

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

AGENDA

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

Tuesday, November 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**
3. **Public Comments –** Anyone may address the Curriculum Committee on any item NOT on the Agenda **within the subject matter and jurisdiction of the Senate pursuant to Section 53200 of Title 5 California Code of Regulations.** Each speaker is limited to two minutes.
4. **Chair's Report**
5. **Curriculum Committee Training – Information Item**
6. **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

**SADDLEBACK COLLEGE
CURRICULUM COMMITTEE**

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 CUL 101 and CUL 244
 - d. CUL 210 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 171 or current ServSafe Certification
 - e. CUL 220 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
 - f. CUL 222 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
 - g. CUL 223 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
 - h. CUL 226 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
 - i. CUL 227 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
 - j. CUL 228 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
 - k. CUL 230 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
 - l. CUL 232 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
 - m. CUL 236 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to none
 - n. CUL 201- prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 101
 - o. CUL 244 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 171 or current ServSafe Certification
 - p. CUL 245 – prereq from ~~FN 171 or FN 210 or current ServSafe Certification~~ to CUL 244

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

AGENDA

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

- 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

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

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 24th.

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....

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

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

- | | |
|----------------------|-----------------------|
| 1. Michelle Duffy | Curriculum Chair |
| 2. Stephanie Di Alto | Curriculum Specialist |

Curriculum Team and Leadership in Absence

- | | |
|---------------------|----------------------|
| 1. Aimee Tran | Articulation Officer |
| 2. Tram Vo-Kumamoto | VPI |

Voting Members in Attendance

- | | |
|--------------------------|--|
| 1. Mike Bennett | Kinesiology & Athletics |
| 2. Linda Call | 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 Learning |
| 7. 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 |
| 2. Ari Grayson | Arts, Media, Performance, and Design |
| 3. Carmenmara Hernandez-Bravo | 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 |
|------------------|--------------------------------|

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

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.**

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

MINUTES (Continued)

9. **Proposed New Credit Course Justifications for Academic Year 2025-26 (Spring) – Information Item, p. 15-20**
 - **Two new credit AI 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**
 - **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**
 - **First: June Millovich**
 - **Second: Brooke Sauter**
 - **Motion passed**

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

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
 - First: Annie Gilbert
 - Second: Farida Gabdrakhmanova
 - Motion passed
 - Item 16B – Remaining course changes
 - 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.
 - First: Annie Gilbert
 - 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.
 - 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.
 - 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
 - First: Annie Gilbert
 - Second: Tamara Sison
 - Motion passed
 - B. Clinical Medical Assistant Certificate of Completion
 - First: June Millovich
 - Second: Annie Gilbert
 - Motion passed
 - C. Comprehensive Medical Assistant Certificate of Completion
 - First: Annie Gilbert
 - Second: Farida Gabdrakhmanova
 - Motion passed

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

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**
 - **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 24th.
27. **Public Interest Announcements (if time allows)**
- **The Counseling department is now booking appointments online via the online portal.**

SADDLEBACK COLLEGE CURRICULUM COMMITTEE

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....



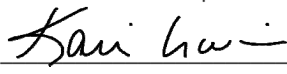
SADDLEBACK COLLEGE
REVISED COURSES
ACADEMIC YEAR 2025-2026

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
				lrng obj=learning objectives
				moe=methods of eval
				nc=new course
				nv=new version of existing course
				oe/oe=open entry/open exit
				prereq=prerequisite
				pcs = program course status
				reactv=course reactivation
				rec prep=recommended prep
				rpt=repeatability
				SAM code=occupational code (A=apprenticeship, B=advanced occupational, C=clearly occupational, D=possibly occupational, E=non-occupational)
				sch desc=schedule description
				SLOs=student learning outcomes
				sr=scheduled review is for courses that are scheduled for review and there are no revisions
				ti=title
				TOP code=numerical classification code used to assign programs and courses to disciplines
				tps=topics
				txt=text-required for all courses numbered 1-299
				un=units
				val=validation
CE	AEFN 789NC	669000.00	BASIC FOOD PREP	rec prep from FN 210NC or current ServSafe certification to <u>CUL 271NC or current ServSafe certification</u> , retaining rpt 3 times

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

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

Obtain original (blue ink) signatures from your Department Chair and Division Dean prior to submitting to the Curriculum Office.		
Click to enter date	Alan Foote _____ Print Name	 _____ Signature, Faculty Requestor
Click to enter date	Tom DeDonno _____ Print Name	 _____ Signature, Department Chair
Click to enter date	Click here to enter text. _____ Print Name	_____ Signature, Other related discipline Chair (if relevant)
Click to enter date	Kari Irwin for John Jaramillo Click here to enter text. _____ Print Name	 _____ Signature, Dean

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

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

2. Catalog Description:

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

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

C-ID Code: [Click here to enter text.](#)

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

Reason for cross-listing: [Click here to enter text.](#)

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite: [Click here to enter text.](#)

Co-requisite: [Click here to enter text.](#)

Limitation on enrollment: [Click here to enter text.](#)

Recommended Prep: [Click here to enter text.](#)

**Please attach justification for the recommended requisites. Refer to the [Chancellor's Guidelines for Title 5 §55003](#)*

7. Will this be a standalone course?

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

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

Which ones: Data Analytics Certificate of Achievement; Business Data Analytics and Database AS

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

- Occupational Work Experience/General Work Experience
- Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.

**Provide documentation*

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

- Yes If yes, identify family: [Click here to enter text.](#)
- X No

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

[Click here to enter text.](#)

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

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

- | | | | | | |
|---------|-----|------|----|------------------------------|------|
| CSU | Yes | X No | UC | <input type="checkbox"/> Yes | X No |
| Private | Yes | X No | | | |

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

Please attach documentation and complete below:

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

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



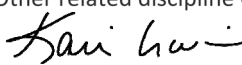
	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>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

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

NEW COURSE PROPOSAL

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

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

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

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

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

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

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

C-ID Code: [Click here to enter text.](#)

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

Reason for cross-listing: [Click here to enter text.](#)

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite: [Click here to enter text.](#)

Limitation on enrollment: [Click here to enter text.](#)

Recommended Prep: CIM 8

**Please attach justification for the recommended requisites. Refer to the [Chancellor's Guidelines for Title 5 §55003](#)*

7. Will this be a standalone course?

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

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

Which ones: Data Analytics Certificate of Achievement; Business Data

Analytics and Database AS

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

- Occupational Work Experience/General Work Experience
- Additional enrollment required by Transfer Institution (CSU & UC only) to meet lower division requirements for a baccalaureate degree.

