanitation and Safety 2 or FN 210 ** ServSafe in Food Production ServSafe Certification FN 246* **Introduction to Culinary Arts** FN 120* **Sustainable Meals** 3 Culinary Principles I FN 101* 3 Culinary Principles II FN 241* 3 FN 244* Baking Fundamentals I 3 Food and Beverage Operations **FN** 176 3 **Nutrition for Culinary Professionals** FN 205 3 Catering and Banquets FN 173* 3 FN 152 Special Events and Catering Management 3 FN 285 Personal Chef **CWE 180**[‡] Co-Op-Ed Culinary Arts and **Internship** FN 261[‡] **Restricted Electives: Select two courses** FN 140* World Cuisines Classical French Cuisine FN 142* FN 220* French Bistro Cuisine Chinese Cuisine FN 222* Asian Cuisine FN 223* Mexican Cuisine FN 226* Mediterranean Cuisine FN 227* FN 228* **Italian Cuisine** FN 230* Vegetarian Cuisine Techniques of Healthy Cooking FN 232* FN 235 European Regional Foods Tour **American Regional Cuisine** FN 236*

Revised Catering and Special Events Certificate of Achievement

The Catering <u>and Special Events</u> Certificate of Achievement is designed to prepare students for a wide variety of employment opportunities within catering operations such as catering managers, catering chefs and head cooks, catering cooks, and catering business owners. In addition, the program also offers coursework for professional improvement. Students will be provided with the essential skills of sanitation, foundational cooking and baking, operations, and production in order to reach their career goals and to be competitive in the marketplace.

Students are required to follow Culinary Department dress standards.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for employment in the catering industry.
- Demonstrate proficient catering skills necessary for business operations.
- Demonstrate competence in the production of catered events.

Required Core

Select one		
<u>CUL</u> 171 ***	Sanitation and Safety	2
or		
ServSafe Certi	fication	
CUL 210*	Introduction to Culinary Arts	3
<u>CUL</u> 120*	Introduction to Food Systems	3
<u>CUL</u> 101*	Culinary Principles I	3
CUL 201*	Culinary Principles II	4
CUL 275*	Dining Room Service	4
CUL 110*	Food Preparation Essentials	3
<u>CUL</u> 244*	Baking Fundamentals I	3
<u>CUL</u> 176	Food and Beverage Operations	3
CUL 261	Management, Leadership & Training	_3
CUL 182*	Catering and Banquets	3
HRM 152	Special Events Management	3
<u>CUL</u> 285*	Personal Chef	3
HRM 154	Hospitality Cost Control	3

Total Units for the Certificate 41-43

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

^{**} Students with valid California ServSafe Certification may have this core requirement waived.

FN 245*	Baking Fundamentals II	3
FN 281	Flavor Dynamics	3
FN 282	Introduction to Herbs	2
FN 286*	Sugar Confectionery	-1
FN 287*	Chocolate Confectionery	-1
FN 288*	Advanced Baking and Pastry	3
BUS 160	Entrepreneurship	3

Total Units for the Certificate 35-41

- *Course has a prerequisite, corequisite, limitation; or recommended preparation; see course description.
- $\slash\hspace{-0.4em}^*$ Students with valid California ServSafe Certification may have this core requirement waived.
- $\mbox{$\stackrel{\div}$}$ Recommended to be taken in the last semester of the program.

Current Catering Associate of Science

The Catering Associate of Science **program** is designed to prepare students for a wide variety of employment opportunities within catering operations such as catering managers, catering chefs and head cooks, catering cooks, and catering business owners. In addition, the program also offers coursework for professional improvement. Students will be provided with the essential skills of sanitation, foundational cooking and baking, operations, and production in order to reach their career goals and to be competitive in the marketplace.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for employment in the catering industry.
- Demonstrate proficient catering skills necessary for business operations.
- Demonstrate competence in the production of catered events.

Required Core

Select one		
FN 171 ***	Sanitation and Safety	2
or		
FN 210 🔆	ServSafe in Food Production	1
or		
ServSafe Cer	rification	
FN 246*	Introduction to Culinary Arts	3
FN 120*	Sustainable Meals	3
FN 101*	Culinary Principles I	3
FN 241*	Culinary Principles II	3
FN 244*	Baking Fundamentals I	3
FN 176	Food and Beverage Operations	3
FN 205	Nutrition for Culinary Professional	ls 3
FN 173*	Catering and Banquets	3
FN 152	Special Events and Catering	
	Management	3
FN 285	Personal Chef	3
CWE 180 [†]	Co-Op-Ed Culinary Arts	2
and		
FN 261 [‡]	- Internship	-1
Restricted El	ectives: Select two courses	
FN 140*	World Cuisines	2
FN 142*	Classical French Cuisine	2
FN 220*	French Bistro Cuisine	2
FN 222*	Chinese Cuisine	2
FN 223*	Asian Cuisine	2
FN 226*	Mexican Cuisine	2
FN 227*	Mediterranean Cuisine	2
FN 228*	Italian Cuisine	2
FN 230*	Vegetarian Cuisine	2
	Techniques of Healthy Cooking	
	European Regional Foods Tour	
FN 236*	American Regional Cuisine	- 2

Revised Catering and Special Events Associate of Science

The Catering <u>and Special Events</u> Associate of Science <u>degree</u> is designed to prepare students for a wide variety of employment opportunities within catering operations such as catering managers, catering chefs and head cooks, catering cooks, and catering business owners. In addition, the program also offers coursework for professional improvement. Students will be provided with the essential skills of sanitation, foundational cooking and baking, operations, and production in order to reach their career goals and to be competitive in the marketplace.

Students are required to follow Culinary Department dress standards.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for employment in the catering industry.
- Demonstrate proficient catering skills necessary for business operations.
- Demonstrate competence in the production of catered events.

Required Core

Select one		
<u>CUL</u> 171 ***	Sanitation and Safety	2
or		
ServSafe Certif	fication	
CUL 210*	Introduction to Culinary Arts	3
<u>CUL</u> 120*	Introduction to Food Systems	3
<u>CUL</u> 101*	Culinary Principles I	3
CUL 201*	Culinary Principles II	4
CUL 275*	Dining Room Service	4
CUL 110*	Food Preparation Essentials	3
<u>CUL</u> 244*	Baking Fundamentals I	3
<u>CUL</u> 176	Food and Beverage Operations	3
CUL 261	Management, Leadership & Training	3
CUL 182*	Catering and Banquets	3
<u>HRM</u> 152	Special Events Management	3
<u>CUL</u> 285 <u>*</u>	Personal Chef	3
HRM 154	Hospitality Cost Control	3

Total Units for the Major 41-43

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.

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

^{**} Students with valid California ServSafe Certification may have this core requirement waived.

FN 245*	Baking Fundamentals II	3
FN 281	Flavor Dynamics	3
FN 282	Introduction to Herbs	2
FN 286*	Sugar Confectionery	-1
FN 287*	Chocolate Confectionery	-1
FN 288*	Advanced Baking and Pastry	3
BUS 160	Entrepreneurship	3

Total Units for the Major 35-41

- *Course has a prerequisite, corequisite, limitation; or recommended preparation; see course description.
- $\mbox{\sc \$}$ Students with valid California ServSafe Certification may have this core requirement waived.
- ‡ Recommended to be taken in the last semester of the program.

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 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.

Current Community Health Worker Certificate of Achievement

The Community Health Worker (CHW) Certificate of Achievement provides students with the skills needed to work in public health, healthcare, and social services. CHWs provide services including health education, navigation through healthcare systems and services, health outreach, community health data collection, and health promotion. Graduates will be able to help improve quality of life for clients by identifying the social determinants of health (SDOH) and disparities in communities, increasing access to health care services, promoting health screening, and providing public health education on available health services and recommendations. The certificate is for both entry-level individuals and for providing additional competencies to those employed in various fields. Graduates can work in various settings including healthcare clinics, mental health facilities, substance abuse programs, nursing homes, assisted living, and neighborhood and faith-based organizations.

Occupations:

- Community Health Worker
- Health Advocates
- Contract Tracers
- Community Liaisons
- Health Navigators
- Community Navigators
- Community Health Advisors
- Outreach Educators
- Community Health Representatives
- Peer Health Promoters

Competencies:

- Communication skills related to healthcare
- Relationship building between patient and provider
- Healthcare services navigation and coordination
- Health advocacy, education, and outreach
- Health data assessment
- Knowledge of public health principles
- Knowledge of social determinants of health

Program Student Learning Outcomes

Students who complete this program will be able to:

- Describe how education, socioeconomic status, racism, and gender shape health epidemics and policy development in the healthcare system.
- Facilitate access to resources and increase the clients' ability to navigate the health care system.
- Describe the concept of public health as it relates to community health workers.
- Provide health education plans to promote healthy behaviors, address health risks and reduce harm.

Required Core

HSC 104	Medical Terminology	3
PH 1	Introduction to Public Health	3
HLTH 1	Contemporary Health Issues	3
PH 102	Health Education and Promotion	3
PH 103	Health and Social Justice	3
PH 204	Interprofessional Communication in	
	Healthcare	1
PH 205*	Directed Practice for Community Health	
	Care Worker	3

Revised Community Health Worker Certificate of Achievement

The Community Health Worker (CHW) Certificate of Achievement provides students with the skills needed to work in public health, healthcare, and social services. CHWs provide services including health education, navigation through healthcare systems and services, health outreach, community health data collection, and health promotion. Graduates will be able to help improve quality of life for clients by identifying the social determinants of health (SDOH) and disparities in communities, increasing access to health care services, promoting health screening, and providing public health education on available health services and recommendations. The certificate is for both entry-level individuals and for providing additional competencies to those employed in various fields. Graduates can work in various settings including healthcare clinics, mental health facilities, substance abuse programs, nursing homes, assisted living, and neighborhood and faith-based organizations.

Occupations:

- Community Health Worker
- Health Advocates
- Contract Tracers
- Community Liaisons
- Health Navigators
- Community NavigatorsCommunity Health Advisors
- Outreach Educators
- Community Health Representatives
- Peer Health Promoters

Competencies:

- Communication skills related to healthcare
- Relationship building between patient and provider
- Healthcare services navigation and coordination
- Health advocacy, education, and outreach
- Health data assessment
- Knowledge of public health principles
- Knowledge of social determinants of health

Program Student Learning Outcomes

Students who complete this program will be able to:

- Describe how education, socioeconomic status, racism, and gender shape health epidemics and policy development in the healthcare system.
- Facilitate access to resources and increase the clients' ability to navigate the health care system.
- Describe the concept of public health as it relates to community health workers.
- Provide health education plans to promote healthy behaviors, address health risks and reduce harm.

Required Core

HSC 104	Medical Terminology	3
PH 1	Introduction to Public Health	3
HLTH 1	Contemporary Health Issues	3
PH 102	Health Education and Promotion	3
PH 103	Health and Social Justice	3
PH 204	Interprofessional Communication in	
	Healthcare	1
PH 205*	Directed Practice for Community Health	
	Care Worker	3

Restricted Electives: Complete two courses

Select one		
MATH 10*	Introduction to Statistics	3
or		
PSYC 44*	Statistics for the Behavioral Sciences	3
or		
BUS 10*	Business Statistics	3
Select one		
PSYC 30*	Social Psychology	3
or		
SOC 30*	Social Psychology	3

Total Units for the Certificate 25

Restricted Electives: Complete two courses

Select one **STAT C1000*** Introduction to Statistics 3 STAT C1000H* Introduction to Statistics - Honors 3 PSYC 44* Statistics for the Behavioral Sciences 3 or BUS 10* **Business Statistics** 3 Select one PSYC 30* Social Psychology 3 or SOC 30* Social Psychology

Total Units for the Certificate 25

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

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

Current Costuming Certificate of Achievement

The Costuming Certificate of Achievement prepares students with the skills required to become a professional Costume Attendant or Assistant Costume Designer. Students will learn to source and construct costumes and accessories in the areas of: theater, film, television, dance, theme parks, special events, cultural and ethnic events, costume shops, e-commerce, uniform/sports, advertising, Cosplay, Anime and pop culture conventions, and period reenactment. Coursework covers character analysis and costume development, period and fantasy costumes, specialty construction techniques, material sourcing, underpinning construction, embellishment, millinery, and footwear design and construction. Costume history, textiles and dyeing, draping, pattern making, drafting, illustration, alteration, and accessory design and construction skills will be developed. Students will focus on developing a professional portfolio and complete an internship in costuming focusing in the area of their choice.

After completion of the certificate, students will be eligible for a position in the following areas: Costume Attendant, assistant costume designer, costume stitcher, costume shop assistant, costume sourcing specialist, costume dresser, costume alterationist, costume pattern maker, costume accessory designer, Corsetier, costume underpinnings and corsetry construction, costume dyeing and distressing, and millinery and shoe construction for contemporary and historical costumes.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate the process of script and character analysis and the development of character costume.
- Demonstrate knowledge of costume history and period silhouettes from ancient times to the present day and design and construct period and fantasy costumes from this knowledge.
- Create and develop a professional portfolio and complete an internship in costuming.

Required Core

FASH 31	Textiles	3
FASH 154	Fashion Illustration	3
FASH 240	Dye Processes on Fabrics	3
Select one		
FASH 130*	Flat Pattern Design	4
or		
FASH 132*	Draping Fashion Designs	3
FASH 223	Millinery Design	3
Select one		
FASH 144	Fashion Trends and Cultural Costumes	3
or		
or ETT 42	Costume Design	3
	Costume Design Co-Op-Ed Fashion	3 1
ETT 42	O	_
ETT 42 CWE 180* FASH 145*	Co-Op-Ed Fashion	-1
ETT 42 CWE 180* FASH 145*	Co-Op-Ed Fashion Internship	-1
ETT 42 CWE 180* FASH 145* Select one of the	Co-Op-Ed Fashion Internship	-1
ETT 42 CWE 180* FASH 145* Select one of to Option 1	Co-Op-Ed Fashion Internship he following 3.0 unit options	
ETT 42 CWE 180* FASH 145* Select one of to Option 1 FASH 217	Co-Op-Ed Fashion Internship he following 3.0 unit options Footwear Design and Construction	

Revised Costuming Certificate of Achievement

The Costuming Certificate of Achievement prepares students with the skills required to become a professional Costume Attendant or Assistant Costume Designer. Students will learn to source and construct costumes and accessories in the areas of: theater, film, television, dance, theme parks, special events, cultural and ethnic events, costume shops, e-commerce, uniform/sports, advertising, Cosplay, Anime and pop culture conventions, and period reenactment. Coursework covers character analysis and costume development, period and fantasy costumes, specialty construction techniques, material sourcing, underpinning construction, embellishment, millinery, and footwear design and construction. Costume history, textiles and dyeing, draping, pattern making, drafting, illustration, alteration, and accessory design and construction skills will be developed. Students will focus on developing a professional portfolio and complete an internship in costuming focusing in the area of their choice.

After completion of the certificate, students will be eligible for a position in the following areas: Costume Attendant, assistant costume designer, costume stitcher, costume shop assistant, costume sourcing specialist, costume dresser, costume alterationist, costume pattern maker, costume accessory designer, Corsetier, costume underpinnings and corsetry construction, costume dyeing and distressing, and millinery and shoe construction for contemporary and historical costumes.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate the process of script and character analysis and the development of character costume.
- Demonstrate knowledge of costume history and period silhouettes from ancient times to the present day and design and construct period and fantasy costumes from this knowledge.
- Create and develop a professional portfolio and complete an internship in costuming.

Required Core

xequireu core	5	
FASH 31	Textiles	3
Select one		
FASH 44	Fashion Trends and Cultural Costumes	3
or		
ETT 42	Costume Design	3
FASH 51	Race and Ethnicity in Fashion	3
FASH 154	Fashion Illustration	3
FASH 240	Dye Processes on Fabrics	3
Select one		
FASH 130*	Flat Pattern Design	4
or		
FASH 132*	Draping Fashion Designs	3
FASH 223	Millinery Design	3
FASH 180WE	*Fashion Work Experience	2
FASH 145*	Internship	1
Select one of th	ne following 3.0 unit options	
Option 1		
FASH 217	Footwear Design and Construction	2
and		
FASH 216	Costumer's Lab	1

OR			OR		
Option 2			Option 2		
FASH 217	Footwear Design and Construction	2	FASH 217	Footwear Design and Construction	2
and			and		
FASH 220*	Tailor's Lab	1	FASH 220*	Tailor's Lab	1
Restricted Ele	ctives: Select three courses		Restricted Ele	ctives: Select three courses	
FASH 100	Sewing for Fashion Design I	3	FASH 100	Sewing for Fashion Design I	3
FASH 110*	Contemporary Clothing Construction	3	FASH 110*	Contemporary Clothing Construction	3
FASH 120*	Tailoring	3	FASH 120*	Tailoring	3
FASH 205*	Corset Construction	3	FASH 205*	Corset Construction	3
FASH 206*	Designing & Constructing Knitwear,		FASH 206*	Designing & Constructing Knitwear,	
	Activewear, Swimwear	3		Activewear, Swimwear	3
FASH 208*	Period and Vintage Sewing	3	FASH 208*	Period and Vintage Sewing	3
FASH 230*	Alterations and Fitting	3	FASH 230*	Alterations and Fitting	3

Total Units for the Certificate 32-33

Total Units for the Certificate 36-37

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

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

Current Data Analytics Certificate of Achievement

The Data Analytics Certificate of Achievement enables full-time students and existing working professionals the ability to enhance their skills with state of the art training in the rapidly evolving information technology areas of data analytics (the analysis and presentation of data) and database (collection organization of data). The certificate core requirements introduce students to the critical evolving data technologies, including relational databases, SQL (universal standard language for communicating to relational databases), data visualization, data modeling, data warehousing, database reporting using Tableau, big data, NoSQL, cloud, and business intelligence using Microsoft Power BI and Excel.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Identify basics of data management and manipulation, including SQL, Cloud Storage Services, Relational Database Vendors, and Relational Database Interfaces.
- Perform various Data Analytics skills of analyzing, manipulating, and reporting data.
- Develop data visualizations for business decision-making using applications like Tableau and Power BI.

_			-	\sim	
ĸ.	eai	111	$\Delta \alpha$	('0	TO

required core		
CIMA 105*	Microsoft Excel for Data Analytics	3
CIMA 288	Database Reporting	3.5
CIMW 105	Web Development and DB - Intro SQL	
	and MYSQL	3
Select one		
CIMP 7A£	Business Programming - Java	
	Beginning	3
or		
CIMP 8A£	Programming with Python	3
	ctives: Select two courses	
CIM 1	Computer Information Systems	4
or		
CIM 10	Introduction to Information Systems	3
or		
CIM 112	Microsoft Office	3
CIM 8*	Introduction to Data Science	3
CIMA 104	Spreadsheets - Excel	3
CIMA 204*	Advanced Spreadsheets - Excel	3
CIMA 106	Database - Access	3
CIMP 7A£	Business Programming - Java	
	Beginning	3
or		
CIMP 8A£	Programming with Python	3
CIMP 7B*	Business Programming - Java	
	Advanced	3
or		
CIMP 8B*	Advanced Python Programming	3

Revised Data Analytics Certificate of Achievement

The Data Analytics Certificate of Achievement enables full-time students and existing working professionals the ability to enhance their skills with state of the art training in the rapidly evolving information technology areas of data analytics (the analysis and presentation of data) and database (collection organization of data). The certificate core requirements introduce students to the critical evolving data technologies, including relational databases, SQL (universal standard language for communicating to relational databases), data visualization, data modeling, data warehousing, database reporting using Tableau, big data, NoSQL, cloud, and business intelligence using Microsoft Power BI and Excel.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Identify basics of data management and manipulation, including SQL, Cloud Storage Services, Relational Database Vendors, and Relational Database Interfaces.
- Perform various Data Analytics skills of analyzing, manipulating, and reporting data.
- Develop data visualizations for business decision-making using applications like Tableau and Power BI.

Required Core

CIMA 105*	Microsoft Excel for Data Analytics	3
CIMA 288	Database Reporting	3.5
CIMW 105	Web Development and DB - Intro SQL and MYSQL	3
Select one		
CIMP 7A£	Business Programming - Java	
	Beginning	3
or		
CIMP 8A£	Programming with Python	3
Restricted Ele	ctives: Select two courses	
CIM 1	Computer Information Systems	4
or		
CIM 10	Introduction to Information Systems	3
or		
CIM 112	Microsoft Office	3
CIM 8*	Introduction to Data Science	3
CIM 180WE	Computer Information Manageme	<u>nt</u>
	Work Experience	2
CIMA 104	Spreadsheets - Excel	3
CIMA 104 CIMA 204*	Spreadsheets - Excel Advanced Spreadsheets - Excel	
•	-	3
CIMA 204*	Advanced Spreadsheets - Excel	3
CIMA 204* CIMA 106	Advanced Spreadsheets - Excel Database - Access	3
CIMA 204* CIMA 106	Advanced Spreadsheets - Excel Database - Access Business Programming - Java	3 3 3
CIMA 204* CIMA 106 CIMP 7A£	Advanced Spreadsheets - Excel Database - Access Business Programming - Java Beginning	3 3 3
CIMA 204* CIMA 106 CIMP 7A£	Advanced Spreadsheets - Excel Database - Access Business Programming - Java	3 3 3
CIMA 204* CIMA 106 CIMP 7A£ or CIMP 8A£	Advanced Spreadsheets - Excel Database - Access Business Programming - JavaBeginning Programming with Python	3 3 3
CIMA 204* CIMA 106 CIMP 7A£ or CIMP 8A£	Advanced Spreadsheets - Excel Database - Access Business Programming - JavaBeginning Programming with Python Business Programming - Java	3 3 3 3
CIMA 204* CIMA 106 CIMP 7A£ or CIMP 8A£ CIMP 7B*	Advanced Spreadsheets - Excel Database - Access Business Programming - JavaBeginning Programming with Python Business Programming - Java	3 3 3 3

CIMP 241

CIMP 241 Cloud Computing for Developers

3.5

Cloud Computing for Developers

3.5

Total Units for the Certificate 18.5-

 $^*\mbox{Course}$ has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

 \pounds Course can be taken as either a core requirement or restricted elective; it may not be counted as both.

Total Units for the Certificate <u>17.5</u>-

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

£ Course can be taken as either a core requirement or restricted elective; it may not be counted as both.

Current Ecological Restoration Certificate of Achievement

The Ecological Restoration Certificate prepares students to use basic and applied ecological concepts to reclaim and/or restore natural processes and functions to disturbed ecosystems. As the only available technical certificate in Ecological Restoration in Southern California, the program emphasizes application of restoration techniques to monitor, assess, preserve, and restore ecosystems while providing students a solid foundation in local natural history, ecological concepts, ecological disturbances, and an understanding of natural resource management policy.

Students completing the certificate will be prepared to pursue professional opportunities such as restoration ecologist, environmental restoration planner, field technician, or similar with organizations including government (US Forest Service, National Park Service, California State Parks), corporate (ecological/environmental consulting firms), and non-profit (nature centers, community-based restoration, land trusts and conservancies).

Program Student Learning Outcomes

Students who complete this program will be able to:

- Describe the major restoration techniques and identify the benefits and limitations of each approach.
- Develop a restoration plan for a specific site.
- Identify the regulatory and technical requirements for monitoring restoration sites.

Required Core

CWE 180	Co-Op-Ed Ecological Restoration	-2
or		
CWE 180	Co-Op-Ed Ecological Restoration	-1
HORT 166	Native Plants in the Urban Landscape	2
HORT 116	Irrigation Design Fundamentals	3
HORT 113	Soils and Fertilizers	3
GIS 110	Introduction to Geographic Information Systems (GIS)	2
or		
	Systems (GIS)	2
GEOG 110	Introduction to Geographic Information	
ENV 123	Water and Soil Conservation	3
ENV 105*	Environmental Studies Internship	2
ENV 40	Environmental Law and Policy	3
ENV 37	Environmental Ethics	3
ENV 24	Natural History of California	4
Restricted Ele	ectives: Select four courses	
ENV 18	Introduction to Ecology	4
ENV 1	Introduction to Environmental Studies	3
	Techniques	4
ECOL 202	Advanced Ecological Restoration	
ECOL 201	Ecological Restoration Techniques	4
Kequireu Cor		

Total Units for the Certificate 22-28

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

Revised Ecological Restoration Certificate of Achievement

The Ecological Restoration Certificate <u>of Achievement</u> prepares students to use basic and applied ecological concepts to reclaim and/or restore natural processes and functions to disturbed ecosystems. As the only available technical certificate in Ecological Restoration in Southern California, the program emphasizes application of restoration techniques to monitor, assess, preserve, and restore ecosystems while providing students a solid foundation in local natural history, ecological concepts, ecological disturbances, and an understanding of natural resource management policy.

Students completing the certificate will be prepared to pursue professional opportunities such as restoration ecologist, environmental restoration planner, field technician, or similar with organizations including government (US Forest Service, National Park Service, California State Parks), corporate (ecological/environmental consulting firms), and non-profit (nature centers, community-based restoration, land trusts and conservancies).

Program Student Learning Outcomes

Students who complete this program will be able to:

- Describe the major restoration techniques and identify the benefits and limitations of each approach.
- Develop a restoration plan for a specific site.
- Identify the regulatory and technical requirements for monitoring restoration sites.

Required Core

Kequii cu coi		
ECOL 201	Ecological Restoration Techniques	4
ECOL 202	Advanced Ecological Restoration	
	Techniques	4
Select one		
ENV 1	Introduction to Environmental Studies	3
<u>or</u>		
ENV 1H	Honors Introduction to	
	Environmental Studies	_3
ENV 18	Introduction to Ecology	4
Restricted El	ectives: Select four courses	
ENV 24	Natural History of California	4
ENV 26	Environmental Justice	3
ENV 37	Environmental Ethics	3
ENV 40	Environmental Law and Policy	3
ENV 105*	Environmental Studies Internship	2
ENV 123	Water and Soil Conservation	3
GEOG 110	Introduction to Geographic Information	
	Systems (GIS)	2
or		
GIS 110	Introduction to Geographic Information	
	Systems (GIS)	2
HORT 113	Soils and Fertilizers	3
HORT 116	Irrigation Design Fundamentals	3
HORT 166	Native Plants in the Urban Landscape	2
ECOL 180W	E Ecological Restoration Work	
	Experience	2

Total Units for the Certificate 23-28

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

Current Economics Associate of Arts

The curriculum in the Economics Associate 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 professional careers related to this major, earning the Associate degree would demonstrate achievement and may support attempts to gain entry-level employment and promotion.

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 and use the model to critically analyze real world examples.
- Explain the role of prices in allocating goods, services and factors of production.

Required Core

Select one		
ECON 2*	Principles (Macro)	3
or		
ECON 2H*	Honors Principles of Macroeconomic	3
Select one		
ECON 4*	Principles (Micro)	3
or		
ECON 4H*	Honors Principles of Microeconomics	3
Select one		
PS 11	International Political Economy	3
or		
ECON 11	International Political Economy	3
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
Postmiotod Flor	otivos (6-0 units)	

Restricted Electives (6-9 units)

Financial Accounting	4
Managerial Accounting	4
Introduction to Business	3
Honors Introduction to Business	3
Business Communication	3
Computer Information Systems	4
Introduction to Information Systems	3
Analytic Geometry and Calculus	5
Introduction to Statistics	3
	Managerial Accounting Introduction to Business Honors Introduction to Business Business Communication Computer Information Systems Introduction to Information Systems Analytic Geometry and Calculus

Total Units for the Major 20-23

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

Revised Economics Associate of Arts

The curriculum in the Economics Associate 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 professional careers related to this major, earning the Associate degree would demonstrate achievement and may support attempts to gain entry-level employment and promotion.

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 and use the model to critically analyze real world examples.
- Explain the role of prices in allocating goods, services and factors of production.

Required Core Select one

ECON 2*	Principles (Macro)	3
ECON 2H*	Honors Principles of Macroeconomic	3
Select one		
ECON 4* or	Principles (Micro)	3
ECON 4H*	Honors Principles of Microeconomics	3
Select one	-	-
PS 11 or	International Political Economy	3
ECON 11	International Political Economy	3
Select one		
MATH 11* or	A Brief Course in Calculus	5
MATH 3A* or	Analytic Geometry and Calculus	5
MATH 3AH*	Honors Analytic Geometry and Calculus	5
Restricted Elec	ctives: <u>Select two courses</u> (6-9 units)	
ACCT 1A	Financial Accounting	4
ACCT 1B*	Managerial Accounting	4
BUS 1	Introduction to Business	3
or		

ACCT 1A	Financial Accounting	4
ACCT 1B*	Managerial Accounting	4
BUS 1	Introduction to Business	3
or		
BUS 1H	Honors Introduction to Business	3
BUS 104*	Business Communication	3
CIM 1	Computer Information Systems	4
CIM 10	Introduction to Information Systems	3
MATH 3B*	Analytic Geometry and Calculus	5
STAT C1000* Introduction to Statistics		3
or		

STAT C1000H* Introduction to Statistics - Honors 3

Total Units for the Major 20-23

^{*}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 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.

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 DegreesRefer to the Graduation Requirements or to the <u>Cal-GETC</u> 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.

Current Environmental Studies Associate of Arts

Environmental Studies is an interdisciplinary program that provides students with an integrated and critical knowledge of the natural environment and the relationships and interactions humans have with it. The program provides students with the understanding that environmental challenges face every aspect of society, and it provides them with the skills needed to help solve these complex problems through cooperation and negotiation with the different and often competing stakeholders. The program combines classroom, laboratory, and field study instruction giving students a well-rounded preparation in the field of environmental studies.

The curriculum in the Environmental Studies Associate Degree program is designed to prepare students to transfer to a baccalaureate institution and complete a four year degree in an environmental related field of study, including, but not limited to, Environmental Studies, Environmental Science and Management, Environmental Policy, Energy Studies, Sustainability Studies, Conservation Biology, Ecology, and Wildlife Management. While a baccalaureate or higher degree is recommended for those considering professional careers related to this field, earning the Associate degree would demonstrate achievement and may support attempts to gain entry-level employment and promotion.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate social responsibility by using critical thinking skills.
- Demonstrate scientific literacy and ability to engage in scientific inquiry concerning environmental issues through the evaluation and analysis of scientific literature, and presentation of results in written and oral form.
- Evaluate environmental impact of personal decisions on the local, regional, national, and global environment.

Required Core

ENV 1	Introduction to Environmental Studies	3
ENV 18	Introduction to Ecology	4
CHEM 3*	Fundamental Chemistry	4
Select one		
ENG 1A*	Principles of Composition I	4
or		
ENG 1AH*	Honors Principles of Composition I	4
Select one		
ENG 1B*	Principles of Composition II	3
or		
ENG 1BH*	Honors Principles of Composition II	3
or		
ENG 70*	Critical Thinking, Reading, and Writing	3
MATH 10*	Introduction to Statistics	3
Restricted Ele	ctives (9-12 units)	
ENV 5	Biodiversity Conservation	3
ENV 6*	Scarcity and Environment	3
ENV 16	Environmental Disasters	3

Revised Environmental Studies Associate of Arts

Environmental Studies is an interdisciplinary program that provides students with an integrated and critical knowledge of the natural environment and the relationships and interactions humans have with it. The program provides students with the understanding that environmental challenges face every aspect of society, and it provides them with the skills needed to help solve these complex problems through cooperation and negotiation with the different and often competing stakeholders. The program combines classroom, laboratory, and field study instruction giving students a well-rounded preparation in the field of environmental studies.

The curriculum in the Environmental Studies Associate Degree program is designed to prepare students to transfer to a baccalaureate institution and complete a four year degree in an environmental related field of study, including, but not limited to, Environmental Studies, Environmental Science and Management, Environmental Policy, Energy Studies, Sustainability Studies, Conservation Biology, Ecology, and Wildlife Management. While a baccalaureate or higher degree is recommended for those considering professional careers related to this field, earning the Associate degree would demonstrate achievement and may support attempts to gain entry-level employment and promotion.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate social responsibility by using critical thinking skills.
- Demonstrate scientific literacy and ability to engage in scientific inquiry concerning environmental issues through the evaluation and analysis of scientific literature, and presentation of results in written and oral form.
- Evaluate environmental impact of personal decisions on the local, regional, national, and global environment.

Required Core

required co.		
ENV 1	Introduction to Environmental Studies	3
ENV 18	Introduction to Ecology	4
CHEM 3*	Fundamental Chemistry	4
Select one		
ENGL C10	00* Academic Reading and Writing	4
or		
ENGL C10	00H* Academic Reading and Writing	
	- Honors	4
Select one		
ENGL C10	01* Critical Thinking and Writing	3
or		
~-	01H* Critical Thinking and Writing	
~-	01H* Critical Thinking and Writing - Honors	3
~-		_3
ENGL C10		3
or ENG 70*	- Honors	
or ENG 70* STAT C100	- Honors Critical Thinking, Reading, and Writing * Introduction to Statistics	3
or ENG 70* STAT C100	- Honors Critical Thinking, Reading, and Writing	3
or ENG 70* STAT C100 Restricted E	- Honors Critical Thinking, Reading, and Writing * Introduction to Statistics lectives (9-12 units)	3
or ENG 70* STAT C100 Restricted EL ENV 5	- Honors Critical Thinking, Reading, and Writing o* Introduction to Statistics lectives (9-12 units) Biodiversity Conservation	3 3

ENV 23	Environmental Geology	4
or		
GEOL 23	Environmental Geology	4
ENV 24	Natural History of California	4
ENV 25	Environmental Hazards to Health	3
ENV 30	Alternative Energy Technologies	3
ENV 37	Environmental Ethics	3
ENV 40	Environmental Law and Policy	3
ENV 105*	Environmental Studies Internship	2
ENV 106	Natural Resource Conservation	3
ENV 123	Water and Soil Conservation	3
ENV 38	Water Quality and Monitoring	3
ENV 141	Water Resources and Management	4
CWE 180	Co-Op-Ed Environmental Monitoring	
	and Assessment	-1
CWE 180	Co-Op-Ed Environmental Monitoring	
	and Assessment	2
GEOG 110	Introduction to Geographic Information	
	Systems (GIS)	2
or		
GIS 110	Introduction to Geographic Information	
	Systems (GIS)	2

Total Units for the Major 30-33

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.