**Provide documentation*

10. Will this course be part of an approved family?
 Yes If yes, identify family: [Click here to enter text.](#)
 No

11. What resources will be needed in order to offer this class at Saddleback? e.g. staff, faculty, supplies/equipment, facilities.
[Click here to enter text.](#)

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

- 12A. Transfer: Would you recommend that this course transfer to:
 CSU Yes No UC Yes No
 Private Yes No

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

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

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

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

New Program Initiation Form (not needed for ADTs)

1	<p>Idea for program. ADTs do NOT need to complete this process.</p> <p>Faculty Initiator completes Part 2 of this New Program Initiation Form in preparation for Step 3.</p> <p>a. Program Name: Games and Interactive Media - Art</p> <p>b. Program Type: Certificate of Achievement</p> <p>c. Program TOP code: 1030 CIP: 50.0409. SOC: 15-1255.00, 15-1255.01, 27-1011.00, 27-1014.00, 27-1024.00</p> <p>d. Contact information for Program Initiator: Jeffrey Bryan jbryan@saddleback.edu 435-237-2935</p> <p>e. Proposed Pathway for new program: Arts, Media, & Design</p> <p>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.</p>					
2	<p>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.</p> <p>h. Please list all courses to be included in the program and total units: *Indicates new courses</p> <p>*GD 601 (51) History of Games (3 units)</p> <p>*GD 602 (52) Games and Society (3 units)</p> <p>*GD 603 (53) Intro to Game Design (3 units)</p> <p>ART 80 - Drawing I (3 units)</p> <p>*GD 605 (55) Character Design (3 units)</p> <p>*GD 606 (56) Environment Design (3 units)</p> <p>18 total units</p>					
3	<p>Document Department/Inter-Departmental discussions with signatures in preparation for Step 4</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Signature/Date, Program Initiator 9/9/24</td> <td style="width: 50%;">Signature/Date, Dept. Chair 09/15/2024</td> </tr> <tr> <td>Signature/Date, Division Dean 9-19-24</td> <td>Other discipline faculty/chair (if applicable) or <input type="checkbox"/> n/a</td> </tr> </table>		Signature/Date, Program Initiator 9/9/24	Signature/Date, Dept. Chair 09/15/2024	Signature/Date, Division Dean 9-19-24	Other discipline faculty/chair (if applicable) or <input type="checkbox"/> n/a
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Signature/Date, Division Dean 9-19-24	Other discipline faculty/chair (if applicable) or <input type="checkbox"/> n/a					
4	<p>Articulation Officer: Review date (if applicable)</p> <p>Date _____ Initials _____</p>	<p>EWD Director: Review date (if applicable)</p> <p>Date _____ Initials _____</p>				
5	<p>Curriculum Committee: Review date</p>					
6	<p>Consultation Council: Review date</p>	7				
		<p>Curriculum Chair posts cleared Notice of Intent on the Curriculum Website New Program Status link</p>				

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

New Program Initiation Form (not needed for ADTs)

1	<p>Idea for program. ADTs do NOT need to complete this process.</p> <p>Faculty Initiator completes Part 2 of this New Program Initiation Form in preparation for Step 3.</p> <p>a. Program Name: Games and Interactive Media - Design</p> <p>b. Program Type: Certificate of Achievement</p> <p>c. Program TOP code: 1030 CIP: 50.0409. SOC: 15-1255.00, 15-1255.01, 27-1011.00, 27-1014.00, 27-1024.00</p> <p>d. Contact information for Program Initiator: Jeffrey Bryan jbryan@saddleback.edu 435-237-2935</p> <p>e. Proposed Pathway for new program: Arts, Media, & Design</p> <p>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.</p>					
2	<p>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.</p> <p>h. Please list all courses to be included in the program and total units: *Indicates new courses</p> <p>*GD 601 (51) History of Games (3 units)</p> <p>*GD 602 (52) Games and Society (3 units)</p> <p>*GD 603 (53) Intro to Game Design (3 units)</p> <p>*GD 604 (54) Play Studies (3 units)</p> <p>*GD 607 (57) interaction Design (3 units)</p> <p>*GD 608 (58) Interactive Storytelling (3 units)</p> <p>18 total units</p>					
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New Program Initiation Form (not needed for ADTs)

1	<p>Idea for program. ADTs do NOT need to complete this process.</p> <p>Faculty Initiator completes Part 2 of this New Program Initiation Form in preparation for Step 3.</p> <p>a. Program Name: Games and Interactive Media</p> <p>b. Program Type: Associate of Science</p> <p>c. Program TOP code: 1030 CIP: 50.0409. SOC: 15-1255.00, 15-1255.01, 27-1011.00, 27-1014.00, 27-1024.00</p> <p>d. Contact information for Program Initiator: Jeffrey Bryan jbryan@saddleback.edu 435-237-2935</p> <p>e. Proposed Pathway for new program: Arts, Media, & Design</p> <p>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.</p>					
2	<p>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.</p> <p>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</p>					
3	<p>Document Department/Inter-Departmental discussions with signatures in preparation for Step 4</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Signature/Date, Program Initiator 9/9/24</td> <td style="width: 50%;">Signature/Date, Dept. Chair 09/15/2024</td> </tr> <tr> <td>Signature/Date, Division Dean 9/15/24</td> <td>Other discipline faculty/chair (if applicable) or <input type="checkbox"/> n/a</td> </tr> </table>		Signature/Date, Program Initiator 9/9/24	Signature/Date, Dept. Chair 09/15/2024	Signature/Date, Division Dean 9/15/24	Other discipline faculty/chair (if applicable) or <input type="checkbox"/> n/a
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		<p>Curriculum Chair posts cleared Notice of Intent on the Curriculum Website New Program Status link</p>				

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

Games and Interactive Media - AS	
Required 18 Units *Indicates new courses	
*History of Games (3 units) *Games and Society (3 units) *Intro to Game Design (3 units)	
Art Track	OR
Design Track	
ART 80 - Drawing I (3 units) *Character Design (3 units) *Environment Design (3 units)	*Play Studies (3 units) *Interaction Design (3 units) *Interactive Storytelling (3 units)
Completion of One Specialty Area 12 Units	
<p><i>2D Artist</i> Art 40 - 2D Foundations (3 units) Art 41 - 3 Dimensional Design (3 units) Art 42 - Color Theory and Practice (3 units) GD 149 - Digital Illustration (3 units)</p> <p><i>Animator</i> GD 149 - Digital Illustration (3 units) GD 150 - Digital Animation (3 units) *3D Animation (3 units) GD 210 - Motion Graphics (3 units)</p> <p><i>Narrative Designer</i> ENG 3 - Introduction to Creative Writing (3 units) ENG 4 - Fiction Fundamentals (3 units) CTRV 4 - Cinematic Storytelling (3 units) CTRV 40 - Television and Film Scriptwriting I (3 units)</p> <p><i>3D Artist</i> Art 41 - 3 Dimensional Design (3 units) *3D Modeling (3 units) *3D Character Modeling (3 units)</p>	

*3D Animation (3 units)

Technical Artist

CS 1A - Introduction to Computer Science 1 (3.5 units)

CS 1B - Introduction to Computer Science 2 (3.5 units)

GD 20 - Beginning Graphic Design (3 units)