ENV 23 or	Environmental Geology	4
GEOL 23	Environmental Geology	4
ENV 24	Natural History of California	4
ENV 25	Environmental Hazards to Health	3
ENV 26	Environmental Justice	3
ENV 30	Alternative Energy Technologies	3
ENV 37	Environmental Ethics	3
ENV 38	Water Quality and Monitoring	3
ENV 40	Environmental Law and Policy	3
ENV 105*	Environmental Studies Internship	2
ENV 106	Natural Resource Conservation	3
ENV 123	Water and Soil Conservation	3
ENV 141	Water Resources and Management	4
ENV 180WE	Environmental Monitoring and	
	Assessment Work Experience	2
GEOG 110	Introduction to Geographic Information	
	Systems (GIS)	2
or		
GIS 110	Introduction to Geographic Information	
	Systems (GIS)	2

Total Units for the Major 30-33

*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 DegreesRefer to the Graduation Requirements or to the <u>Cal-GETC</u> 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.

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

Current Event Planner Occupational Skills Award

The Event Planner Occupational Skills Award prepares the student with skills that are necessary to become a successful planner within the industry. The focus will be on details, vision, organization and the means to produce both big and small events. Event Planners may work on a freelance basis, for an event planning company and/or non-profit organization and for-profit corporations. Coursework covers planning and directing an event from start to finish. This will include: promotions, music, hospitality, merchandise and/or vendors, stage, rentals, culinary, lighting, selecting a venue, budget, and an internship in the field.

After completion of the skills award, students will be eligible for a position in the following areas: fashion event planner, assistant event planner, fashion show event planner, assistant event coordinator, and assistant event manager.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a special event which will include: selecting the venue, theme, stage, promotions, music, lighting, merchandise, hospitality and staying within a given budget.
- Create a professional portfolio depicting their produced event while highlighting all of the necessary skills to become a successful event planner. Skills include: budgeting, logistics, promotion, communication, scheduling, procurement and measuring the overall success of the event.
- Complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor.

Required Core

BUS 160	Entrepreneurship	0
	1 1	3
FASH 101	Introduction to Fashion Careers	3
FASH 147	Special Events Coordination and	
	Promotion	3
FASH 148	Visual Merchandising	3
FASH 145* §	Internship	1
CWE 180*†	Co-Op-Ed Fashion	1

Total Units for the Award 14

§Must be taken concurrently with CWE 180*.

Revised Event Planner Occupational Skills Award

The Event Planner Occupational Skills Award prepares the student with skills that are necessary to become a successful planner within the industry. The focus will be on details, vision, organization and the means to produce both big and small events. Event Planners may work on a freelance basis, for an event planning company and/or non-profit organization and for-profit corporations. Coursework covers planning and directing an event from start to finish. This will include: promotions, music, hospitality, merchandise and/or vendors, stage, rentals, culinary, lighting, selecting a venue, budget, and an internship in the field.

After completion of the skills award, students will be eligible for a position in the following areas: fashion event planner, assistant event planner, fashion show event planner, assistant event coordinator, and assistant event manager.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a special event which will include: selecting the venue, theme, stage, promotions, music, lighting, merchandise, hospitality and staying within a given budget.
- Create a professional portfolio depicting their produced event while highlighting all of the necessary skills to become a successful event planner. Skills include: budgeting, logistics, promotion, communication, scheduling, procurement and measuring the overall success of the event.
- Complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor.

Required Core

FASH 180WE*†	Fashion Work Experience	2
FASH 145*	Internship	1
FASH 148	Visual Merchandising	3
	Promotion	3
FASH 147	Special Events Coordination and	
FASH 101	Introduction to Fashion Careers	3
BUS 160	Entrepreneurship	3

Total Units for the Award 15

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

[†]Recommended to be taken in last semester of program.

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

[†]Recommended to be taken in last semester of program.

Current Fashion Design Certificate of Achievement

The Fashion Design certificate provides students with the comprehensive academic foundation necessary to pursue a career in fashion design. Coursework provides opportunities for students to develop skills in industrial sewing and garment construction, pattern making, draping, fashion illustration, product development, elements of design, fashion history, textiles, CAD design, and careers within the apparel and textile industry. All Fashion Design students are required to complete an industry internship, create an industry resume/portfolio and tour major fashion companies in the southern California area. Additionally, all students will have the opportunity to participate and show their work in the annual fashion show. This certificate is designed for students looking to obtain the necessary skills for immediate entry into the workforce in the area of fashion design. Possible occupations include: Assistant Fashion Designer, Design Room Assistant, Sewing Machine Operator, Tailor, Dressmaker, Custom Sewer, and Fabric and Apparel Patternmakers. Also, this certificate provides the foundation for the Advanced Fashion Design and Apparel Manufacturing certificate.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their skills.
 This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their skills.
 This will increase job opportunities in the field as well as promotion for those already employed.

Required Core

kequirea Core		
FASH 31	Textiles	3
FASH 101	Introduction to Fashion Careers	3
FASH 111*	Sewing for Fashion Design II	3
Select one		
FASH 112*	Fashion SewingAdvanced	3
or		
FASH 124*	Wearable Art	3
or		
FASH 211*	Advanced Dressmaking and Custom	
	Sewing	3
FASH 130*	Flat Pattern Design	4
FASH 132*	Draping Fashion Designs	3
FASH 141	Apparel Selection	3
FASH 144	Fashion Trends and Cultural Costumes	3
Select both		
FASH 145* §	Internship	1
and		
CWE 180* †	Co-Op-Ed Fashion	-1
FASH 150	Fashion Apparel and Professional	
	Techniques	3
FASH 154	Fashion Illustration	3

Revised Fashion Design Certificate of Achievement

The Fashion Design certificate provides students with the comprehensive academic foundation necessary to pursue a career in fashion design. Coursework provides opportunities for students to develop skills in industrial sewing and garment construction, pattern making, draping, fashion illustration, product development, elements of design, fashion history, textiles, CAD design, and careers within the apparel and textile industry. All Fashion Design students are required to complete an industry internship, create an industry resume/portfolio and tour major fashion companies in the southern California area. Additionally, all students will have the opportunity to participate and show their work in the annual fashion show. This certificate is designed for students looking to obtain the necessary skills for immediate entry into the workforce in the area of fashion design. Possible occupations include: Assistant Fashion Designer, Design Room Assistant, Sewing Machine Operator, Tailor, Dressmaker, Custom Sewer, and Fabric and Apparel Patternmakers. Also, this certificate provides the foundation for the Advanced Fashion Design and Apparel Manufacturing certificate.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their skills.
 This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their skills.
 This will increase job opportunities in the field as well as promotion for those already employed.

Required Core

FASH 31	Textiles	3
FASH 44	Fashion Trends and Cultural Costumes	3
FASH 51	Race and Ethnicity in Fashion	3
FASH 101	Introduction to Fashion Careers	3
FASH 111*	Sewing for Fashion Design II	3
Select one		
FASH 112*	Fashion SewingAdvanced	3
or		
FASH 124*	Wearable Art	3
or		
FASH 211*	Advanced Dressmaking and Custom	
	Sewing	3
FASH 130*	Flat Pattern Design	4
FASH 132*	Draping Fashion Designs	3
FASH 141	Apparel Selection	3
Select both		
FASH 145*	Internship	1
and		
FASH 180W	/E*† Fashion Work Experience	2
FASH 150	Fashion Apparel and Professional	
	Techniques	3
FASH 154	Fashion Illustration	3

Select one		
FASH 207	Eco-Friendly Fashion Tour	1
or		
FASH 218	New York Study Tour	2
or		
FASH 247	Special Events Participation	1
or		
FASH 254	Fashion in Southern California	1
Select FASH 155	5 or FASH 204 and FASH 225	
FASH 155* ≪	The Digital Fashion Image	2
or		
FASH 204 «	Understanding Apparel Principles-AIMS	
	Certification	1
and		
FASH 225 ≪	Apparel Cart - Fashion Retailing Online with	
	Easy Cart Shop	1

Total Units for the Certificate 36-37

§ Must be taken concurrently with CWE 180. «Take FASH 155 OR both FASH 204 and FASH 225.

Select one		
FASH 207	Eco-Friendly Fashion Tour	1
or		
FASH 247	Special Events Participation	1
or		
FASH 254	Fashion in Southern California	1
Select FASH 1	55 or FASH 204 and FASH 225	
FASH 155*	The Digital Fashion Image	2
or		
FASH 204	Understanding Apparel Principles-AIMS	
	Certification	1
and		
FASH 225	Apparel Cart - Fashion Retailing Online wit	:h
	Easy Cart Shop	1

Total Units for the Certificate 40

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

 $[\]ensuremath{^\dagger}$ Recommended to be taken in last semester of program.

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

[†] Recommended to be taken in last semester of program.

Current Fashion Design Associate of Science

The Fashion Design Associate of Science degree provides students with the comprehensive academic foundation necessary to pursue a career in fashion design. Coursework provides opportunities for students to develop skills in industrial sewing and garment construction, pattern making, draping, fashion illustration, product development, elements of design, fashion history, textiles, CAD design, and careers within the apparel and textile industry. Students who complete this program will be prepared for entrylevel positions in fashion design. Possible occupations include: Assistant Fashion Designer, Design Room Assistant, Sewing Machine Operator, Tailor, Dressmaker, Custom Sewer, and Fabric and Apparel Patternmaker.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their skills.
 This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their skills.
 This will increase job opportunities in the field as well as promotion for those already employed.

Required Core

FASH 31	Textiles	3
FASH 101	Introduction to Fashion Careers	3
FASH 111*	Sewing for Fashion Design II	3
Select one		
FASH 112*	Fashion SewingAdvanced	3
or		
FASH 124*	Wearable Art	3
or		
FASH 211*	Advanced Dressmaking and Custom Sewing	3
FASH 130*	Flat Pattern Design	4
FASH 132*	Draping Fashion Designs	3
FASH 141	Apparel Selection	3
FASH 144	Fashion Trends and Cultural Costumes	3
Select both		
FASH 145* §	Internship	1
and		
CWE 180*†	Co-Op-Ed Fashion	1
FASH 150	Fashion Apparel and Professional	
	Techniques	3
FASH 154	Fashion Illustration	3
Select one		
FASH 207	Eco-Friendly Fashion Tour	1
or		
FASH 218	New York Study Tour	2
or		
FASH 247	Special Events Participation	1
or		
FASH 254	Fashion in Southern California	1

Revised Fashion Design Associate of Science

The Fashion Design Associate of Science degree provides students with the comprehensive academic foundation necessary to pursue a career in fashion design. Coursework provides opportunities for students to develop skills in industrial sewing and garment construction, pattern making, draping, fashion illustration, product development, elements of design, fashion history, textiles, CAD design, and careers within the apparel and textile industry. Students who complete this program will be prepared for entry-level positions in fashion design. Possible occupations include: Assistant Fashion Designer, Design Room Assistant, Sewing Machine Operator, Tailor, Dressmaker, Custom Sewer, and Fabric and Apparel Patternmaker.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their skills.
 This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their skills.
 This will increase job opportunities in the field as well as promotion for those already employed.

Required Core

FASH 31	Textiles	3		
FASH 44	Fashion Trends and Cultural Costumes	3		
FASH 51				
FASH 101	Introduction to Fashion Careers	_ 3		
FASH 111*	Sewing for Fashion Design II	3		
Select one		Ü		
FASH 112* or	Fashion SewingAdvanced	3		
FASH 124* or	Wearable Art	3		
FASH 211*	Advanced Dressmaking and Custom Sewin	ıg 3		
FASH 130*	Flat Pattern Design	4		
FASH 132*	Draping Fashion Designs	3		
FASH 141	Apparel Selection	3		
Select both				
FASH 145*	Internship	1		
and				
<u>FASH 180W</u>	/E*† Fashion Work Experience	2		
FASH 150	Fashion Apparel and Professional			
	Techniques	3		
FASH 154	Fashion Illustration	3		
Select one				
FASH 207 or	Eco-Friendly Fashion Tour	1		
FASH 247 or	Special Events Participation	1		
FASH 254	Fashion in Southern California	1		

Select FASH 155 or FASH 204 and FASH 255				
FASH 155* ≪	The Digital Fashion Image	2		
or				
FASH 204 ≪	Understanding Apparel Principles-AIMS			
	Certification	1		
and				
FASH 225 ≪	Apparel Cart - Fashion Retailing Online w	ith		
	Easy Cart Shop	1		

Total Units for the Major 36-37

- *Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.
- † Recommended to be taken in last semester of program.
- § Must be taken concurrently with CWE 180.
- «Take FASH 155 OR both FASH 204 and FASH 225.

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 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.

Select FASH 155 or FASH 204 and FASH 255					
FASH 155*	The Digital Fashion Image	2			
or					
FASH 204	Understanding Apparel Principles-AIMS				
	Certification	1			
and					
FASH 225	Apparel Cart - Fashion Retailing Online wi	th			
	Easy Cart Shop	1			

Total Units for the Major 4

- *Course has a prerequisite, corequisite, limitation, or recommended preparation; see course description.
- † Recommended to be taken in last semester of program.

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 DegreesRefer to the Graduation Requirements or to the <u>Cal-GETC</u> 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.

Current Fashion Display and Presentation Associate of Science

The Fashion Display and Presentation degree provides the student with a comprehensive academic foundation to pursue multiple fashion display careers within the field of merchandising and marketing. Students will have opportunities to develop skills in product knowledge, color theory, fashion sketching, store planning and layout, stage set design and construction, careers within the industry, and history of fashion trends. Students that complete this program will be prepared for entry level positions in brick and mortar retail and/or e-commerce. Occupations such as: visual merchandiser, visual stylist, display assistant, display coordinator, retail management, customer service associate, and freelanct display artist. This Associate of Science degree prepares students for transfer to 4-year universities, majoring in Fashion Merchandising or Fashion Design. Similar transfer majors include: Apparel Management, Apparel Merchandising and Fashion Retailing.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their visual display and presentation skills.
- Demonstrate and understand skills needed to create and construct 3-dimensional window displays and/or 3dimensional visual stage sets showcasing continuity of theme, layout, signage, merchandise, and lighting presentation.
- Demonstrate and understand skills needed to execute editorial or lifestyle photo shoots for publications in print or e-commerce.

Required Core

required core	•	
FASH 31	Textiles	3
FASH 101	Introduction to Fashion Careers	3
FASH 140	Fashion Image	3
FASH 144	Fashion Trends and Cultural Costumes	3
FASH 147	Special Events Coordination and Promotion	3
FASH 148	Visual Merchandising	3
FASH 154	Fashion Illustration	3
Restricted Elec	tives (1.5-3 units)	
ARTH 100	Art Gallery Display and Exhibition	3
Select both if ei	ther course is chosen	
CWE 180*+	Co-Op-Ed Fashion	-1
and		
FASH 145* §	Internship	1
FASH 155*	The Digital Fashion Image	2
FASH 250	Fashion Trend Forecasting	1.5
ID 114	Applied Color and Design Theory for Interio	r
	Design	3
ID 115*	CAD for Interior Design	3

Total Units for the Major 22.5-24

§ Must be taken concurrently with CWE 180.

Revised Fashion Display and Presentation Associate of Science

The Fashion Display and Presentation degree provides the student with a comprehensive academic foundation to pursue multiple fashion display careers within the field of merchandising and marketing. Students will have opportunities to develop skills in product knowledge, color theory, fashion sketching, store planning and layout, stage set design and construction, careers within the industry, and history of fashion trends. Students that complete this program will be prepared for entry-level positions in brick and mortar retail and/or e-commerce. Occupations such as: visual merchandiser, visual stylist, display assistant, display coordinator, retail management, customer service associate, and freelance display artist. This Associate of Science degree prepares students for transfer to 4-year universities, majoring in Fashion Merchandising or Fashion Design. Similar transfer majors include: Apparel Management, Apparel Merchandising and Fashion Retailing.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their visual display and presentation skills.
- Demonstrate and understand skills needed to create and construct 3-dimensional window displays and/or 3dimensional visual stage sets showcasing continuity of theme, layout, signage, merchandise, and lighting presentation.
- Demonstrate and understand skills needed to execute editorial or lifestyle photo shoots for publications in print or e-commerce.

Required Core

FASH 31	Textiles	3		
FASH 44	Fashion Trends and Cultural Costumes			
FASH 101	Introduction to Fashion Careers	3		
FASH 140	Fashion Image	3		
FASH 147	Special Events Coordination and Promotion	3		
FASH 148	Visual Merchandising	3		
FASH 154	Fashion Illustration	3		
Restricted Elec	tives (1.5-3 units)			
ARTH 100	Art Gallery Display and Exhibition	3		
FASH 51	Race and Ethnicity in Fashion	3		
Select both if ei	ther course is chosen			
FASH 180W	/E*Fashion Work Experience	2		
and				
FASH 145*	Internship	1		
FASH 155*	The Digital Fashion Image	2		
FASH 250	Fashion Trend Forecasting	.5		
ID 114	Applied Color and Design Theory for Interio	r		
	Design	3		

Total Units for the Major 22.5-24

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

[†]Recommended to be taken in the last semester of the program.

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

[†]Recommended to be taken in the last semester of the program.

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 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.

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 DegreesRefer 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.