GD 210 - Motion Graphics (3 units)

Game Designer

*User Experience Design (3 units)

*Level Design (3 units)

*World Building (3 units)

*Analog Games (3 units)

Capstone

To be completed after specialization




*Capstone Game (4 units)

Total Units: 35-36

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

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

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)		Short Title: History of Games	
History of Games			
Units: 3	Lec hrs: 3	Lab hrs: 0	
Credit Status: <input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit			
TOP Code: 1030	Non-Credit Category: Click here to enter text.		Occupational Code (SAM): D

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite:

Limitation on enrollment:

Recommended Prep.:

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Art Certificate of Achievement

Games and Interactive Media - Design Certificate of Achievement

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

**Provide documentation*

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

- Yes If yes, identify family: Click here to enter text.
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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




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

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

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

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

Units: 3 Lec hrs: 3 Lab hrs: 0

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

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

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite:

Limitation on enrollment:

Recommended Prep.:

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Art Certificate of Achievement

Games and Interactive Media - Design Certificate of Achievement

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

**Provide documentation*

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

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

No

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

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

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

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

CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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



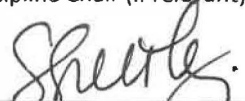
12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

8/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: Intro to Game Design		
Introduction to Game Design			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit		
TOP Code: 1030	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D	

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite:

Limitation on enrollment:

Recommended Prep:

**Please attach justification for the recommended requisites. Refer to the [Chancellor's Guidelines for Title 5 §55003](#)*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Art Certificate of Achievement

Games and Interactive Media - Design Certificate of Achievement

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

baccalaureate degree.

*Provide documentation

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

- Yes If yes, identify family: Click here to enter text.
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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

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



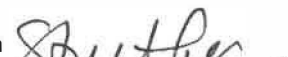
Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
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Local GE	<input type="checkbox"/>	<input type="checkbox"/>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

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

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

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

Play Studies

Units: 3 Lec hrs: 2 Lab hrs: 3

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

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

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite:

Limitation on enrollment:

Recommended Prep:

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Design Certificate of Achievement

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

**Provide documentation*

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

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

No

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

New class may employ current and possibly new-hire faculty. In-person versions of the class will be taught in the ATAS building. Classroom should have sufficient space for students to practice performance play activities, while also providing desks and computers for artistic creation.

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

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

CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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


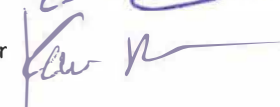
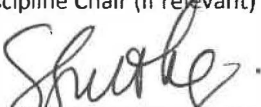
12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

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

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: Character Design	
Character Design		
Units: 3	Lec hrs: 2	Lab hrs: 3
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit	
TOP Code: 1030	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite:

Limitation on enrollment:

Recommended Prep.:

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Art Certificate of Achievement

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

baccalaureate degree.

**Provide documentation*

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

- Yes If yes, identify family: Click here to enter text.
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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



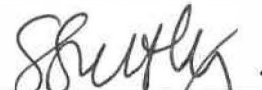
	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

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

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: Environment Design		
Environment Design			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable	<input type="checkbox"/> Credit – Non-degree Applicable	<input type="checkbox"/> Non-Credit
TOP Code: 1030	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D	

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite:

Limitation on enrollment:

Recommended Prep:

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Art Certificate of Achievement

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

baccalaureate degree.

**Provide documentation*

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

- Yes If yes, identify family: [Click here to enter text.](#)
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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

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



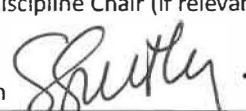
Language/Rationality (English Comp, Communication/Analytical)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
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	Thinking/Critical Thinking, Mathematics)					
Local GE	<input type="checkbox"/>	<input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

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

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

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: Interaction Design	
Interaction Design		
Units: 3	Lec hrs: 2	Lab hrs: 3
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit	
TOP Code: 1030	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite:

Limitation on enrollment:

Recommended Prep:.

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Design Certificate of Achievement

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

baccalaureate degree.

**Provide documentation*

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

- Yes If yes, identify family: Click here to enter text.
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite:

Limitation on enrollment:

Recommended Prep.:

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Design Certificate of Achievement

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

**Provide documentation*

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

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

No

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

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

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

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

CSU Yes No UC Yes No

Private Yes No

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

Please attach documentation and complete below:

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


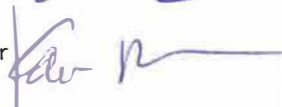
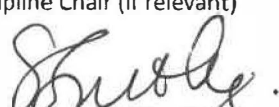
12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

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

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: 3D Modeling	
3D Modeling		
Units: 3	Lec hrs: 2	Lab hrs: 3
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit	
TOP Code: 1030	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): C

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

2. Catalog Description:

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

3. Is this course being aligned to a C-ID descriptor? Yes No 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 No

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite:

Limitation on enrollment:

Recommended Prep.:

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

Games and Interactive Media - Art Certificate of Achievement

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

baccalaureate degree.

**Provide documentation*

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

- Yes If yes, identify family: Click here to enter text.
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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

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




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

**SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT**

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

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

8/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: 3D Character Modeling		
3D Character Modeling			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable	<input type="checkbox"/> Credit – Non-degree Applicable	<input type="checkbox"/> Non-Credit
TOP Code: 1030	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): C	

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite: GD 609 (59) 3D Modeling

Co-requisite:

Limitation on enrollment:

Recommended Prep:

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

*Provide documentation

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

- Yes If yes, identify family: Click here to enter text.
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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

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



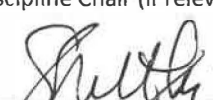
	Language/Rationality (English Comp, Communication/Analytical Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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**SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT**

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

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

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

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: 3D Animation	
3D Animation		
Units: 3	Lec hrs: 2	Lab hrs: 3
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit	
TOP Code: 1030	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): C

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite: GD 609 (59) 3D Modeling and GD 610 (60) 3D Character Modeling

Co-requisite:

Limitation on enrollment:

Recommended Prep:.

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

*Provide documentation

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

- Yes If yes, identify family: Click here to enter text.
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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**SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT**

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

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

9/9/2024	Jeffrey Bryan	Signature, Faculty Requestor
Click to enter date 9/16/24	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair 
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)
Click to enter date	Click here to enter text. Print Name	Signature, Dean 

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

Analog Games

Units: 3	Lec hrs: 2	Lab hrs: 3
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Credit Status: Credit – Degree Applicable Credit – Non-degree Applicable Non-Credit

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

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite: GD 603 (53) Introduction to Game Design

Co-requisite:

Limitation on enrollment:

Recommended Prep:

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

**Provide documentation*

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

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

No

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

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

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

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

CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

Accessible Games	ART 80A	UCSC	Art & Design: Games + Playable Media B.A.
Course Title	Course No.	at CSU Campus UC Campus	Required for Program or Major
Roleplaying and Improvisational Play	GDIM 53	UCI	Game Design and Interactive Media, B.S.
Course Title	Course No.	at CSU Campus UC Campus	Required for Program or Major
Design Studio I	ARTI 261	Chico	Computer Animation and Game Development BS
Course Title	Course No.	at CSU Campus UC Campus	Required for Program or Major
Creating Theatre from Personal Experience	THEA 231	East Bay	Theatre Arts, B.A.: Stage Technology and Design Concentration
Course Title	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 Thinking/Critical Thinking, Mathematics)	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
Local GE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

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

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)		Short Title: User Experience Design	
User Experience Design			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status: <input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit			
TOP Code: 1030	Non-Credit Category: Click here to enter text.		Occupational Code (SAM): C

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite: GD 607 (57) Interaction Design

Co-requisite:

Limitation on enrollment:

Recommended Prep:.