Current **Fashion Merchandising Certificate of Achievement**

The Fashion Merchandising Certificate of Achievement provides the student with a comprehensive academic foundation to pursue multiple fashion industry careers within the field of merchandising, marketing and management. Students will have opportunities to develop skills in Adobe suite, history of fashion trends, store planning and layout, event coordination, buying, selling and promoting goods, social media and e-commerce marketing. Students who complete this program will be prepared for entry level occupations such as: assistant buyer, visual merchandiser, fashion stylist, assistant merchandiser, boutique owner, retail manager, sales representative, event planner, personal shopper, and public relations assistant.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their skills. This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their skills. This will increase job opportunities in the field as well as promotion for those already employed.

Required Core Textiles FASH 31 3 FASH 101 Introduction to Fashion Careers 3 Fashion Buying and Merchandising FASH 143 3 Select one FASH 140 Fashion Image 3 FASH 141 Apparel Selection 3 Fashion Trends and Cultural Costumes FASH 144 3 Special Events Coordination and Promotion 3 FASH 147 FASH 148 Visual Merchandising FASH 150 Fashion Apparel and Professional Techniques3 FASH 154 **Fashion Illustration** 3 FASH 254 Fashion in Southern California 1 Select both FASH 145*§ Internship 1 and CWE 180*† Co-Op-Ed Fashion

Restricted Electives: Select one course from each group Group 1

Social Media Marketing	3
E-Commerce Marketing	3
Entrepreneurship	3
	E-Commerce Marketing

Gı

roup 2 – Select FASH 155 or FASH 204 and FASH 225				
FASH 155* ≪	The Digital Fashion Image	2		
or				
FASH 204 ≪	Understanding Apparel Principles-AIMS			
	Certification	1		

and

Revised **Fashion Merchandising Certificate of Achievement**

The Fashion Merchandising Certificate of Achievement provides the student with a comprehensive academic foundation to pursue multiple fashion industry careers within the field of merchandising, marketing and management. Students will have opportunities to develop skills in Adobe suite, history of fashion trends, store planning and layout, event coordination, buying, selling and promoting goods, social media and e-commerce marketing. Students who complete this program will be prepared for entry-level occupations such as: assistant buyer, visual merchandiser, fashion stylist, assistant merchandiser, boutique owner, retail manager, sales representative, event planner, personal shopper, and public relations assistant.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their skills. This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their skills. This will increase job opportunities in the field as well as promotion for those already employed.

Required Core		
FASH 31	Textiles	3
FASH 44	Fashion Trends and Cultural Costumes	3
FASH 51	Race and Ethnicity in Fashion	_3
FASH 101	Introduction to Fashion Careers	3
FASH 143	Fashion Buying and Merchandising	3
Select one		
FASH 140	Fashion Image	3
or		
FASH 141	Apparel Selection	3
FASH 147	Special Events Coordination and Promotion	n 3
FASH 148	Visual Merchandising	3
FASH 150	Fashion Apparel and Professional Technique	ies3
FASH 154	Fashion Illustration	3
FASH 254	Fashion in Southern California	1
Select both		
FASH 145*	Internship	1
and		
FASH 180V	VE*† Fashion Work Experience	2
Restricted Elec	tives: Select one course from each gro	up
Group 1		
BUS 105	Social Media Marketing	3
BUS 109	E-Commerce Marketing	3
BUS 160	Entrepreneurship	3
Group 2 – Sele	ct FASH 155 or FASH 204 and FASH 22	25
FASH 155*	The Digital Fashion Image	2
or		
FASH 204	Understanding Apparel Principles-AIMS	

Certification

1

and

FASH 225 Apparel Cart - Fashion Retailing Online with		FASH 225	Apparel Cart - Fashion Retailing Online	with	
	Easy Cart Shop	1	Easy Cart Shop		1
Group 3			Group 3		
FASH 100	Sewing for Fashion Design I	3	FASH 100	Sewing for Fashion Design I	3
FASH 110*	Contemporary Clothing Construction	3	FASH 110*	Contemporary Clothing Construction	3

Total Units for the Certificate 38

§Must be taken concurrently with CWE 180.

«Take FASH 155 OR both FASH 204 and FASH 225.

 ${}^*\text{Course}$ has a prerequisite, corequisite, limitation, or recommended preparation; see course description.

Total Units for the Certificate 42

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

[†]Recommended to be taken in last semester of program.

[†]Recommended to be taken in last semester of program.

Current Fashion Merchandising Associate of Science

The Fashion Merchandising Associate of Science degree provides the student with a comprehensive academic foundation to pursue multiple fashion industry careers within the field of merchandising, marketing and management. Students will have opportunities to develop skills in Adobe suite, history of fashion trends, store planning and layout, event coordination, buying, selling and promoting goods, social media and e-commerce marketing. Students who complete this program will be prepared for entry level occupations such as: assistant buyer, visual merchandiser, fashion stylist, assistant merchandiser, boutique owner, retail manager, sales representative, event planner, personal shopper, and public relations assistant.

Program Student Learning Outcomes

Textiles

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their skills.
 This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their skills.
 This will increase job opportunities in the field as well as promotion for those already employed.

3

1

FASH 155*

or

FASH 101 **Introduction to Fashion Careers** 3 FASH 143 Fashion Buying and Merchandising 3 Select one FASH 140 Fashion Image 3 **Apparel Selection** FASH 141 3 Fashion Trends and Cultural Costumes FASH 144 3 Special Events Coordination and FASH 147 Promotion 3 FASH 148 Visual Merchandising 3 FASH 150 Fashion Apparel and Professional **Techniques** 3 FASH 154 **Fashion Illustration** 3 FASH 254 Fashion in Southern California 1

Restricted Electives: Select one course from each group Group 1

or oup r		
BUS 105	Social Media Marketing	3
BUS 109	E-Commerce Marketing	3
BUS 160	Entrepreneurship	3

Group 2 - Select FASH 155 or FASH 204 and FASH 225

FASH 155** The Digital Fashion Image 2

or

Select both

FASH 145*§ Internship

CWE 180*† Co-Op-Ed Fashion

Required Core

FASH 31

Revised Fashion Merchandising Associate of Science

The Fashion Merchandising Associate of Science degree provides the student with a comprehensive academic foundation to pursue multiple fashion industry careers within the field of merchandising, marketing and management. Students will have opportunities to develop skills in Adobe suite, history of fashion trends, store planning and layout, event coordination, buying, selling and promoting goods, social media and e-commerce marketing. Students who complete this program will be prepared for entry-level occupations such as: assistant buyer, visual merchandiser, fashion stylist, assistant merchandiser, boutique owner, retail manager, sales representative, event planner, personal shopper, and public relations assistant.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their skills.
 This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their skills.
 This will increase job opportunities in the field as well as promotion for those already employed.

Required Core FASH 31 **Textiles** 3 **Fashion Trends and Cultural Costumes** FASH 44 3 **FASH 51 Race and Ethnicity in Fashion** 3 FASH 101 **Introduction to Fashion Careers** 3 Fashion Buying and Merchandising FASH 143 3 Select one FASH 140 Fashion Image 3 FASH 141 Apparel Selection 3 Special Events Coordination and FASH 147 Promotion 3 Visual Merchandising **FASH 148** 3 FASH 150 Fashion Apparel and Professional Techniques 3 FASH 154 **Fashion Illustration** 3 FASH 254 Fashion in Southern California 1 Select both FASH 145* Internship and FASH 180WE*† Fashion Work Experience Restricted Electives: Select one course from each group Group 1 BUS 105 Social Media Marketing 3 BUS 109 **E-Commerce Marketing** 3 **BUS 160** Entrepreneurship 3 Group 2 - Select FASH 155 or FASH 204 and FASH 225

The Digital Fashion Image

FASH 204 ≪	Understanding Apparel Principles-AIMS Certification	1	FASH 204	Understanding Apparel Principles-AIMS Certification	1
and			and		
FASH 225 ≪	Apparel Cart – Fashion Retailing Online w	vith	FASH 225	Apparel Cart – Fashion Retailing Online v	with
	Easy Cart Shop	1		Easy Cart Shop	1
Group 3			Group 3		
FASH 100	Sewing for Fashion Design I	3	FASH 100	Sewing for Fashion Design I	3
FASH 110*	Contemporary Clothing Construction	3	FASH 110*	Contemporary Clothing Construction	3
	Total Units for the Major	38		Total Units for the Major	<u>42</u>

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

†Recommended to be taken in last semester of program. §Must be taken concurrently with CWE 180. «Take FASH 155 OR both FASH 204 and FASH 225.

Suggested coursework not required for the major: BUS 103, 125, 135, 138, 150; CIMA 104; FCS 115; GD 140/ART 140, GD 147.

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 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.

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 DegreesRefer to the Graduation Requirements or to the <u>Cal-GETC</u> 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.

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

Current Fashion Stylist Occupational Skills Award

The Fashion Stylist Occupational Skills Award prepares the student with skills that are necessary to develop knowledge of fabrics, fit and trends to create a look that a client will display to the world. The student will use art, science, and psychology of dress to enhance their subjects and project an image. Coursework covers color, line, texture, principles of design, clothing quality and care, wardrobe planning and purchasing, dress codes, body types, face shapes, hair styles, and an internship in the field.

After completion of the skills award, students will be eligible for the following positions: Image consultant, assistant celebrity stylist, wardrobe stylist, personal shopper, editorial and lifestyle for print stylist, digital stylist, and runway stylist.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional working wardrobe for a client by selecting garments and outfits that compliments their body type, clothing personality, color season, and face shape which will enhance the client's overall image.
- Create a professional portfolio depicting their completed working wardrobes for various clients. Skills include: determining clothing personalities, color seasons, budgeting, fit, proportion, knowledge of current brands and designers and understanding design elements and principles of clothing.
- Complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor.

Required Core

CWE 180*†	Co-Op-Ed Fashion	1
FASH 145* §	Internship	1
FASH 141	Apparel Selection	3
	Promotion	3
FASH 147	Special Events Coordination and	
FASH 140	Fashion Image	3
BUS 160	Entrepreneurship	3

Total Units for the Award 14

§Must be taken concurrently with CWE 180*.

Revised Fashion Stylist Occupational Skills Award

The Fashion Stylist Occupational Skills Award prepares the student with skills that are necessary to develop knowledge of fabrics, fit and trends to create a look that a client will display to the world. The student will use art, science, and psychology of dress to enhance their subjects and project an image. Coursework covers color, line, texture, principles of design, clothing quality and care, wardrobe planning and purchasing, dress codes, body types, face shapes, hair styles, and an internship in the field.

After completion of the skills award, students will be eligible for the following positions: Image consultant, assistant celebrity stylist, wardrobe stylist, personal shopper, editorial and lifestyle for print stylist, digital stylist, and runway stylist.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional working wardrobe for a client by selecting garments and outfits that compliments their body type, clothing personality, color season, and face shape which will enhance the client's overall image.
- Create a professional portfolio depicting their completed working wardrobes for various clients. Skills include: determining clothing personalities, color seasons, budgeting, fit, proportion, knowledge of current brands and designers and understanding design elements and principles of clothing.
- Complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor.

Required Core

FASH 180WE*†	Fashion Work Experience	2
FASH 145*	Internship	1
FASH 141	Apparel Selection	3
	Promotion	3
FASH 147	Special Events Coordination and	
FASH 140	Fashion Image	3
BUS 160	Entrepreneurship	3

Total Units for the Award 15

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

 $^{{\}bf \dag} Recommended\ to\ be\ taken\ in\ last\ semester\ of\ program.$

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

[†]Recommended to be taken in last semester of program.

Current Fashion Technology Occupational Skills Award

The Fashion Technology Occupational Skills Award prepares students with skills and experience in the latest fashion technologies. Students will gain competencies in the following areas: Tukatech CAD pattern making and grading, digital illustration with programs such as Adobe Illustrator and Photoshop and online retail platforms such as Shopify and Apparel Cart, creation of specification sheets with Excel and Illustrator, and professional certification in Apparel Information Management Systems (AIMS). This award is focused both on students entering into the fashion industry for the first time and students who are already fashion professionals who need to upgrade skills for career advancement and retention. Upon completion of this skills award students may acquire positions as: assistant designers, technical designers, textile surface designers, fashion web store designers, fashion entrepreneurs, product developers, apparel information managers, pattern makers, pattern graders, pattern marker makers, fashion CAD designers, fashion buyers, technology trainers for the fashion industry, and fashion merchandisers.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their skills related to fashion technology. This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their skills related to fashion technology. This will increase job opportunities in the field as well as promotion for those already employed.

Required Core

FASH 130*	Flat Pattern Design	4
FASH 131*	CAD Patternmaking with Tukatech	3
FASH 204	Understanding Apparel Principles-AIMS	
	Certification	1
FASH 225	Apparel Cart - Fashion Retailing Online	
	with Easy Cart Shop	1
FASH 155*	The Digital Fashion Image	2
Select one		
FASH 254	Fashion in Southern California	1
or		
FASH 207	Eco-Friendly Fashion Tour	1
Select both		
FASH 145* §	Internship	1
CWE 180*†	Co-Op-Ed Fashion	-1

Total Units for the Award 14

§Must be taken concurrently with CWE 180*.

Revised Fashion Technology Occupational Skills Award

The Fashion Technology Occupational Skills Award prepares students with skills and experience in the latest fashion technologies. Students will gain competencies in the following areas: Tukatech CAD pattern making and grading, digital illustration with programs such as Adobe Illustrator and Photoshop and online retail platforms such as Shopify and Apparel Cart, creation of specification sheets with Excel and Illustrator, and professional certification in Apparel Information Management Systems (AIMS). This award is focused both on students entering into the fashion industry for the first time and students who are already fashion professionals who need to upgrade skills for career advancement and retention. Upon completion of this skills award students may acquire positions as: assistant designers, technical designers, textile surface designers, fashion web store designers, fashion entrepreneurs, product developers, apparel information managers, pattern makers, pattern graders, pattern marker makers, fashion CAD designers, fashion buyers, technology trainers for the fashion industry, and fashion merchandisers.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their skills related to fashion technology. This portfolio will increase job opportunities in the field as well as promotion for those already employed.
- Successfully complete an industry internship including the completion of three individual goals/objectives as determined by themselves and an industry supervisor. Internships give students work experience desirable in job applicants.
- Create a professional resume showcasing their skills related to fashion technology. This will increase job opportunities in the field as well as promotion for those already employed.

Required Core

FASH 130*	Flat Pattern Design	4
FASH 131*	CAD Patternmaking with Tukatech	3
FASH 204	Understanding Apparel Principles-AIMS	
	Certification	1
FASH 225	Apparel Cart - Fashion Retailing Online	
	with Easy Cart Shop	1
FASH 155*	The Digital Fashion Image	2
Select one		
FASH 254	Fashion in Southern California	1
or		
FASH 207	Eco-Friendly Fashion Tour	1
Select both		
FASH 145*	Internship	1
FASH 180WE*	Fashion Work Experience	2

Total Units for the Award 15

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

[†]Recommended to be taken in last semester of program.

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

[†]Recommended to be taken in last semester of program.

Current General Electronic Technology Certificate of Achievement

The General Electronic Technology certificate program primarily prepares the student for entry-level employment as an electronic technician in companies involved in the manufacture, testing, troubleshooting, and repair of electronics hardware. The program covers the fundamentals of electronics, including electronic circuits, test equipment, testing, components, troubleshooting, with flexibility for the student to take some elective courses of personal interest. The certificate also provides skill updating and upgrading for persons already employed in the electronics industry or related fields. Possible careers for electronic technicians with this certificate include field service technician, medical equipment technician, test and calibration technician, and electronics sales.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Identify, describe, and determine the performance of common analog and digital electronic components.
- Draw, describe, and determine the performance of common analog and digital electronic circuits.
- Demonstrate proper use of and connections to common laboratory test equipment for measuring the performance of common analog and digital circuits.
- State and demonstrate troubleshooting skills and procedures for analog and digital electronics.

Required Core

ricquir cu c.	010		
ET 114*	Digital Electronic Circuits	4	
ET 133	DC and AC Fundamentals	4	
ET 135*	Semiconductor Devices and Circuits	4	
Restricted I	Electives (6-8 units)		
ET 118*	Electronic Communication Systems	4	
ET 200*	Digital Signal Processing and		
	Microcontrollers	4	
ET 201	Robotics Fundamentals	2	
ET 202*	Intermediate Robotics	2	
ET 250*	Motors and Controls and Programmable		
	Logic Controllers	4	
ET 255*	Mechatronics Fundamentals	4	
CWE 180	Co-Op-Ed Electronic Technology	-1	
CWE 180	Co-Op-Ed Electronic Technology	2	
			_

Total Units for the Certificate 18-20

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

Revised General Electronic Technology Certificate of Achievement

The General Electronic Technology certificate program primarily prepares the student for entry-level employment as an electronic technician in companies involved in the manufacture, testing, troubleshooting, and repair of electronics hardware. The program covers the fundamentals of electronics, including electronic components, circuits, test equipment, testing, troubleshooting, with flexibility for the student to take some elective courses of personal interest. The certificate also provides skill updating and upgrading for persons already employed in the electronics industry or related fields. Possible careers for electronic technicians with this certificate include field service technician, medical equipment technician, test and calibration technician, and electronics sales.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Identify, describe, and determine the performance of common analog and digital electronic components.
- Draw, describe, and determine the performance of common analog and digital electronic circuits.
- Demonstrate proper use of and connections to common laboratory test equipment for measuring the performance of common analog and digital circuits.
- State and demonstrate troubleshooting skills and procedures for analog and digital electronics.