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

*Provide documentation

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

- Yes If yes, identify family: Click here to enter text.
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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

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


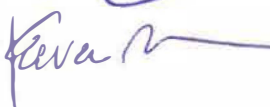
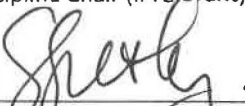
Language/Rationality (English Comp, Communication/Analytical	Arts/Humanities	Social/Behavioral Sciences	Natural Sciences	Life Long Understanding	Ethnic Studies
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	Thinking/Critical Thinking, Mathematics)					
Local GE	<input type="checkbox"/>	<input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

**SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT**

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

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

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

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)		Short Title: Level Design	
Level Design			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status: <input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit			
TOP Code: 1030	Non-Credit Category: Click here to enter text.		Occupational Code (SAM): C

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

2. Catalog Description:

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

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

C-ID Code:
 If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite: GD 603 (53) Introduction to Game Design

Co-requisite:

Limitation on enrollment:

Recommended Prep.:

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

**Provide documentation*

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

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

No

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

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

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

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

CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

<u>Design Build Experience</u> Course Title	<u>CMPM 17</u> Course No.	at <u> </u> CSU Campus	<u>UCSC</u> UC Campus	Required for	<u>Art & Design: Games +Playable Media B.A.</u> Program or Major
<u>Intermediate Game Design</u> Course Title	<u>GDIM 27</u> Course No.	at <u> </u> CSU Campus	<u>UCI</u> UC Campus	Required for	<u>Game Design and Interactive Media, B.S.</u> Program or Major
<u>Level Design</u> Course Title	<u>CAGD 270</u> Course No.	at <u>Chico</u> CSU Campus	<u> </u> UC Campus	Required for	<u>Computer Animation and Game Development BS</u> Program or Major
<u> </u> Course Title	<u> </u> Course No.	at <u> </u> CSU Campus	<u> </u> UC Campus	Required for	<u> </u> 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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cal-GETC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

8/9/2024	Jeffrey Bryan	Signature, Faculty Requestor	
Click to enter date 09/15/2024	Click here to enter text. Print Name KAREN TAYLOR	Signature, Department Chair	
Click to enter date	Click here to enter text. Print Name	Signature, Other related discipline Chair (if relevant)	
Click to enter date	Click here to enter text. Print Name	Signature, Dean	

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)	Short Title: World Building		
World Building			
Units: 3	Lec hrs: 2	Lab hrs: 3	
Credit Status:	<input checked="" type="checkbox"/> Credit – Degree Applicable	<input type="checkbox"/> Credit – Non-degree Applicable	<input type="checkbox"/> Non-Credit
TOP Code: 1030	Non-Credit Category: Click here to enter text.	Occupational Code (SAM): D	

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite: GD 6D3 (53) Introduction to Game Design

Co-requisite:

Limitation on enrollment:

Recommended Prep:.

**Please attach justification for the recommended requisites. Refer to the Chancellor's Guidelines for Title 5 §55003*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

**Provide documentation*

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

- Yes If yes, identify family: Click here to enter text.
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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



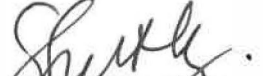
12B. General Education: Would you recommend that this course satisfy a GE requirement in any of the following GE patterns? Please consult with the Articulation Officer before completing this section.

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

SADDLEBACK COLLEGE
 CURRICULUM DEVELOPMENT

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

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

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

Course Title (60 Character max and do not use any of these symbols: ? < > " \ / * :)		Short Title: Capstone Game	
Capstone Game			
Units: 4	Lec hrs: 2	Lab hrs: 6	
Credit Status: <input checked="" type="checkbox"/> Credit – Degree Applicable <input type="checkbox"/> Credit – Non-degree Applicable <input type="checkbox"/> Non-Credit			
TOP Code: 1030	Non-Credit Category: Click here to enter text.		Occupational Code (SAM): B

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

2. Catalog Description:

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

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

C-ID Code:

If yes, see the Articulation Officer for assistance with C-ID descriptors.

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

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

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

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

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

6. Course Requisites:

List all requisites*:

Prerequisite:

Co-requisite:

Limitation on enrollment: Students must complete all other degree requirements before enrolling

Recommended Prep:.

**Please attach justification for the recommended requisites. Refer to the [Chancellor's Guidelines for Title 5 §55003](#)*

7. Will this be a standalone course?

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

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

Which ones:

Games and Interactive Media AS

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

8. Proposed Grading System:

Letter Grade Only

Option of a standard letter grade or Pass/No Pass

Pass/No Pass only

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

9. Will course be Repeatable? No Yes

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

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

Reason for Repeating:*

Intercollegiate Athletics

Intercollegiate Competition

Occupational Work Experience/General Work Experience

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

**Provide documentation*

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

- Yes If yes, identify family: Click here to enter text.
 No

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

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

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

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

- CSU Yes No UC Yes No
 Private Yes No

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

Please attach documentation and complete below:

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

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

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

SADDLEBACK COLLEGE
NEW COURSES
ACADEMIC YEAR 2025-2026

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

SADDLEBACK COLLEGE
NEW COURSES
ACADEMIC YEAR 2025-2026

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

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

New
**Introduction to Baking and Pastry
Certificate of Achievement**

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

Program Student Learning Outcomes

Students who complete this program will be able to:

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

Required Core:

CUL 171 Sanitation and Safety 2**

or

ServSafe Certification

CUL 101* Culinary Principles I 3

CUL 110* Food Preparation Essentials 3

CUL 244* Baking Fundamentals I 3

CUL 245* Baking Fundamentals II 3

CUL 261 Management, Leadership & Training 3

CUL 176 Food and Beverage Operations 3

Total Units for the Certificate 18-20

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

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

SADDLEBACK COLLEGE
 NEW PROGRAMS
 ACADEMIC YEAR 2025-2026

New
**Advanced Baking and Pastry
 Certificate of Achievement**

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

Program Student Learning Outcomes

Students who complete this program will be able to:

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

Required Core:

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

Total Units for the Certificate 38-40

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

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

SADDLEBACK COLLEGE
 NEW PROGRAMS
 ACADEMIC YEAR 2025-2026

New
Advanced Baking and Pastry
Associate of Science

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

Program Student Learning Outcomes

Students who complete this program will be able to:

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

Required Core:

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

Total Units for the Major 38-40

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

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

SADDLEBACK COLLEGE
NEW PROGRAMS
ACADEMIC YEAR 2025-2026

Associate of Science Degree

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

General Education Requirements for Associate Degrees

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

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

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

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

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

BI	CWE 180	992581.00 <u>993096.00</u>	CWE-ACCNTG INTERNSHIP	crs id fr CWE 180 to <u>ACCT 180WE</u> , ti fr COOPERATIVE WORK EXPERIENCE-- ACCOUNTING to <u>ACCOUNTING WORK</u> <u>EXPERIENCE</u> , cat desc, sch desc, hrs fr 0 hr- lec/0 hr lab/7.23 or 9.04 hrs lrng cntr to <u>0</u> <u>hr lec/0 hr lab/6 hrs lrng cntr</u> , pcs fr not- program applicable to <u>program applicable</u> , rpt fr R-E-3 to <u>R-I-4</u>
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SADDLEBACK COLLEGE
 REVISED AND DELETED COURSES
 ACADEMIC YEAR 2025-2026

School/ Division	Course Id	Catalog Id	Course Title	Action Taken
				assign=assignments
				CA Classification code (J=workforce prep, K=other noncredit enhanced funding, L=not eligible for enhanced funding, Y=credit course)
				cat desc= catalog description
				c/l w/+ cross-listed with (and list the other crs id)
				coreq=corequisite
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				hrs=hours
				lim=limitation
				lrng obj=learning objectives
				moe=methods of eval
				nc=new course
				nv=new version of existing course
				oe/oe=open entry/open exit
				prereq=prerequisite
				pcs = program course status
				reactv=course reactivation
				rec prep=recommended prep
				rpt=repeatibility
				SAM code=occupational code (A=apprenticeship, B=advanced occupational, C=clearly occupational, D=possibly occupational, E=non-occupational)
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				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
SM	PHYS 4C	698050.00	GENERAL PHYSICS	txt, val, fr not DE to <u>DE- Emergency Use only</u>

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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, ~~chefs 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

~~FN 210** ServSafe in Food Production 1~~

or

ServSafe Certification

~~FN 246* Introduction to Culinary Arts 3~~

~~FN 120* Sustainable Meals 3~~

~~FN 142* Classical French Cuisine 2~~

~~FN 173* Catering and Banquets 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 245* Baking Fundamentals II 3~~

FN 176 Food and Beverage Operations 3

~~FN 205 Nutrition for Culinary Professionals 3~~

~~CWE 180† Co-Op Ed Culinary Arts 2~~

and

~~FN 261† Internship 1~~

Restricted Electives: Select two courses

~~FN 140* World Cuisines 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~~

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 and collaboration skills while exemplifying professionalism and leadership.
- Apply basic management principles and practice service techniques and use of service equipment.

Required Core

Select one

CUL 171** Sanitation and Safety 2

or

ServSafe Certification

CUL 101* Culinary Principles I 3

CUL 110* Food Preparation Essentials 3

CUL 120* Introduction to Food Systems 3

CUL 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 Electives: Select one course

CUL 160* World Cuisines 3

CUL 180WE Culinary Arts Work Experience 2

CUL 206* Food and Wine Pairing 2

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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 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 Americas	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~~

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

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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, ~~chefs 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

~~FN 210** ServSafe in Food Production 1~~

or

ServSafe Certification

~~FN 246* Introduction to Culinary Arts 3~~

~~FN 120* Sustainable Meals 3~~

~~FN 142* Classical French Cuisine 2~~

~~FN 173* Catering and Banquets 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 245* Baking Fundamentals II 3~~

FN 176 Food and Beverage Operations 3

~~FN 205 Nutrition for Culinary Professionals 3~~

~~CWE 180† Co-Op Ed Culinary Arts 2~~

and

~~FN 261† Internship 1~~

Restricted Electives: Select two courses

~~FN 140* World Cuisines 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~~

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 strong teamwork and collaboration skills while exemplifying professionalism and leadership.**
- **Apply basic management principles and practice service techniques and use of service equipment.**

Required Core

Select one

~~CUL 171** Sanitation and Safety 2~~

or

ServSafe Certification

~~CUL 101* Culinary Principles I 3~~

~~CUL 110* Food Preparation Essentials 3~~

~~CUL 120* Introduction to Food Systems 3~~

~~CUL 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 Electives: Select one course

~~CUL 160* World Cuisines 3~~

~~CUL 180WE Culinary Arts Work Experience 2~~

~~CUL 206* Food and Wine Pairing 2~~

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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 Americas	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 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 Degrees

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

Current
**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

FASH 31	Textiles	3
FASH 101	Introduction to Fashion Careers	3
FASH 111*	Sewing for Fashion Design II	3
<i>Select one</i>		
FASH 112*	Fashion Sewing--Advanced	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

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
<i>Select one</i>		
FASH 112*	Fashion Sewing--Advanced	3
or		
FASH 211*	Advanced Dressmaking and Custom Sewing	3
or		
FASH 120*	Tailoring	3
FASH 113*	Couture Sewing	2

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

<i>Select one</i>				<i>Select one</i>			
FASH 124*	Wearable Art	3		FASH 124*	Wearable Art	3	
or				or			
FASH 240	Dye Processes on Fabrics	3		FASH 240	Dye Processes on Fabrics	3	
or				or			
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	
<i>Select one</i>				<i>Select one</i>			
FASH 136*	Apparel Design	3		FASH 136*	Apparel Design	3	
or				or			
FASH 251*	Designing for a Cause and Sustainable Fashion	3		FASH 251*	Designing for a Cause and Sustainable Fashion	3	
or				or			
FASH 224	Accessory Design	3		FASH 224	Accessory Design	3	
<i>Select one</i>				<i>Select one</i>			
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		FASH 230	Alterations and Fitting	3	
<i>Select both</i>				<i>Select both</i>			
FASH 145* \$	Internship	1		FASH 145*	Internship	1	
and				and			
CWE 180*†	Co-Op Ed Fashion	1		FASH 180WE* Fashion Work Experience		2	
FASH 150	Fashion Apparel and Professional Techniques	3		FASH 150	Fashion Apparel and Professional Techniques	3	
FASH 154	Fashion Illustration	3		FASH 154	Fashion Illustration	3	
<i>Select one</i>				<i>Select one</i>			
FASH 247	Special Events Participation	1		FASH 247	Special Events Participation	1	
or				or			
FASH 254	Fashion in Southern California	1		FASH 254	Fashion in Southern California	1	
<i>Select one</i>				<i>Select one</i>			
FASH 234*	Advanced Pattern and Design Techniques	2		FASH 234*	Advanced Pattern and Design Techniques	2	
or				or			
FASH 238*	Advanced Draping and Fashion Design	2		FASH 238*	Advanced Draping and Fashion Design	2	
or				or			
FASH 131*	CAD Patternmaking with Tukatech	3		FASH 131*	CAD Patternmaking with Tukatech	3	
FASH 235*	Designing for the Fashion Industry	2		FASH 235*	Designing for the Fashion Industry	2	
<i>Select FASH 155 or FASH 204 and FASH 225</i>				<i>Select FASH 155 or FASH 204 and FASH 225</i>			
FASH 155* ←	The Digital Fashion Image	2		FASH 155*	The Digital Fashion Image	2	
or				or			
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 with Easy Cart Shop	1		FASH 225	Apparel Cart - Fashion Retailing Online with Easy Cart Shop	1	
Restricted Electives: Select two courses				Restricted Electives: 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	