Required Core

C	
Digital Electronic Circuits	4
DC and AC Fundamentals	4
Semiconductor Devices and Circuits	4
ectives (6-8 units)	
Electronic Communication Systems	4
Digital Signal Processing and	
Microcontrollers	4
Robotics Fundamentals	2
Intermediate Robotics	2
Motors and Controls and Programmable	
Logic Controllers	4
Mechatronics Fundamentals	4
Electronic Technology Work	
Experience	2
	Digital Electronic Circuits DC and AC Fundamentals Semiconductor Devices and Circuits ectives (6-8 units) Electronic Communication Systems Digital Signal Processing and Microcontrollers Robotics Fundamentals Intermediate Robotics Motors and Controls and Programmable Logic Controllers Mechatronics Fundamentals Electronic Technology Work

Total Units for the Certificate 18-20

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

Current General Electronic Technology Associate of Science

The General Electronic Technology Associate of Science degree program primarily prepares the student for entry-level employment as an electronic technician in companies involved in the manufacture, testing, troubleshooting, and repair of electronics hardware. The program covers the fundamentals of electronics, including electronic components, circuits, test equipment, testing, and troubleshooting, with flexibility for the student to take some elective courses of personal interest. The degree also provides skill updating and upgrading for persons already employed in the electronics industry or related fields. Possible careers for electronic technicians with this degree include field service technician, medical equipment technician, test and calibration technician, and electronics sales.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Identify, describe, and determine the performance of common analog and digital electronic components.
- Draw, describe, and determine the performance of common analog and digital electronic circuits.
- Demonstrate proper use of and connections to common laboratory test equipment for measuring the performance of common analog and digital circuits.
- State and demonstrate troubleshooting skills and procedures for analog and digital electronics.

Required Core

ET 114*

CWE 180	Co-Op-Ed Electronic Technology	-2
CWE 180	Co-Op-Ed Electronic Technology	-1
ET 255*	Mechatronics Fundamentals	4
	Logic Controllers	4
ET 250*	Motors and Controls and Programmable	
ET 202*	Intermediate Robotics	2
ET 201	Robotics Fundamentals	2
	Microcontrollers	4
ET 200*	Digital Signal Processing and	
ET 118*	Electronic Communication Systems	4
Restricted El	lectives (6-8 units)	
ET 135*	Semiconductor Devices and Circuits	4
ET 133	DC and AC Fundamentals	4

Digital Electronic Circuits

Total Units for the Major 18-20

*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 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.

Revised General Electronic Technology Associate of Science

The General Electronic Technology Associate of Science degree program primarily prepares the student for entry-level employment as an electronic technician in companies involved in the manufacture, testing, troubleshooting, and repair of electronics hardware. The program covers the fundamentals of electronics, including electronic components, circuits, test equipment, testing, and troubleshooting, with flexibility for the student to take some elective courses of personal interest. The degree also provides skill updating and upgrading for persons already employed in the electronics industry or related fields. Possible careers for electronic technicians with this degree include field service technician, medical equipment technician, test and calibration technician, and electronics sales.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Identify, describe, and determine the performance of common analog and digital electronic components.
- Draw, describe, and determine the performance of common analog and digital electronic circuits.
- Demonstrate proper use of and connections to common laboratory test equipment for measuring the performance of common analog and digital circuits.
- State and demonstrate troubleshooting skills and procedures for analog and digital electronics.

Required Core

4

C	
Digital Electronic Circuits	4
DC and AC Fundamentals	4
Semiconductor Devices and Circuits	4
ectives (6-8 units)	
Electronic Communication Systems	4
Digital Signal Processing and	
Microcontrollers	4
Robotics Fundamentals	2
Intermediate Robotics	2
Motors and Controls and Programmable	
Logic Controllers	4
Mechatronics Fundamentals	4
Electronic Technology Work	
Experience	2
	Digital Electronic Circuits DC and AC Fundamentals Semiconductor Devices and Circuits ectives (6-8 units) Electronic Communication Systems Digital Signal Processing and Microcontrollers Robotics Fundamentals Intermediate Robotics Motors and Controls and Programmable Logic Controllers Mechatronics Fundamentals Electronic Technology Work

Total Units for the Major 18-20

*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 DegreesRefer to the Graduation Requirements or to the <u>Cal-GETC</u> 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.

Current Hospitality Management Certificate of Achievement

The Hospitality Management eertificate 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. The coursework also provides the tools necessary for successful startup to those students wishing to open their own hospitality business.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for 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.

Required Core

Select one		
FN 171 **	Sanitation and Safety	2
or		
FN 210 **	ServSafe in Food Production	1
or		
ServSafe Certifi	cation	
FN 101*	Culinary Principles I	3
FN 150	Introduction to Hospitality Management	3
FN 152	Special Events and Catering Management	3
FN 154	Hospitality - Production and Cost	
	Control	3
FN 157	Hospitality Law	3
FN 176	Food and Beverage Operations	3

Total Units for the Certificate 18-20

 $\slash\hspace{-0.4em}$ Students with valid California ServSafe Certification may have this core requirement waived.

Revised Hospitality Management Certificate of Achievement

The Hospitality Management Certificate of Achievement 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 wellrounded 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. The coursework also provides the tools necessary for successful startup to those students wishing to open their own hospitality business.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for 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.

Required Core

Select one		
<u>CUL</u> 171 ***	Sanitation and Safety	2
or		
ServSafe Cert	ification	
<u>CUL</u> 101*	Culinary Principles I	3
<u>HRM</u> 150	Introduction to Hospitality Management	3
<u>HRM</u> 152	Special Events Management	3
<u>HRM</u> 154	Hospitality Cost Control	3
HRM 157	Hospitality Law	3
CUL 176	Food and Beverage Operations	3

Total Units for the Certificate 18-20

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

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

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

Current Hospitality Management Associate of Science

The Hospitality Management Associate of Science degree 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 wellrounded 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. The coursework also provides the tools necessary for successful startup to those students wishing to open their own hospitality business. After successful completion of the associate of science degree in Hospitality Management, students may pursue a baccalaureate degree in Hospitality Management.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrated preparation for 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.

Required Core

Select one		
FN 171 **	Sanitation and Safety	2
or		
FN 210 **	ServSafe in Food Production	-1
or		
ServSafe Certif	ication	
FN 101*	Culinary Principles I	3
FN 150	Introduction to Hospitality Management	3
FN 152	Special Events and Catering Management	3
FN 154	Hospitality - Production and Cost	
	Control	3
FN 157	Hospitality Law	3
FN 176	Food and Beverage Operations	3

Total Units for the Major 18-20

Revised Hospitality Management Associate of Science

The Hospitality Management Associate of Science degree 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 wellrounded 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. The coursework also provides the tools necessary for successful startup to those students wishing to open their own hospitality business. After successful completion of the associate of science degree in Hospitality Management, students may pursue a baccalaureate degree in Hospitality Management.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate preparation for 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.

Required Core

<u>CUL</u> 171 ***	Sanitation and Safety	2
or		
ServSafe Cert	ification	
<u>CUL</u> 101*	Culinary Principles I	3
<u>HRM</u> 150	Introduction to Hospitality Management	3
HRM 152	Special Events Management	3
<u>HRM</u> 154	Hospitality Cost Control	3
HRM 157	Hospitality Law	3
CUL 176	Food and Beverage Operations	3

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

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

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

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

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 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.

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 DegreesRefer to the Graduation Requirements or to the <u>Cal-GETC</u> 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.

Current Kinesiology Associate of Arts

The curriculum in the Kinesiology Associate Degree program is designed to provide the transfer student the opportunity to achieve an Associate degree. Kinesiology provides a critical element in a comprehensive, well-balanced educational program. The learning opportunities offered in this area can be an essential factor to the optimum development of a student in all areas of life; physical, mental, emotional, and social. Kinesiology courses contribute significantly toward the achievement of desirable educational outcomes, such as transfer to four-year colleges and universities into majors such as Kinesiology with an Option in Fitness at CSU Long Beach, and prepares students for successful outcomes through the means of physical activity and related experiences. While a baccalaureate or higher degree is recommended for those considering majors related to this field, earning the Associate Degree prepares students for entry-level employment, aids in gaining experience opportunities, and/or promotion in a variety of jobs within the field of Kinesiology.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate cognitive knowledge of fitness terminology and training in a specific subject area.
- Correctly perform the skills or strategy for a particular fitness activity or sport.
- Display affective gains through social interactions, teamwork, and sportsmanship in Kinesiology courses.
- Distinguish and articulate fundamental concepts or skills of a specific activity or sport.

Required Core

NUTR 50	Fundamentals of Nutrition	3
Select one		
HLTH 1	Contemporary Health Issues	3
or		
HLTH 3	Women's Health Issues	3
HLTH 2	First Aid, CPR, and Automated External	
	Defibrillator	1.5
KNES 51	Introduction to Kinesiology	3
KNES 52	Fundamentals of Human Movement	3
Select one		
BIO 20	Introduction to Biology	4
or		
One year of h	igh school biology with a grade of "C" or bet	ter
BIO 11*	Human Anatomy	4
Select one		
PSYC ±	Introduction to Psychology	3
or		
PSYC 1H	Honors Introduction to Psychology	3
Training and T	Гheory: Select one	
KNES 53	Introduction to Athletic Training	3
KNES 54*	Principles and Fundamentals of Coaching	3
KNES 105	Mental Skills for Sports Performance	3

Revised Kinesiology Associate of Arts

The curriculum in the Kinesiology Associate Degree program is designed to provide the transfer student the opportunity to achieve an Associate degree. Kinesiology provides a critical element in a comprehensive, well-balanced educational program. The learning opportunities offered in this area can be an essential factor to the optimum development of a student in all areas of life; physical, mental, emotional, and social. Kinesiology courses contribute significantly toward the achievement of desirable educational outcomes, such as transfer to four-year colleges and universities into majors such as Kinesiology with an Option in Fitness at CSU Long Beach, and prepares students for successful outcomes through the means of physical activity and related experiences. While a baccalaureate or higher degree is recommended for those considering majors related to this field, earning the Associate Degree prepares students for entry-level employment, aids in gaining experience opportunities, and/or promotion in a variety of jobs within the field of Kinesiology.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate cognitive knowledge of fitness terminology and training in a specific subject area.
- Correctly perform the skills or strategy for a particular fitness activity or sport.
- Display affective gains through social interactions, teamwork, and sportsmanship in Kinesiology courses.
- Distinguish and articulate fundamental concepts or skills of a specific activity or sport.

Required Core

required core	C	
NUTR 50	Fundamentals of Nutrition	3
Select one		
HLTH 1	Contemporary Health Issues	3
or		
HLTH 3	Women's Health Issues	3
HLTH 2	First Aid, CPR, and Automated External	
	Defibrillator	1.5
KNES 51	Introduction to Kinesiology	3
KNES 52	Fundamentals of Human Movement	3
Select one		
BIO 20	Introduction to Biology	4
or		
One year of high school biology with a grade of "C" or better		
BIO 11*	Human Anatomy	4
Select one		
PSYC C100 0	Introduction to Psychology	3
or		
PSYC C1000H Introduction to Psychology		
	<u>- Honors</u>	3
Training and Theory: Select one		
KNES 53	Introduction to Athletic Training	3
KNES 54*	Principles and Fundamentals of Coaching	3
KNES 105	Mental Skills for Sports Performance	3

Required Movement Based Skill courses: Select 4 courses from the following in at least 4 areas Aquatics		Required Movement Based Skill courses: Select 4 courses from the following in 4 <u>different</u> areas Aquatics			
KNES 41 <<	Swimming for Nonswimmers	1	KNES 41	Swimming for Nonswimmers	1
or	-		KNES 42*	Intermediate Swimming	1
KNES 42* <<	Intermediate Swimming	1	KNES 44*	Aquatic Conditioning	1
KNES 44*	Aquatic Conditioning	1	KNES 49	Aqua Aerobics	1
	Aqua Aerobics	1	Combative	-	
Combative	•		KNES 90	Beginning Self-Defense	1
KNES 90	Beginning Self-Defense	1	Fitness		
Fitness			KNES 1	Cardiovascular Conditioning	1
KNES 1	Cardiovascular Conditioning	1	KNES 4	Beginning Weight Lifting	1
KNES 4	Beginning Weight Lifting	1	KNES 28	Beginning Yoga	1
KNES 28	Beginning Yoga	1	KNES 68*	Walking for Fitness	1
KNES 68*	Walking for Fitness	1	Individual Sp	_	
Individual Spor	_		KNES 17	Beginning Bowling	1
KNES 17	Beginning Bowling	1	KNES 20	Beginning Golf I	1
KNES 20	Beginning Golf I	1	KNES 24	Beginning Tennis I	1
KNES 24	Beginning Tennis I	1	KNES 25*	Beginning Tennis II	1
KNES 25	Beginning Tennis II	1	Team Sports		
Team Sports	0 0		KNES 70	Basketball	1
KNES 70	Basketball	1	KNES 72	Beginning Soccer	1
KNES 72	Beginning Soccer	1	KNES 76	Beginning Volleyball	1
KNES 76	Beginning Volleyball	1	KNES 77*	Intermediate Volleyball	1
KNES 77*	Intermediate Volleyball	1	KNES 78*	Advanced Volleyball	1
KNES 78*	Advanced Volleyball	1	KNES 81	Beginning Beach Volleyball	1
KNES 81	Beginning Beach Volleyball	1		ditional Movement Based Skill	
the following s	litional Movement Based Ski	m course from	Aquatics	six cutegories	
Aquatics	in cutegories		KNES 41	Swimming for Nonswimmers	1
KNES 41 <<	Swimming for Nonswimmers	1	KNES 41	Swimming for Nonswimmers	1.5
	Swimming for Nonswimmers	1.5	KNES 42*	Intermediate Swimming	1
	Intermediate Swimming	1	KNES 42*	Intermediate Swimming	1.5
	Intermediate Swimming	1.5	KNES 43*	Advanced Swimming and Diving	1
	Advanced Swimming and Diving	1	KNES 43*	Advanced Swimming and Diving	1.5
	Advanced Swimming and Diving	1.5	KNES 44*	Aquatic Conditioning	1
	Aquatic Conditioning	1	KNES 44*	Aquatic Conditioning	1.5
	Aquatic Conditioning	1.5	KNES 49	Aqua Aerobics	1
	Aqua Aerobics	1	KNES 49	Aqua Aerobics	1.5
KNES 49	Aqua Aerobics	1.5	Combative	•	· ·
Combative	•	· ·		Beginning Self-Defense	1
			KNES 90	beginning sen-Delense	1
KNES 90	Beginning Self-Defense	1	KNES 90 KNES 91*		1
KNES 90 KNES 91*	Beginning Self-Defense Intermediate Self Defense	1 1	KNES 91*	Intermediate Self Defense	1
KNES 91*	Intermediate Self Defense	1	KNES 91* KNES 199		
KNES 91* KNES 199			KNES 91* KNES 199 Fitness	Intermediate Self Defense Street Martial Arts	1 1
KNES 91* KNES 199 Fitness	Intermediate Self Defense Street Martial Arts	1 1	KNES 91* KNES 199 Fitness KNES 1	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning	1 1
KNES 91* KNES 199 Fitness KNES 1	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning	1 1	KNES 91* KNES 199 Fitness KNES 1 KNES 1	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning Cardiovascular Conditioning	1 1 1 1.5
KNES 91* KNES 199 Fitness KNES 1 KNES 1	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning Cardiovascular Conditioning	1 1 1 1.5	KNES 91* KNES 199 Fitness KNES 1 KNES 1 KNES 3	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning Cardiovascular Conditioning Circuit Weight Training	1 1 1 1.5
KNES 91* KNES 199 Fitness KNES 1 KNES 1 KNES 3	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning Cardiovascular Conditioning Circuit Weight Training	1 1 1.5 1	KNES 91* KNES 199 Fitness KNES 1 KNES 1 KNES 3 KNES 3	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning Cardiovascular Conditioning Circuit Weight Training Circuit Weight Training	1 1 1.5 1
KNES 91* KNES 199 Fitness KNES 1 KNES 1 KNES 3 KNES 3	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning Cardiovascular Conditioning Circuit Weight Training Circuit Weight Training	1 1 1 1.5	KNES 91* KNES 199 Fitness KNES 1 KNES 1 KNES 3	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning Cardiovascular Conditioning Circuit Weight Training Circuit Weight Training Beginning Weight Lifting	1 1 1.5 1 1.5
KNES 91* KNES 199 Fitness KNES 1 KNES 1 KNES 3	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning Cardiovascular Conditioning Circuit Weight Training	1 1 1.5 1	KNES 91* KNES 199 Fitness KNES 1 KNES 1 KNES 3 KNES 3 KNES 3	Intermediate Self Defense Street Martial Arts Cardiovascular Conditioning Cardiovascular Conditioning Circuit Weight Training Circuit Weight Training	1 1 1.5 1

KNES 5*	Intermediate Weight Lifting	1	KNES 5*	Intermediate Weight Lifting	1
KNES 5*	Intermediate Weight Lifting	1.5	KNES 5*	Intermediate Weight Lifting	1.5
KNES 6*	Advanced Weight Lifting	1	KNES 5*	Intermediate Weight Lifting	2
KNES 6*	Advanced Weight Lifting	1.5	KNES 6*	Advanced Weight Lifting	1
KNES 8	Beginning Cardio Kickboxing	1	KNES 6*	Advanced Weight Lifting	1.5
KNES 8	Beginning Cardio Kickboxing	1.5	KNES 6*	Advanced Weight Lifting	2
KNES 9	Stretching, Flexibility, and		KNES 8	Beginning Cardio Kickboxing	1
-	Conditioning	1	KNES 8	Beginning Cardio Kickboxing	1.5
KNES 9	Stretching, Flexibility, and		KNES 10	Cross Training	1
-	Conditioning	1.5	KNES 10	Cross Training	1.5
KNES 10	Cross Training	1	KNES 28	Beginning Yoga	1
KNES 10	Cross Training	1.5	KNES 28	Beginning Yoga	1.5
KNES 28	Beginning Yoga	1	KNES 31	Muscle Toning for Women	1
KNES 28	Beginning Yoga	1.5	KNES 31	Muscle Toning for Women	1.5
KNES 31	Muscle Toning for Women	1	KNES 38*	Intermediate Mat Pilates	1
KNES 31	Muscle Toning for Women	1.5	KNES 38*	Intermediate Mat Pilates	1.5
KNES 38*	Intermediate Mat Pilates	1	KNES 39*	Intermediate Yoga	1
KNES 38*	Intermediate Mat Pilates	1.5	KNES 39*	Intermediate Yoga	1.5
KNES 39*	Intermediate Yoga	1	KNES 40*	Advanced Yoga	1
KNES 39*	Intermediate Yoga	1.5	KNES 40*	Advanced Yoga	1.5
KNES 40*	Advanced Yoga	1	KNES 65	Introduction to Mat Pilates	1
KNES 40*	Advanced Yoga	1.5	KNES 65	Introduction to Mat Pilates	1.5
KNES 65	Introduction to Mat Pilates	1	KNES 66	Core Training	1
KNES 65	Introduction to Mat Pilates	1.5	KNES 66	Core Training	1.5
KNES 66	Core Training	1	KNES 68*	Walking for Fitness	1
KNES 66	Core Training	1.5	KNES 107	Fitness Assessment and Survey	1
KNES 68*	Walking for Fitness	1	KNES 130*	Beginning Triathlon Training	1
KNES 107	Fitness Assessment and Survey	1	KNES 131*	Intermediate Triathlon Training	1
KNES 130*	Beginning Triathlon Training	1	Individual Spo	=	
KNES 131*	Intermediate Triathlon Training	1	<u>KNES 15*</u>	Intermediate Cycling and Spini	ning 1
Individual Spo	=		KNES 17	Beginning Bowling	1
KNES 17	Beginning Bowling	1	KNES 18*	Intermediate Bowling	1
KNES 18*	Intermediate Bowling	1	KNES 19	Beginning Cycling and Spinning	1
KNES 19	Beginning Cycling and Spinning	1	KNES 20	Beginning Golf I	1
KNES 20	Beginning Golf I	1	KNES 21*	Beginning Golf II	1
KNES 21*	Beginning Golf II	1	KNES 22*	Intermediate Golf	1
KNES 22*	Intermediate Golf	1	KNES 23*	Advanced Golf	1
KNES 23*	Advanced Golf	1	KNES 24	Beginning Tennis I	1
KNES 24	Beginning Tennis I	1	KNES 24	Beginning Tennis I	1.5
KNES 24	Beginning Tennis I	1.5	KNES 25*	Beginning Tennis II	1
KNES 25*	Beginning Tennis II	1	KNES 25*	Beginning Tennis II	1.5
KNES 25*	Beginning Tennis II	1.5	KNES 26*	Intermediate Tennis	1
KNES 26*	Intermediate Tennis	1	KNES 26*	Intermediate Tennis	1.5
KNES 26*	Intermediate Tennis	1.5	KNES 27*	Advanced Tennis	1
KNES 27*	Advanced Tennis	1	KNES 27*	Advanced Tennis	1.5
KNES 27*	Advanced Tennis	1.5	KNES 35*	Intermediate Surfing	1
KNES 35*	Intermediate Surfing	1	KNES 36*	Advanced Surfing	1
KNES 36*	Advanced Surfing	1	KNES 63	Beginning Rock Climbing	1
KNES 63	Beginning Rock Climbing	1	KNES 88*	Intermediate Rock Climbing	1
KNES 88*	Intermediate Rock Climbing	1	KNES 89*	Advanced Rock Climbing	1
KNES 89*	Advanced Rock Climbing	1	,	J	
/					

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 73*	Advanced Soccer	1
KNES 73*	Advanced Soccer	1.5
KNES 76	Beginning Volleyball	1
KNES 77*	Intermediate Volleyball	1
KNES 78*	Advanced Volleyball	1
KNES 81	Beginning Beach Volleyball	1
KNES 84*	Intermediate Beach Volleyball	1
KNES 175	Futsal-Indoor Soccer	1

Total Units for the Major 28.5-33

<<Students may take either KNES 41 or KNES 42, but not both.

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.

Team	Sports

cum sporte		
KNES 11	Beginning Flag Football	1
KNES 12*	Intermediate Flag Football	1
KNES 13*	Advanced Flag Football	1
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 73*	Advanced Soccer	1
KNES 73*	Advanced Soccer	1.5
KNES 76	Beginning Volleyball	1
KNES 77*	Intermediate Volleyball	1
KNES 78*	Advanced Volleyball	1
KNES 81	Beginning Beach Volleyball	1
KNES 84*	Intermediate Beach Volleyball	1
KNES 85*	Advanced Beach Volleyball	1
KNES 175	Futsal-Indoor Soccer	1

Total Units for the Major 28.5-33.5

*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 DegreesRefer to the Graduation Requirements or to the <u>Cal-GETC</u> 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.

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

Current Kinesiology - Exercise Science Associate of Arts

The Kinesiology - Exercise Science A.A. degree is designed to prepare students for higher education and careers in athletic training, physical therapy, and other exercise physiology/sciencerelated fields. Students will obtain essential knowledge and skills to examine human movement, analyze the effects of physical activity on the body, and apply preventative and rehabilitative theories and techniques. Students will study foundational anatomy, physiology, biomechanics, and components of fitness, while exploring the fundamentals of kinesiology and related fields in the allied healthcare continuum. This program provides an educational background suitable for assistant and aide positions in physical therapist offices, athletic training facilities, health and wellness institutions, as well as training and coaching positions in fitness and sports centers. Many of the courses in this degree will transfer to kinesiology and/or exercise science baccalaureates as well as demonstrate achievement of knowledge and skills necessary to be successful in accredited athletic training and/or physical therapist programs.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate an understanding of foundational anatomy and physiology.
- Demonstrate an understanding of the components of fitness and how to assess them.
- Analyze biomechanics of human movement.
- Explain the effects of physical activity and training on health and performance.
- Apply preventative and rehabilitative techniques for physical activity, training, and playing sports.

Required Core

equirea Cor	e	
KNES 51	Introduction to Kinesiology	3
KNES 52	Fundamentals of Human Movement	3
KNES 53	Introduction to Athletic Training	3
KNES 107	Fitness Assessment and Survey	1
Select one		
CHEM 108	Introduction to General, Organic, and	
	Biochemistry	4
or		
One year of h	igh school chemistry with a grade of "C" or b	etter
Select one		
BIO 20	Introduction to Biology	4
or		
One year of h	igh school biology with a grade of "C" or bett	er
BIO 11*	Human Anatomy	4
BIO 12*	Human Physiology	4
MATH 8*	College Algebra for Brief Calculus	5
Select one		
PSYC 1	Introduction to Psychology	3
or		
PSYC 1H	Honors Introduction to Psychology	3
	·	

Total Units for the Major 26-34

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

Revised Kinesiology - Exercise Science Associate of Arts

The Kinesiology - Exercise Science A.A. degree is designed to prepare students for higher education and careers in athletic training, physical therapy, and other exercise physiology/sciencerelated fields. Students will obtain essential knowledge and skills to examine human movement, analyze the effects of physical activity on the body, and apply preventative and rehabilitative theories and techniques. Students will study foundational anatomy, physiology, biomechanics, and components of fitness, while exploring the fundamentals of kinesiology and related fields in the allied healthcare continuum. This program provides an educational background suitable for assistant and aide positions in physical therapist offices, athletic training facilities, health and wellness institutions, as well as training and coaching positions in fitness and sports centers. Many of the courses in this degree will transfer to kinesiology and/or exercise science baccalaureates as well as demonstrate achievement of knowledge and skills necessary to be successful in accredited athletic training and/or physical therapist programs.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Demonstrate an understanding of foundational anatomy and physiology.
- Demonstrate an understanding of the components of fitness and how to assess them.
- Analyze biomechanics of human movement.
- Explain the effects of physical activity and training on health and performance.
- Apply preventative and rehabilitative techniques for physical activity, training, and playing sports.

Required Core

KNES 51	Introduction to Kinesiology	3
KNES 52	Fundamentals of Human Movement	3
KNES 53	Introduction to Athletic Training	3
KNES 107	Fitness Assessment and Survey	1
Select one		
CHEM <u>8</u>	Introduction to General, Organic, and	
	Biochemistry	4
or		
One year of h	igh school chemistry with a grade of "C" or be	etter
Select one		
BIO 20	Introduction to Biology	4
or		
One year of h	igh school biology with a grade of "C" or bette	er
BIO 11*	Human Anatomy	4
BIO 12*	Human Physiology	4
MATH 8*	College Algebra for Brief Calculus	5
Select one		
PSYC C1000	Introduction to Psychology	3
or		
PSYC C1000H Introduction to Psychology - Honors 3		

Total Units for the Major 26-34

*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
HGETC 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.

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 DegreesRefer 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.

Current Medical Laboratory Technician Certificate of Achievement

The Medical Laboratory Technician (MLT) Certificate of Achievement is a program for students who possess an associate or higher degree granted by a U.S. accredited educational institution or a foreign institution with courses evaluated for equivalency. This program prepares students for employment as an MLT working in a clinical medical laboratory. Medical laboratory technicians (MLTs) perform a wide variety of routine laboratory procedures and work in both public and private laboratories serving the health care sector. Completion of prerequisite courses will be required prior to entering the program. The program course of study is a combination of instruction in principles of laboratory theory and techniques as well as clinical experience at affiliated medical laboratories. Students must meet current clinical placement requirements found on the program's webpage to complete experiential courses and the program. Students learn to perform routine laboratory procedures in phlebotomy, microbiology, clinical chemistry, hematology, coagulation, immunohematology, and urinalysis. They also will learn to operate and maintain clinical laboratory equipment.

Graduates of the program qualify for state of California/Department of Public Health, Laboratory Field Services-approved MLT certification examinations sponsored by the American Society of Clinical Pathologists (ASCP) Board of Certification or by the American Association of Bioanalysts (ABB) Board of Registry to become California licensed medical laboratory technicians.

Completion of the following courses with a grade of "C" or better is required prior to submission of an application to the MLT Program: BIO 20 (INTRODUCTION TO BIOLOGY) or one year of high school biology with a grade of "C" or better, BIO 15 (MICROBIOLOGY), BIO 113 (HUMAN ANATOMY AND PHYSIOLOGY), and CHEM 108 (INTRODUCTION TO GENERAL, ORGANIC, AND BIOCHEMISTRY).

Successful completion of courses will require that a grade of "C" or better be achieved. When a student fails to achieve a "C" or better in any course, the student will be given the opportunity to repeat the failed course once on a space available basis. If a student receives a second grade of less than a "C" in any Medical Laboratory Technology course, that student will be dropped from the Medical Laboratory Technology Program and will not be eligible for re-entry into the Saddleback College Medical Laboratory Technology program. A student may not enter Clinical Experience until all courses are completed with a grade of "C" or better

Program Student Learning Outcomes

Students who complete this program will be able to:

- Perform analytical testing in various areas of the clinical laboratory including clinical chemistry, microbiology, hematology, immunology, coagulation, and urinalysis, and related areas.
- Practice established safety procedures and communicate effectively and professionally with patients, laboratory personnel, and other members of the health care team.
- Participate in continuing education activities to maintain and improve professional competencies within the community as defined by the California Laboratory Field Services.
- Demonstrate preparation for applicable State of California approved certification exam.

Revised Medical Laboratory Technician Certificate of Achievement

The Medical Laboratory Technician (MLT) Certificate of Achievement is a program for students who possess an associate or higher degree granted by a U.S. accredited educational institution or a foreign institution with courses evaluated for equivalency. This program prepares students for employment as an MLT working in a clinical medical laboratory. Medical laboratory technicians (MLTs) perform a wide variety of routine laboratory procedures and work in both public and private laboratories serving the health care sector. Completion of prerequisite courses will be required prior to entering the program. The program course of study is a combination of instruction in principles of laboratory theory and techniques as well as clinical experience at affiliated medical laboratories. Students must meet current clinical placement requirements found on the program's webpage to complete experiential courses and the program. Students learn to perform routine laboratory procedures in phlebotomy, microbiology, clinical chemistry, hematology, coagulation, immunohematology, and urinalysis. They also will learn to operate and maintain clinical laboratory equipment.

Graduates of the program qualify for state of California/Department of Public Health, Laboratory Field Services-approved MLT certification examinations sponsored by the American Society of Clinical Pathologists (ASCP) Board of Certification or by the American Association of Bioanalysts (ABB) Board of Registry to become California licensed medical laboratory technicians.

Completion of the following courses with a grade of "C" or better is required prior to submission of an application to the MLT Program: BIO 20 (INTRODUCTION TO BIOLOGY) or one year of high school biology with a grade of "C" or better, BIO 15 (MICROBIOLOGY), BIO 13 (HUMAN ANATOMY AND PHYSIOLOGY), and CHEM 8 (INTRODUCTION TO GENERAL, ORGANIC, AND BIOCHEMISTRY).

Successful completion of courses will require that a grade of "C" or better be achieved. When a student fails to achieve a "C" or better in any course, the student will be given the opportunity to repeat the failed course once on a space available basis. If a student receives a second grade of less than a "C" in any Medical Laboratory Technology course, that student will be dropped from the Medical Laboratory Technology Program and will not be eligible for re-entry into the Saddleback College Medical Laboratory Technology program. A student may not enter Clinical Experience until all courses are completed with a grade of "C" or better

Program Student Learning Outcomes

Students who complete this program will be able to:

- Perform analytical testing in various areas of the clinical laboratory including clinical chemistry, microbiology, hematology, immunology, coagulation, and urinalysis, and related areas.
- Practice established safety procedures and communicate effectively and professionally with patients, laboratory personnel, and other members of the health care team.
- Participate in continuing education activities to maintain and improve professional competencies within the community as defined by the California Laboratory Field Services.
- Demonstrate preparation for applicable State of California approved certification exam.

SADDLEBACK COLLEGE **REVISED PROGRAMS** ACADEMIC YEAR 2025-2026

Program Admission Prerequisites: Select one (0-4 units)		Program Adm Select one (0-4	nission Prerequisites: units)		
BIO 20	Introduction to Biology	4	BIO 20	Introduction to Biology	4
or			or		
One year of h	igh school biology with a grade of "C" or b	etter	One year of h	igh school biology with a grade of "C" or be	etter
BIO 15*	General Microbiology	5	BIO 15*	General Microbiology	5
BIO 113	Human Anatomy and Physiology	4	BIO <u>13</u>	Human Anatomy and Physiology	4
CHEM 108	Introduction to General, Organic, and		CHEM <u>8</u>	Introduction to General, Organic, and	
	Biochemistry	4		Biochemistry	4
Required Core	:		Required Core	:	
MLT 210	Introduction to the Clinical Laboratory		MLT 210	Introduction to the Clinical Laboratory	
	Profession	1		Profession	1
MLT 211*	Basic Laboratory Procedures	1	MLT 211*	Basic Laboratory Procedures	1
MLT 230*	Clinical Chemistry	5	MLT 230*	Clinical Chemistry	5
MLT 232*	Clinical Microbiology	3	MLT 232*	Clinical Microbiology	3
MLT 235*	Clinical Urinalysis	1	MLT 235*	Clinical Urinalysis	1
MLT 236*	Clinical Hematology and Coagulation	3	MLT 236*	Clinical Hematology and Coagulation	3
MLT 243*	Clinical Immunology –		MLT 243*	Clinical Immunology –	
	Immunohematology	3		Immunohematology	3
			MLT 242*	Clinical Chemistry Practicum	4
MLT 242*	Clinical Chemistry Practicum	4	MLT 244*	Clinical Hematology, Coagulation, and	
MLT 244*	Clinical Hematology, Coagulation, and			Urinalysis Practicum	4
	Urinalysis Practicum	4	MLT 252*	Clinical Microbiology Practicum	4
MLT 252*	Clinical Microbiology Practicum	4	MLT 253*	Clinical Immunology –	
MLT 253*	Clinical Immunology –			Immunohematology Practicum	3
	Immunohematology Practicum	3	Select both		
Select both			PHLB 240*	Phlebotomy	4
PHLB 240*	Phlebotomy	4	and		
and			PHLB 180W	VE* Phlebotomy Work Experience	2
CWE 180*	Co-Op-Ed Phlebotomist	1		Total Units for the Contife	

Total Units for the Certificate 50-54

Total Units for the Certificate 51-55

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

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

Current Medical Laboratory Technician Associate of Science

The Medical Laboratory Technician (MLT) Associate of Science program prepares students for employment as a MLT working in a clinical medical laboratory. Medical laboratory technicians (MLTs) perform a wide variety of routine laboratory procedures and work in both public and private laboratories serving the health care sector. Completion of prerequisite courses will be required prior to entering the program. The program course of study is a combination of instruction in principles of laboratory theory and techniques as well as clinical experience at affiliated medical laboratories. Students must meet current clinical placement requirements found on the program's webpage to complete experiential courses and the program. Students learn to perform routine laboratory procedures in phlebotomy, microbiology, clinical chemistry, hematology, coagulation, immunohematology, and urinalysis. They also will learn to operate and maintain clinical laboratory equipment.