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

FASH 219	Dressmaking Lab	1
FASH 220*	Tailor's Lab	1
		<hr/>

Total Units for the Certificate ~~50-51~~

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

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

†Recommended to be taken in last semester of program.

~~§Must be taken concurrently with CWE 180.~~

FASH 219	Dressmaking Lab	1
FASH 220*	Tailor's Lab	1
		<hr/>

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.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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

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

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
 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

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

Pathway 3: Nutrition and Culinary

NUTR 50	Fundamentals of Nutrition	3
FN 110*	Food Preparation Essentials	3
NUTR 161*	Clinical Nutrition	3
NUTR 169*	Lifecycle Nutrition	3
FN 210	ServSafe in Food Production	1
FN 232*	Techniques of Healthy Cooking	2

Pathway 4: Healthcare

MA 206	Introduction to Medical Assisting	3
MA 280	Healthcare Organization Practices	3
N 204	Beginning Nursing Concepts	2

Pathway 5: Health and Wellness

HLTH 1	Contemporary Health Issues	3
HSC 151	Intro to Therapy and Career Exploration of Rehabilitation	3
or		
KNEA 151	Intro to Therapy and Career Exploration of Rehabilitation	3
KNES 51	Introduction to Kinesiology	3
KNES 60*	Anatomy and Fundamentals of Yoga	3
KNES 220	Holistic Health – Underlying Mechanisms	3

Pathway 6: Human Services

HS 120*	Human Development in the Social Environment	3
HS 131	Multicultural and Diverse Populations in the United States	3
HS 140	Group Leadership and Group Process	3
HS 174	Case Administration, Crisis Intervention and Referral	3
HS 220	Benefits and Entitlement	3
SOC 10	Introduction to Marriage and the Family	3

Total Units for the Certificate 21 - 22

Pathway 3: Nutrition and Culinary

NUTR 50	Fundamentals of Nutrition	3
<u>CUL 110*</u>	<u>Food Preparation Essentials</u>	<u>3</u>
NUTR 161*	Clinical Nutrition	3
NUTR 169*	Lifecycle Nutrition	3
<u>CUL 232</u>	<u>Techniques of Healthy Cooking</u>	<u>1</u>

Pathway 4: Healthcare

MA 206	Introduction to Medical Assisting	3
MA 280	Healthcare Organization Practices	3
N 204	Beginning Nursing Concepts	2

Pathway 5: Health and Wellness

HLTH 1	Contemporary Health Issues	3
HSC 151	Intro to Therapy and Career Exploration of Rehabilitation	3
or		
KNEA 151	Intro to Therapy and Career Exploration of Rehabilitation	3
KNES 51	Introduction to Kinesiology	3
KNES 60*	Anatomy and Fundamentals of Yoga	3
KNES 220	Holistic Health – Underlying Mechanisms	3

Pathway 6: Human Services

HS 120*	Human Development in the Social Environment	3
HS 131	Multicultural and Diverse Populations in the United States	3
HS 140	Group Leadership and Group Process	3
HS 174	Case Administration, Crisis Intervention and Referral	3
HS 220	Benefits and Entitlement	3
SOC 10	Introduction to Marriage and the Family	3

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.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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 courses		
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

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

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 courses		
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

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

Pathway 3: Nutrition and Culinary

NUTR 50	Fundamentals of Nutrition	3
FN 110*	Food Preparation Essentials	3
NUTR 161*	Clinical Nutrition	3
NUTR 169*	Lifecycle Nutrition	3
FN 210	ServSafe in Food Production	1
FN 232*	Techniques of Healthy Cooking	2

Pathway 4: Healthcare

MA 206	Introduction to Medical Assisting	3
MA 280	Healthcare Organization Practices	3
N 204	Beginning Nursing Concepts	2

Pathway 5: Health and Wellness

HLTH 1	Contemporary Health Issues	3
HSC 151	Intro to Therapy and Career Exploration of Rehabilitation	3
or		
KNEA 151	Intro to Therapy and Career Exploration of Rehabilitation	3
KNES 51	Introduction to Kinesiology	3
KNES 60*	Anatomy and Fundamentals of Yoga	3
KNES 220	Holistic Health – Underlying Mechanisms	3

Pathway 6: Human Services

HS 120	Human Development in the Social Environment	3
HS 131	Multicultural and Diverse Populations in the United States	3
HS 140	Group Leadership and Group Process	3
HS 174	Case Administration, Crisis Intervention and Referral	3
HS 220	Benefits and Entitlement	3
SOC 10	Introduction to Marriage and the Family	3

Total Units for the Certificate 12-14

Pathway 3: Nutrition and Culinary

NUTR 50	Fundamentals of Nutrition	3
<u>CUL 110*</u>	<u>Food Preparation Essentials</u>	<u>3</u>
NUTR 161*	Clinical Nutrition	3
NUTR 169*	Lifecycle Nutrition	3
<u>CUL 232</u>	<u>Techniques of Healthy Cooking</u>	<u>1</u>

Pathway 4: Healthcare

MA 206	Introduction to Medical Assisting	3
MA 280	Healthcare Organization Practices	3
N 204	Beginning Nursing Concepts	2

Pathway 5: Health and Wellness

HLTH 1	Contemporary Health Issues	3
HSC 151	Intro to Therapy and Career Exploration of Rehabilitation	3
or		
KNEA 151	Intro to Therapy and Career Exploration of Rehabilitation	3
KNES 51	Introduction to Kinesiology	3
KNES 60*	Anatomy and Fundamentals of Yoga	3
KNES 220	Holistic Health – Underlying Mechanisms	3

Pathway 6: Human Services

HS 120*	Human Development in the Social Environment	3
HS 131	Multicultural and Diverse Populations in the United States	3
HS 140	Group Leadership and Group Process	3
HS 174	Case Administration, Crisis Intervention and Referral	3
HS 220	Benefits and Entitlement	3
SOC 10	Introduction to Marriage and the Family	3

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.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

Current
Basic Culinary Arts
Certificate of Achievement

The **Basic** 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 Core

Select one

~~FN 171** Sanitation and Safety 2~~

~~or~~

~~FN 210** ServSafe in Food Production 1~~

~~or~~

or
 ServSafe Certification

~~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~~

Restricted Electives: Select three courses (6 units)

~~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~~

~~FN 232* Techniques of Healthy Cooking 2~~

~~FN 235 European Regional Foods Tour 2~~

~~FN 236* American Regional Cuisine 2~~

~~FN 282 Introduction to Herbs 2~~

Total Units for the Certificate ~~30-32~~

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 and collaboration skills while exemplifying professionalism and leadership.**

Required Core

Select one

~~CUL 171** Sanitation and Safety 2~~

~~or~~

or
 ServSafe Certification

~~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~~

Restricted Electives: Select 1-3 courses (3 units)

~~CUL 160* World Cuisines 3~~

~~CUL 220 French Bistro Cuisine 1~~

~~CUL 222 Chinese Cuisine 1~~

~~CUL 223 Asian Cuisine 1~~

~~CUL 226 Mexican Cuisine 1~~

~~CUL 227 Mediterranean Cuisine 1~~

~~CUL 228 Italian Cuisine 1~~

~~CUL 230 Plant Based 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~~

~~CUL 267* Cuisines and Cultures of Asia 3~~

Total Units for the Certificate ~~21-23~~

SADDLEBACK COLLEGE
REVISED PROGRAMS
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*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.~~

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

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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

~~FN 171** Sanitation and Safety 2~~

~~or~~

~~FN 210** ServSafe in Food Production 1~~

~~or~~

ServSafe Certification

~~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~~

Restricted Electives: Select three courses (6 units)

~~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~~

~~FN 232* Techniques of Healthy Cooking 2~~

~~FN 235 European Regional Foods Tour 2~~

~~FN 236* American Regional Cuisine 2~~

~~FN 282 Introduction to Herbs 2~~

Total Units for the Major ~~30-32~~

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*).**
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- **Demonstrate strong teamwork and collaboration skills while exemplifying professionalism and leadership.**

Required Core

Select one

~~CUL 171** Sanitation and Safety 2~~

~~or~~

ServSafe Certification

~~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~~

Restricted Electives: Select 1-3 courses (3 units)

~~CUL 160* World Cuisines 3~~

~~CUL 220 French Bistro Cuisine 1~~

~~CUL 222 Chinese Cuisine 1~~

~~CUL 223 Asian Cuisine 1~~

~~CUL 226 Mexican Cuisine 1~~

~~CUL 227 Mediterranean Cuisine 1~~

~~CUL 228 Italian Cuisine 1~~

~~CUL 230 Plant Based 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~~

~~CUL 267* Cuisines and Cultures of Asia 3~~

Total Units for the Major 21-23

SADDLEBACK COLLEGE
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*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.

*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.

SADDLEBACK COLLEGE
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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~~** 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.

SADDLEBACK COLLEGE
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**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*	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.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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.

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
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or

CIMP 8A£	Programming with Python	3
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Restricted Electives: Select two courses

CIM 1	Computer Information Systems	4
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or

CIM 10	Introduction to Information Systems	3
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or

CIM 112	Microsoft Office	3
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CIM 8*	Introduction to Data Science	3
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CIMA 104	Spreadsheets - Excel	3
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CIMA 204*	Advanced Spreadsheets - Excel	3
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CIMA 106	Database - Access	3
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CIMP 7A£	Business Programming - Java --Beginning	3
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or

CIMP 8A£	Programming with Python	3
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CIMP 7B*	Business Programming - Java --Advanced	3
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or

CIMP 8B*	Advanced Python Programming	3
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CIMP 241	Cloud Computing for Developers	3.5
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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
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or

CIMP 8A£	Programming with Python	3
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Restricted Electives: Select two courses

CIM 1	Computer Information Systems	4
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or

CIM 10	Introduction to Information Systems	3
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or

CIM 112	Microsoft Office	3
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CIM 8*	Introduction to Data Science	3
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CIMA 104	Spreadsheets - Excel	3
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CIMA 204*	Advanced Spreadsheets - Excel	3
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CIMA 106	Database - Access	3
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CIMA 130	Introduction to Artificial Intelligence	3
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CIMP 7A£	Business Programming - Java --Beginning	3
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or

CIMP 8A£	Programming with Python	3
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CIMP 7B*	Business Programming - Java --Advanced	3
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or

CIMP 8B*	Advanced Python Programming	3
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CIMP 241	Cloud Computing for Developers	3.5
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SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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		
STAT C1000*	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 ~~CSU-GE and IGETC~~ **Cal-GETC** pattern in this catalog for specific courses which meet general education requirements. Refer to ASSIST.org and to the transfer institution's catalog for transfer requirements.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**Current
 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~~ 1

or

ServSafe Certification

~~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 Professionals~~ 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 Electives: 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

~~FN 232*~~ ~~Techniques of Healthy Cooking~~ 2

~~FN 235~~ ~~European Regional Foods Tour~~ 2

~~FN 236*~~ ~~American Regional Cuisine~~ 2

**Revised
 Catering and Special Events
 Certificate of Achievement**

The Catering and Special Events 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

~~CUL 171**~~ Sanitation and Safety 2

~~or~~

ServSafe Certification

~~CUL 210*~~ Introduction to Culinary Arts 3

~~CUL 120*~~ ~~Introduction to Food Systems~~ 3

~~CUL 101*~~ Culinary Principles I 3

~~CUL 201*~~ Culinary Principles II 4

~~CUL 275*~~ ~~Dining Room Service~~ 4

~~CUL 110*~~ ~~Food Preparation Essentials~~ 3

~~CUL 244*~~ Baking Fundamentals I 3

~~CUL 176~~ Food and Beverage Operations 3

~~CUL 261~~ ~~Management, Leadership & Training~~ 3

~~CUL 182*~~ Catering and Banquets 3

~~HRM 152~~ Special Events Management 3

~~CUL 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.

SADDLEBACK COLLEGE
REVISED PROGRAMS
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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.

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

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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 Certification	
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 Professionals	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 Electives: 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
FN 232 *	Techniques of Healthy Cooking	2
FN 235	European Regional Foods Tour	2
FN 236 *	American Regional Cuisine	2

**Revised
 Catering and Special Events
 Associate of Science**

The Catering ~~and Special Events~~ Associate of Science ~~degree~~ 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

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

Total Units for the Major ~~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.

Associate of Science Degree

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

General Education Requirements for Associate Degrees

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

SADDLEBACK COLLEGE
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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 ~~35-4†~~

*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.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**Current
 Community Health Worker
 Certificate of Achievement**

**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.

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

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

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.