Graduates of the program qualify for state of California/Department of Public Health, Laboratory Field Services-approved MLT certification examinations sponsored by the American Society of Clinical Pathologists (ASCP) Board of Certification or by the American Association of Bioanalysts (ABB) Board of Registry to become California licensed medical laboratory technicians.

Completion of the following courses with a grade of "C" or better is required prior to submission of an application to the MLT Program: BIO 20 (INTRODUCTION TO BIOLOGY) or one year of high school biology with a grade of "C" or better, BIO 15 (MICROBIOLOGY), BIO 113 (HUMAN ANATOMY AND PHYSIOLOGY), and CHEM 108 (INTRODUCTION TO GENERAL, ORGANIC, AND BIOCHEMISTRY).

Successful completion of courses will require that a grade of "C" or better be achieved. When a student fails to achieve a "C" or better in any course, the student will be given the opportunity to repeat the failed course once on a space available basis. If a student receives a second grade of less than a "C" in any Medical Laboratory Technology course, that student will be dropped from the Medical Laboratory Technology Program and will not be eligible for re-entry into the Saddleback College Medical Laboratory Technology program. A student may not enter Clinical Experience until all courses are completed with a grade of "C" or better.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Perform analytical testing in various areas of the clinical laboratory including clinical chemistry, microbiology, hematology, immunology, coagulation, and urinalysis, and related areas.
- Practice established safety procedures and communicate effectively and professionally with patients, laboratory personnel, and other members of the health care team.
- Participate in continuing education activities to maintain and improve professional competencies within the community as defined by the California Laboratory Field Services.
- Demonstrate preparation for applicable State of California approved certification exam.

Revised Medical Laboratory Technician Associate of Science

The Medical Laboratory Technician (MLT) Associate of Science program prepares students for employment as a MLT working in a clinical medical laboratory. Medical laboratory technicians (MLTs) perform a wide variety of routine laboratory procedures and work in both public and private laboratories serving the health care sector. Completion of prerequisite courses will be required prior to entering the program. The program course of study is a combination of instruction in principles of laboratory theory and techniques as well as clinical experience at affiliated medical laboratories. Students must meet current clinical placement requirements found on the program's webpage to complete experiential courses and the program. Students learn to perform routine laboratory procedures in phlebotomy, microbiology, clinical chemistry, hematology, coagulation, immunohematology, and urinalysis. They also will learn to operate and maintain clinical laboratory equipment.

Graduates of the program qualify for state of California/Department of Public Health, Laboratory Field Services-approved MLT certification examinations sponsored by the American Society of Clinical Pathologists (ASCP) Board of Certification or by the American Association of Bioanalysts (ABB) Board of Registry to become California licensed medical laboratory technicians.

Completion of the following courses with a grade of "C" or better is required prior to submission of an application to the MLT Program: BIO 20 (INTRODUCTION TO BIOLOGY) or one year of high school biology with a grade of "C" or better, BIO 15 (MICROBIOLOGY), BIO 13 (HUMAN ANATOMY AND PHYSIOLOGY), and CHEM 8 (INTRODUCTION TO GENERAL, ORGANIC, AND BIOCHEMISTRY).

Successful completion of courses will require that a grade of "C" or better be achieved. When a student fails to achieve a "C" or better in any course, the student will be given the opportunity to repeat the failed course once on a space available basis. If a student receives a second grade of less than a "C" in any Medical Laboratory Technology course, that student will be dropped from the Medical Laboratory Technology Program and will not be eligible for re-entry into the Saddleback College Medical Laboratory Technology program. A student may not enter Clinical Experience until all courses are completed with a grade of "C" or better.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Perform analytical testing in various areas of the clinical laboratory including clinical chemistry, microbiology, hematology, immunology, coagulation, and urinalysis, and related areas.
- Practice established safety procedures and communicate effectively and professionally with patients, laboratory personnel, and other members of the health care team.
- Participate in continuing education activities to maintain and improve professional competencies within the community as defined by the California Laboratory Field Services.
- Demonstrate preparation for applicable State of California approved certification exam.

	ission Prerequisites:	
Select one (0-4	units)	
BIO 20	Introduction to Biology	4
or		
One year of h	igh school biology with a grade of "C" or bet	ter
BIO 15*	General Microbiology	5
BIO 113	Human Anatomy and Physiology	4
CHEM 108	Introduction to General, Organic, and	
	Biochemistry	4
Required Core	e:	
MLT 210	Introduction to the Clinical Laboratory	
	Profession	1
MLT 211*	Basic Laboratory Procedures	1
MLT 230*	Clinical Chemistry	5
MLT 232*	Clinical Microbiology	3
MLT 235*	Clinical Urinalysis	1
MLT 236*	Clinical Hematology and Coagulation	3
MLT 243*	Clinical Immunology –	
	Immunohematology	3
MLT 242*	Clinical Chemistry Practicum	4
MLT 244*	Clinical Hematology, Coagulation, and	
	Urinalysis Practicum	4
MLT 252*	Clinical Microbiology Practicum	4
MLT 253*	Clinical Immunology –	
	Immunohematology Practicum	3
Select both		
PHLB 240*	Phlebotomy	4
and		
CWE 180*	Co-Op-Ed Phlebotomist	1

Total Units for the Major 50-54

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 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.

Select one (o- BIO 20		4
	introduction to biology	4
or	. 1 1 11.1 1 1 1	
=	nigh school biology with a grade of "C" or be	etter
BIO 15*	General Microbiology	5
BIO <u>13</u>	Human Anatomy and Physiology	4
СНЕМ <u>8</u>	Introduction to General, Organic, and	
	Biochemistry	4
Required Cor	·e:	
MLT 210	Introduction to the Clinical Laboratory	
	Profession	1
MLT 211*	Basic Laboratory Procedures	1
MLT 230*	Clinical Chemistry	5
MLT 232*	Clinical Microbiology	3
MLT 235*	Clinical Urinalysis	1
MLT 236*	Clinical Hematology and Coagulation	3
MLT 243*	Clinical Immunology –	
	Immunohematology	3
MLT 242*	Clinical Chemistry Practicum	4
MLT 244*	Clinical Hematology, Coagulation, and	
	Urinalysis Practicum	4
MLT 252*	Clinical Microbiology Practicum	4
MLT 253*	Clinical Immunology –	
	Immunohematology Practicum	3
Select both		Ū
PHLB 240*	Phlebotomy	4
and	•	

Total Units for the Major 51-55

PHLB 180WE* Phlebotomy Work Experience

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 DegreesRefer to the Graduation Requirements or to the <u>Cal-GETC</u> 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.

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

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

Current Sustainable Fashion and Social Entrepreneurship Occupational Skills Award

The Sustainable Fashion and Social Entrepreneurship Occupational Skills Award prepares students with basic skills necessary to develop, design, source, and manufacture a socially and environmentally friendly line of clothing or accessories. Course work covers developing a line and designing for a cause, ethics of fashion, sourcing and manufacturing in an environmentally and socially responsible way as well as marketing the line. Students will complete an internship and tour eco-friendly fashion industry leaders' businesses.

After completion of the skills award students will be eligible for a position in the following areas: assistant fashion designer, assistant fashion designer of sustainable fashion, product developer for sustainable fashion, sourcing and manufacturer for sustainable fashion.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing sustainable sourcing and construction skills.
- Develop an environmentally conscious apparel or accessory line from concept to creation.
- Create a sustainable manufacturing plan complete with sourcing for product, specification sheets, and cost analysis.
- Explore environmental and social impact, current and traditional manufacturing processes in fashion and textiles, and identify alternative solutions for sustainability.
- Successfully complete an environmentally and socially responsible industry internship in fashion.

Required Core

Kequireu Core		
FASH 31	Textiles	3
FASH 132*	Draping Fashion Designs	-3
Select one		
FASH 136* or	Apparel Design	3
FASH 251*	Designing for a Cause and Sustainable	
	Fashion	3
FASH 240	Dye Processes on Fabrics	3
Select both		
FASH 145* § and	Internship	1
CWE 180* †	Co-Op-Ed Fashion	1
Select one		
FASH 207	Eco-Friendly Fashion Tour	1
or		
FASH 254	Fashion in Southern California	1

Total Units for the Award 15

§Must be taken concurrently with CWE 180*.

Revised Sustainable Fashion and Social Entrepreneurship Occupational Skills Award

The Sustainable Fashion and Social Entrepreneurship Occupational Skills Award prepares students with basic skills necessary to develop, design, source, and manufacture a socially and environmentally friendly line of clothing or accessories. Course work covers developing a line and designing for a cause, ethics of fashion, sourcing and manufacturing in an environmentally and socially responsible way as well as marketing the line. Students will complete an internship and tour eco-friendly fashion industry leaders' businesses.

After completion of the skills award students will be eligible for a position in the following areas: assistant fashion designer, assistant fashion designer of sustainable fashion, product developer for sustainable fashion, sourcing and manufacturer for sustainable fashion.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing sustainable sourcing and construction skills.
- Develop an environmentally conscious apparel or accessory line from concept to creation.
- Create a sustainable manufacturing plan complete with sourcing for product, specification sheets, and cost analysis.
- Explore environmental and social impact, current and traditional manufacturing processes in fashion and textiles, and identify alternative solutions for sustainability.
- Successfully complete an environmentally and socially responsible industry internship in fashion.

Required Core

FASH 31	Textiles	3
Select one		
FASH 136*	Apparel Design	3
or		
FASH 251*	Designing for a Cause and Sustainable	
	Fashion	3
FASH 240	Dye Processes on Fabrics	3
Select both		
FASH 145*	Internship	1
and		
FASH 180WE*	† Fashion Work Experience	2
Select one		
FASH 207	Eco-Friendly Fashion Tour	1
or		
FASH 254	Fashion in Southern California	1

Total Units for the Award 13

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

[†]Recommended to be taken in last semester of program.

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

[†]Recommended to be taken in last semester of program.

Current Travel and Tourism Certificate of Achievement

The Travel and Tourism Certificate of Achievement **program** is designed to prepare students for careers in the travel agency industry. The program **stresses** the following: ticketing and reservations, major tourist areas and resorts, fares and routes, tour promotion, and planning including airline computing and cruise itineraries. The program covers all aspects of travel including air, cruise ships, rail, and car. Students completing this certificate will be prepared for occupations as: Travel Counselors, Meeting Planners, In-house Travel Consultants, Reservation Sales Agents, and Ticket Agents.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Support their choice of cruise itineraries presented in a written form based on the standards of the industry, use a predetermined criteria checklist and compare cruise features and benefits, both tangible and intangible, as well as price, value and individual preference.
- Build a Passenger Name Record (PNR) in the airline computer training strand of the program.
- · Identify geographic locations.

Required Core

Required Cor	е	
TOUR 250	Introduction to the Exciting World of Trave	el
	& Tourism	3
TOUR 252	World Destinations and ResortsWestern	
	Hemisphere	3
TOUR 253	World Destinations-Europe	3
TOUR 254	World Destinations-Pacific, Asia, Africa,	
	Middle East	3
TOUR 255	Selling Dreams - The Travel Industry	3
TOUR 257	Tours and Cruises	3
TOUR 259*	Airline Computer Training	2
TOUR 260*	Advanced Airline Computer Training	2
CWE 180*	Co-Op-Ed Travel Management	-1

Total Units for the Certificate 23

Revised Travel and Tourism Certificate of Achievement

The Travel and Tourism Certificate of Achievement is designed to prepare students for careers in the travel agency industry. The program emphasizes the following: ticketing and reservations, major tourist areas and resorts, fares and routes, tour promotion, and planning including airline computing and cruise itineraries. The program covers all aspects of travel including air, cruise ships, rail, and car. Students completing this certificate will be prepared for occupations as: Travel Counselors, Meeting Planners, In-house Travel Consultants, Reservation Sales Agents, and Ticket Agents.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Support their choice of cruise itineraries presented in a written form based on the standards of the industry, use a predetermined criteria checklist and compare cruise features and benefits, both tangible and intangible, as well as price, value and individual preference.
- Build a Passenger Name Record (PNR) in the airline computer training strand of the program.
- Identify geographic locations.

Required Core

	Experience	2
TOUR 180WE*	Travel Management Work	
TOUR 260*	Advanced Airline Computer Training	2
TOUR 259*	Airline Computer Training	2
TOUR 257	Tours and Cruises	3
TOUR 255	Selling Dreams - The Travel Industry	3
	Middle East	3
TOUR 254	World Destinations-Pacific, Asia, Africa,	
TOUR 253	World Destinations-Europe	3
	Hemisphere	3
TOUR 252	World Destinations and ResortsWestern	
	& Tourism	3
TOUR 250	Introduction to the Exciting World of Trave	l
required core		

Total Units for the Certificate 24

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

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

Current Travel and Tourism Associate of Science

The Travel and Tourism Associate of Science degree **program** is designed to prepare students for careers in the travel agency industry. The program **stresses** the following: ticketing and reservations, major tourist areas and resorts, fares and routes, tour promotion, and planning including airline computing and cruise itineraries. The program covers all aspects of travel including air, cruise ships, rail, and car. Students completing this degree will be prepared for occupations as: Travel Counselors, Meeting Planners, In-house Travel Consultants, Reservation Sales Agents, and Ticket Agents.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Support their choice of cruise itineraries presented in a written form based on the standards of the industry, use a predetermined criteria checklist and compare cruise features and benefits, both tangible and intangible, as well as price, value and individual preference.
- Build a Passenger Name Record (PNR) in the airline computer training strand of the program.
- Identify geographic locations.

Required Core

TOUR 250	Introduction to the Exciting World of Travel		
	& Tourism	3	
TOUR 252	World Destinations and ResortsWestern		
	Hemisphere	3	
TOUR 253	World Destinations-Europe	3	
TOUR 254	World Destinations-Pacific, Asia, Africa,		
	Middle East	3	
TOUR 255	Selling Dreams - The Travel Industry	3	
TOUR 257	Tours and Cruises	3	
TOUR 259*	Airline Computer Training	2	
TOUR 260*	Advanced Airline Computer Training	2	
CWE 180*	Co-Op-Ed Travel Management	-1	

Total Units for the Major 23

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 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.

Revised Travel and Tourism Associate of Science

The Travel and Tourism Associate of Science degree is designed to prepare students for careers in the travel agency industry. The program emphasizes the following: ticketing and reservations, major tourist areas and resorts, fares and routes, tour promotion, and planning including airline computing and cruise itineraries. The program covers all aspects of travel including air, cruise ships, rail, and car. Students completing this degree will be prepared for occupations as: Travel Counselors, Meeting Planners, In-house Travel Consultants, Reservation Sales Agents, and Ticket Agents.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Support their choice of cruise itineraries presented in a written form based on the standards of the industry, use a predetermined criteria checklist and compare cruise features and benefits, both tangible and intangible, as well as price, value and individual preference.
- Build a Passenger Name Record (PNR) in the airline computer training strand of the program.
- Identify geographic locations.

Required Core

	Experience	2
TOUR 180WE*	Travel Management Work	
TOUR 260*	Advanced Airline Computer Training	2
TOUR 259*	Airline Computer Training	2
TOUR 257	Tours and Cruises	3
TOUR 255	Selling Dreams - The Travel Industry	3
	Middle East	3
TOUR 254	World Destinations-Pacific, Asia, Africa,	
TOUR 253	World Destinations-Europe	3
	Hemisphere	3
TOUR 252	World Destinations and ResortsWestern	
	& Tourism	3
TOUR 250	Introduction to the Exciting World of Trave	l
ricquired core	•	

Total Units for the Major 24

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 <u>Cal-GETC</u> 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.

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

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

Current Visual Display and Presentation Certificate of Achievement

The Visual Display and Presentation Certificate will provide the student with a comprehensive academic foundation to pursue multiple visual display careers within the field of merchandising and marketing. Students will have opportunities to develop skills in Adobe Illustrator, fashion retailing on-line, store planning and layout, retail and event marketing, 3-dimensional window display and storytelling, knowledge of materials and tools, and computer aided design. Students that complete this certificate will be prepared for entry-level positions in brick and mortar retail and/or e-commerce, trade show design, home fashions, styling, party design and set and stage design for fashion shows and events. This certificate is designed for the student looking to obtain the necessary skills for immediate entry into the workforce. Occupations such as: retail merchandising field specialist, visual merchandiser, visual designer, merchandising coordinator, visual associate, and freelance visual merchandiser. An internship within visual display is also required and often leads to employment opportunities upon completion. This certificate provides the foundation for advanced certificates in Fashion Merchandising and/or Fashion Design.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their visual display and presentation skills.
- Complete an industry internship including the completion of three individual goals and objectives as determined by themselves and an industry supervisor.
- Demonstrate and understand skills needed to create and construct 3-dimensional window displays and/or 3dimensional visual stage sets showcasing continuity of theme, layout, signage, merchandise, and lighting presentation.

Required Core

Select one		
FASH 140	Fashion Image	3
or	- 1	
FASH 143	Fashion Buying and Merchandising	3
FASH 147	Special Events Coordination and	
	Promotion	3
FASH 148	Visual Merchandising	3
Select one		
FASH 150	Fashion Apparel and Professional	
	Techniques	3
or		
FASH 154	Fashion Illustration	3
Select both		
CWE 180*†-	Co-Op-Ed Fashion	-1
and		
FASH 145* §	Internship	1
Select one		
FASH 225	Apparel Cart - Fashion Retailing Online	
	with Easy Cart Shop	1
or		
FASH 250	Fashion Trend Forecasting	1.5
FASH 155*	The Digital Fashion Image	2

Revised Visual Display and Presentation Certificate of Achievement

The Visual Display and Presentation Certificate of Achievement will provide the student with a comprehensive academic foundation to pursue multiple visual display careers within the field of merchandising and marketing. Students will have opportunities to develop skills in Adobe Illustrator, fashion retailing on-line, store planning and layout, retail and event marketing, 3-dimensional window display and storytelling, knowledge of materials and tools, and computer aided design. Students that complete this certificate will be prepared for entrylevel positions in brick and mortar retail and/or e-commerce, trade show design, home fashions, styling, party design and set and stage design for fashion shows and events. This certificate is designed for the student looking to obtain the necessary skills for immediate entry into the workforce. Occupations such as: retail merchandising field specialist, visual merchandiser, visual designer, merchandising coordinator, visual associate, and freelance visual merchandiser. An internship within visual display is also required and often leads to employment opportunities upon completion. This certificate provides the foundation for advanced certificates in Fashion Merchandising and/or Fashion Design.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Produce a professional portfolio showcasing their visual display and presentation skills.
- Complete an industry internship including the completion of three individual goals and objectives as determined by themselves and an industry supervisor.
- Demonstrate and understand skills needed to create and construct 3-dimensional window displays and/or 3dimensional visual stage sets showcasing continuity of theme, layout, signage, merchandise, and lighting presentation.

Required Core

Fashion Image	3
Fashion Buying and Merchandising	3
Special Events Coordination and	
Promotion	3
Visual Merchandising	3
Fashion Apparel and Professional	
Techniques	3
Fashion Illustration	3
Fashion Work Experience	2
Internship	1
Apparel Cart - Fashion Retailing Online	
with Easy Cart Shop	1
Fashion Trend Forecasting	1.5
The Digital Fashion Image	2
	Fashion Buying and Merchandising Special Events Coordination and Promotion Visual Merchandising Fashion Apparel and Professional Techniques Fashion Illustration Fashion Work Experience Internship Apparel Cart - Fashion Retailing Online with Easy Cart Shop Fashion Trend Forecasting

ID 114	Applied Color and Design Theory for Interior Design	3	ID 114	Applied Color and Design Theory for Interior Design	3
Restricted El ARTH 100	ectives Art Gallery Display and Exhibition	3	Restricted E ARTH 100	llectives: <u>Select one course</u> Art Gallery Display and Exhibition	3
ID 115*	CAD for Interior Design	3	ID 115*	CAD for Interior Design	3
PHOT 50	Digital Photography I	3	PHOT 50	Digital Photography I	3

Total Units for the Certificate <u>24-</u> <u>24.5</u>

Total Units for the Certificate 23-

23.5

§Must be taken concurrently with CWE 180*.

 $^{{}^*\}mathrm{Course}$ has a prerequisite, corequisite, limitation; or recommended preparation; see course description.

[†]Recommended to be taken in last semester of program.

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

[†]Recommended to be taken in last semester of program.

Current Water Resources and Conservation Certificate of Achievement

Water Resources and Conservation provides students with an integrated background and critical knowledge of water resources and conservation issues. Students will gain skills and practical application of those skills to design, implement and evaluate water conservation programs that address current and future water issues at a local, national, and global level. The program combines classroom, laboratory, and field study instruction providing students with a well-rounded preparation in the water resources and conservation field. The goal of the program is to train and prepare students for a career in the water field as water efficiency/conservation technicians, coordinators, or specialists, or as water resources specialists and technicians. The program will also prepare students for water conservation certification examinations administered by professional associations within the water industry.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Design, implement, evaluate and market water conservation programs to a broad audience.
- Evaluate water usage patterns for rural, urban, residential, and commercial sites; recommend water efficiency measures as well as alternate water sources.
- Understand water distribution, flow, and elimination systems; basic hydraulics; quality issues; balance and time of use.
- Understand the many stressors to water accessibility and how they interact to affect supply and demand along with other issues.
- Monitor, collect, interpret and analyze data to evaluate effectiveness of programs and modify them over time.
- Calculate water and cost savings and produce comprehensive cost/benefit analysis reports.
- Develop basic knowledge of water resource economics and how economics relates to supply and demand.

Required Core

kequirea Co.	re		
ENV 1	Introduction to Environmental Studies	3	
ENV 6*	Scarcity and Environment	3	
ENV 40	Environmental Law and Policy	3	
ENV 105*	Environmental Studies Internship	2	
ENV 123	Water and Soil Conservation	3	
ENV 141	Water Resources and Management	4	
ENV 38	Water Quality and Monitoring	3	
CWE 180	Co-Op-Ed Environmental Monitorin	g	
and Assessment 1			

Total Units for the Certificate $\frac{22}{2}$

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

Revised Water Resources and Conservation Certificate of Achievement

Water Resources and Conservation provides students with an integrated background and critical knowledge of water resources and conservation issues. Students will gain skills and practical application of those skills to design, implement and evaluate water conservation programs that address current and future water issues at a local, national, and global level. The program combines classroom, laboratory, and field study instruction providing students with a well-rounded preparation in the water resources and conservation field. The goal of the program is to train and prepare students for a career in the water field as water efficiency/conservation technicians, coordinators, or specialists, or as water resources specialists and technicians. The program will also prepare students for water conservation certification examinations administered by professional associations within the water industry.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Design, implement, evaluate and market water conservation programs to a broad audience.
- Evaluate water usage patterns for rural, urban, residential, and commercial sites; recommend water efficiency measures as well as alternate water sources.
- Understand water distribution, flow, and elimination systems; basic hydraulics; quality issues; balance and time of use.
- Understand the many stressors to water accessibility and how they interact to affect supply and demand along with other issues.
- Monitor, collect, interpret and analyze data to evaluate effectiveness of programs and modify them over time.
- Calculate water and cost savings and produce comprehensive cost/benefit analysis reports.
- Develop basic knowledge of water resource economics and how economics relates to supply and demand.

Required Core

Select one		
ENV 1	Introduction to Environmental Studies	3
<u>or</u>		
ENV 1H	Honors Introduction to	
	Environmental Studies	3
ENV 6*	Scarcity and Environment	3
ENV 38	Water Quality and Monitoring	3
ENV 40	Environmental Law and Policy	3
ENV 105*	Environmental Studies Internship	2
ENV 123	Water and Soil Conservation	3
ENV 141	Water Resources and Management	4
ENV 180WE	Environmental Monitoring and	
	Assessment Work Experience	2

Total Units for the Certificate 23

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

Current Athletic Training Occupational Skills Award

The Athletic Training Occupational Skills Award prepares the student for careers in Athletic Training and Physical Therapy for skills necessary for entry-level positions in Physical Therapy Clinics and provides foundational preparation for students interested in Athletic Training programs. Skills learned in this program are additionally valuable to students interested in such professions as fitness trainer, coach, or teacher in the physical education and kinesiology field. Students will learn basic exercise physiology, be able to identify common athletic injuries and causes, and be able to apply specific stretching, strengthening, and rehabilitation techniques for preventative and rehabilitative care. In addition, students will become cardiopulmonary resuscitation (CPR) and automated external defibrillator (AED) certified and learn how to write subjective, objective, assessment, and plan (SOAP) notes and injury reports.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Identify the basic fundamentals of physiology.
- Demonstrate an understanding of exercise physiology and the biomechanics of human movement.
- Recognize and describe the signs and symptoms of emergency situations and athletic injuries.
- Demonstrate proper response procedures to emergency situations and athletic injuries.
- Apply preventative and rehabilitative techniques for common sports conditions and various athletic injuries.

Required Core

tequii cu coi	C	
HLTH 2	First Aid, CPR, and Automated External	
	Defibrillator	1.5
KNES 52	Fundamentals of Human Movement	3
KNES 53	Introduction to Athletic Training	3
Select one		
KNES 56*	Practicum in Athletic Training - Fall	
	Sports	2
or		
KNES 59*	Practicum in Athletic Training - Spring	
	Sports	2

Total Units for the Award 9.5

Deleted Athletic Training Occupational Skills Award

Athletic Training Occupational Skills Award prepares the student for careers in Athletic Training and Physical Therapy for skills necessary for entry-level positions in Physical Therapy Clinics and provides foundational preparation for students interested in Athletic Training programs. Skills learned in this program are additionally valuable to students interested in such professions as fitness trainer, coach, or teacher in the physical education and kinesiology field. Students will learn basic exercise physiology, be able to identify common athletic injuries and causes, and be able to apply specific stretching, strengthening, and rehabilitation techniques for preventative and rehabilitative care. In addition, students will become cardiopulmonary resuscitation (CPR) and automated external defibrillator (AED) certified and learn how to write subjective, objective, assessment, and plan (SOAP) notes and injury reports.

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

- Identify the basic fundamentals of physiology.
- Demonstrate an understanding of exercise physiology and the biomechanics of human movement.
- Recognize and describe the signs and symptoms of emergency situations and athletic injuries.
- Demonstrate proper response procedures to emergency situations and athletic injuries.
- Apply preventative and rehabilitative techniques for common sports conditions and various athletic injuries.

Required Core

HLTH 2	First Aid, CPR, and Automated External
	Defibrillator 1.5
KNES 52	Fundamentals of Human Movement 3
KNES 53	Introduction to Athletic Training 3
Select one	
KNES 56*	Practicum in Athletic Training - Fall
	Sports 2
or	
KNES 59*	Practicum in Athletic Training - Spring
	Sports 2

Total Units for the Award 9.5

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

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

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

	Environment	24.9
CDE 402NC	Family Childcare Curriculum and	
CDE 401NC	Family Childcare Business Practices	24.9

Total Hours for the Certificate 49.8

Deleted 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 Childeare Business Prac	tices24.9
CDE 402NC	Family Childeare Curriculum a	nd
-	Environment	24.9

Total Hours for the Certificate 49.8

Current Infant Toddler Teacher Certificate of Achievement

The developmental and learning theory as well as appropriate strategies related to the unique care and education needs of children ages 0-36 months will be studied and applied. Family collaboration and relationship-based practices will be emphasized. This certificate prepares students to be competent and effective teachers and caregivers of infants and toddlers in a variety of home and center-based settings. It also meets the education requirements of the Teacher level of the Child Development Permit issued by the California Commission on Teacher Credentialing (CTC). Additional working experience with children is required to obtain the Permit.

A minimum grade of "C" in each course is required to earn the certificate and/or qualify for the Child Development Permit.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Describe developmental milestones for children in the areas of physical, psychosocial, cognitive, and language development.
- Identify environmental, cultural, familial, economic, political, and historical contexts that influence all children's development.
- Demonstrate a range of skills and knowledge related to the care and education of children ages o-8 years.
- Demonstrate a range of skills and knowledge related to the unique needs of children ages o-36 months.
- Apply developmental theory, knowledge of child development, developmentally, culturally, and linguistically appropriate practice, and research-based teaching strategies to develop curriculum for the unique educational needs of young children individually and in group care settings.
- Demonstrate developmentally appropriate observation, assessment, and documentation skills that can be applied to interpretations of growth and development, planning, and identification of individual needs.
- Demonstrate professional skills including ethical practice, reflective practice, written and verbal communication, collaboration, advocacy, and identification of personal qualifications in relationship to state and national requirements for teachers of young children.

Required Core:

required co	310.	
CDE 7*	Child Growth and Development	3
CDE 15*	Child, Family, and Community	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 112*	Health, Safety, and Nutrition	3
CDE 117*	Teaching in a Diverse Society	3
CDE 120*	Observation and Assessment	3

Deleted Infant Toddler Teacher Certificate of Achievement

The developmental and learning theory as well as appropriate strategies related to the unique care and education needs of children ages 0-36 months will be studied and applied. Family collaboration and relationship based practices will be emphasized. This certificate prepares students to be competent and effective teachers and caregivers of infants and toddlers in a variety of home and center based settings. It also meets the education requirements of the Teacher level of the Child Development Permit issued by the California Commission on Teacher Credentialing (CTC). Additional working experience with children is required to obtain the Permit.

A minimum grade of "C" in each course is required to carn the certificate and/or qualify for the Child Development Permit.

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

- Describe developmental milestones for children in the areas of physical, psychosocial, cognitive, and language development.
- Identify environmental, cultural, familial, economic, political, and historical contexts that influence all children's development.
- Demonstrate a range of skills and knowledge related to the care and education of children ages o-8 years.
- Demonstrate a range of skills and knowledge related to the unique needs of children ages 0-36 months.
- Apply developmental theory, knowledge of child development, developmentally, culturally, and linguistically appropriate practice, and researchbased teaching strategies to develop curriculum for the unique educational needs of young children individually and in group care settings.
- Demonstrate developmentally appropriate observation, assessment, and documentation skills that can be applied to interpretations of growth and development, planning, and identification of individual needs.
- Demonstrate professional skills including ethical practice, reflective practice, written and verbal communication, collaboration, advocacy, and identification of personal qualifications in relationship to state and national requirements for teachers of young children.

Required Core:

CDE 7*	Child Growth and Development	3
CDE 15*	Child, Family, and Community	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 112*	Health, Safety, and Nutrition	3
CDE 117*	Teaching in a Diverse Society	3
CDE 120*	Observation and Assessment	3

CDE 121*	Practicum-The Student Teaching		CDE 121* Practicum-The Student Teaching
	Experience	4	Experience 4
CDE 123*	Infant and Toddler Development	3	CDE 123* Infant and Toddler Development 3
CDE 133*	Care and Education for Infants and		CDE 133* Care and Education for Infants and
	Toddlers	3	Toddlers 3
Area 1, selec	readth (16-19 units): Students must ct one course from each of Areas 2 ne additional course from Area 2, 3	, 3, and 4,	Required Breadth (16-19 units): Students must complete Area 1, select one course from each of Areas 2, 3, and 4, and select one additional course from Area 2, 3, or 4.
Area 1			Area 1
ENG 1A*	Principles of Composition I	4	ENG 1A* Principles of Composition I 4
ENG 1AH*	Honors Principles of Composition I	4	ENG 1AH* Honors Principles of Composition I 4
Area 2			Area 2
MATH 10*	Introduction to Statistics	3	MATH 10* Introduction to Statistics 3
or		· ·	01'
MATH 14*	Mathematics for Elementary School		MATH 14* Mathematics for Elementary School
	Teachers	5	Teachers 5
or		· ·	01'
PSYC 44*	Statistics for the Behavioral Sciences	3	PSYC 44* Statistics for the Behavioral Sciences 3
or		_	or
MATH 103*	Mathematical Ideas	3	MATH 103* Mathematical Ideas 3
or			OP
GEOL 1	Introduction to Physical Geology	4	GEOL 1 Introduction to Physical Geology 4
or	-		01'
PHYS 30*	Physics and Chemistry for Elementary		PHYS 30* Physics and Chemistry for Elementary
_	Educators	4	Educators 4
or		•	01
HORT 20*	Introduction to Horticultural Science	4	HORT 20* Introduction to Horticultural Science 4
Area 3			Area 3
ANTH 2	Cultural Anthropology	3	ANTH 2 Cultural Anthropology 3
or	omentum of another	0	01
ANTH 2H	Honors Cultural Anthropology	3	ANTH 2H Honors Cultural Anthropology 3
or		0	01
GEOG 2	Cultural Geography	3	GEOG 2 Cultural Geography 3
or		0	01
GEOG 2H	Honors Cultural Geography	3	GEOG 2H Honors Cultural Geography 3
or	3 17 7	o .	01'
PSYC 30*	Social Psychology	3	PSYC 30* Social Psychology 3
or	1,11,10	o .	01'
SOC 30*	Social Psychology	3	SOC 30* Social Psychology 3
or	, 6,	Ü	01
PS 1	American Government	3	PS 1 American Government 3
or		Ü	01'
PS 1H	Honors American Government	3	PS 1H Honors American Government 3
Aros 4			A1100 4
Area 4 ENG 142*	Children's Literature	3	Area 4 ENC 142* Children's Literature 3
0r	aron o Enteractio	J	OF
ARTH 20	Art Appreciation	3	ARTH 20 Art Appreciation 3
or		J	or
MUS 1	The Basics of Music	3	MUS 1 The Basies of Music 3
or		J	OF
U-			v=

MUS 20	Music Appreciation	3	MUS 20	Music Appreciation	-3
or HORT 115	History of Landscape Design	3	or HORT 115	History of Landscape Design	3
or ID 110	Fundamentals of Interior Design	3	01* ID 110	Fundamentals of Interior Design	3
Total Units for the Certificate 50 -				Total Units for the Certifica	ite 50 -

Total Units for the Certificate 50 - 53

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

53

 $^{^*\}mbox{Course}$ has a prerequisite, corequisite, limitation, or recommended preparation; see course description.