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

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

SADDLEBACK COLLEGE
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 ACADEMIC YEAR 2025-2026

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

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

Restricted Electives: Complete two courses

Select one

STAT C1000* Introduction to Statistics 3

OR

STAT C1000H* Introduction to Statistics - Honors 3

or

PSYC 44* Statistics for the Behavioral Sciences 3

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

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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		
ETT 42	Costume Design	3
CWE 180*	Co-Op Ed Fashion	1
FASH 145*	Internship	1
Select one of the following 3.0 unit options		
Option 1		
FASH 217	Footwear Design and Construction	2
and		
FASH 216	Costumer's Lab	1

**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.

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- 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
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 180	WE* Fashion Work Experience	2
FASH 145*	Internship	1
Select one of the following 3.0 unit options		
Option 1		
FASH 217	Footwear Design and Construction	2
and		
FASH 216	Costumer's Lab	1

SADDLEBACK COLLEGE
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OR

Option 2			
FASH 217	Footwear Design and Construction	2	
and			
FASH 220*	Tailor's Lab	1	

OR

Option 2			
FASH 217	Footwear Design and Construction	2	
and			
FASH 220*	Tailor's Lab	1	

Restricted Electives: Select three courses

FASH 100	Sewing for Fashion Design I	3
FASH 110*	Contemporary Clothing Construction	3
FASH 120*	Tailoring	3
FASH 205*	Corset Construction	3
FASH 206*	Designing & Constructing Knitwear, Activewear, Swimwear	3
FASH 208*	Period and Vintage Sewing	3
FASH 230*	Alterations and Fitting	3

Total Units for the Certificate ~~32-33~~

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

Restricted Electives: Select three courses

FASH 100	Sewing for Fashion Design I	3
FASH 110*	Contemporary Clothing Construction	3
FASH 120*	Tailoring	3
FASH 205*	Corset Construction	3
FASH 206*	Designing & Constructing Knitwear, Activewear, Swimwear	3
FASH 208*	Period and Vintage Sewing	3
FASH 230*	Alterations and Fitting	3

Total Units for the Certificate ~~36-37~~

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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.

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 Electives: 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.

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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 Electives: 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
<u>CIM 180WE Computer Information Management</u>		
<u>Work Experience</u> 2		
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

SADDLEBACK COLLEGE
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CIMP 241 Cloud Computing for Developers 3.5

**Total Units for the Certificate ~~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.

CIMP 241 Cloud Computing for Developers 3.5

**Total Units for the Certificate ~~17.5-~~
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.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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

ECOL 201	Ecological Restoration Techniques	4
ECOL 202	Advanced Ecological Restoration Techniques	4
ENV 1	Introduction to Environmental Studies	3
ENV 18	Introduction to Ecology	4

Restricted Electives: Select four courses

ENV 24	Natural History of California	4
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

~~CWE 180 Co-Op Ed Ecological Restoration 1~~

or

~~CWE 180 Co-Op Ed Ecological Restoration 2~~

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 **of Achievement** 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.

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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

ECOL 201	Ecological Restoration Techniques	4
ECOL 202	Advanced Ecological Restoration Techniques	4

Select one

ENV 1	Introduction to Environmental Studies	3
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or

ENV 1H Honors Introduction to Environmental Studies 3

ENV 18	Introduction to Ecology	4
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Restricted Electives: Select four courses

ENV 24	Natural History of California	4
<u>ENV 26 Environmental Justice 3</u>		
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 180WE Ecological Restoration Work

Experience 2

Total Units for the Certificate 23-28

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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

Restricted Electives (6-9 units)

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

~~MATH 10*~~ Introduction to Statistics 3

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

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

Restricted Electives: Select two courses (6-9 units)

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.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Associate of Arts Degree

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

General Education Requirements for Associate Degrees

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

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SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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 Electives (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.

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- 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		
ENGL C1000*	Academic Reading and Writing	4
or		
ENGL C1000H*	Academic Reading and Writing	4
- Honors		
Select one		
ENGL C1001*	Critical Thinking and Writing	3
or		
ENGL C1001H*	Critical Thinking and Writing	3
- Honors		
or		
ENG 70*	Critical Thinking, Reading, and Writing	3
STAT C1000*	Introduction to Statistics	3

Restricted Electives (9-12 units)

ENV 5	Biodiversity Conservation	3
ENV 6*	Scarcity and Environment	3
ENV 16	Environmental Disasters	3

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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

*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.

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 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 Degrees

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

Current
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	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

*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*.~~

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.

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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	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
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.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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

FASH 31	Textiles	3
FASH 101	Introduction to Fashion Careers	3
FASH 111*	Sewing for Fashion Design II	3
Select one		
FASH 112*	Fashion Sewing--Advanced	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 Sewing--Advanced	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 180WE*†	Fashion Work Experience	2
FASH 150	Fashion Apparel and Professional Techniques	3
FASH 154	Fashion Illustration	3

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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 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~~

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 155 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 40

*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.»~~

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

† Recommended to be taken in last semester of program.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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 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 101	Introduction to Fashion Careers	3
FASH 111*	Sewing for Fashion Design II	3
Select one		
FASH 112*	Fashion Sewing--Advanced	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.

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- 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 Sewing--Advanced	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 180WE*†	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 247	Special Events Participation	1
or		
FASH 254	Fashion in Southern California	1

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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 with Easy Cart Shop	1	

Total Units for the Major ~~36-37~~

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 with Easy Cart Shop	1	

Total Units for the Major 40

*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.

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Associate of Science Degree

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SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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 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 3-dimensional 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 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 Electives (1.5-3 units)

ARTH 100	Art Gallery Display and Exhibition	3
Select both if either 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 Interior Design	3
ID 115*	CAD for Interior 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.

~~§ 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.

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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 3-dimensional 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	3
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 Electives (1.5-3 units)

ARTH 100	Art Gallery Display and Exhibition	3
FASH 51	Race and Ethnicity in Fashion	3
Select both if either course is chosen		
FASH 180	WE* Fashion Work Experience	2
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 Interior Design	3
ID 115*	CAD for Interior 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.

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Associate of Science Degree

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

General Education Requirements for Associate Degrees

Refer to the Graduation Requirements or to the ~~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 Degrees

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**Current
 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 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 144	Fashion Trends and Cultural Costumes	3
FASH 147	Special Events Coordination and 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
Select both		
FASH 145*§	Internship	1
and		
CWE 180*†	Co-Op Ed Fashion	1

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

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.

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Students who complete this program will be able to:

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- 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	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
Select both		
FASH 145*	Internship	1
and		
FASH 180WE*†	Fashion Work Experience	2

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

FASH 155*	The Digital Fashion Image	2
or		
FASH 204	Understanding Apparel Principles-AIMS Certification	1
and		

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

FASH 225◀ Apparel Cart - Fashion Retailing Online with
 Easy Cart Shop 1

FASH 225 Apparel Cart - Fashion Retailing Online with
 Easy Cart Shop 1

Group 3

FASH 100 Sewing for Fashion Design I 3
 FASH 110* Contemporary Clothing Construction 3

Group 3

FASH 100 Sewing for Fashion Design I 3
 FASH 110* Contemporary Clothing Construction 3

Total Units for the Certificate 38

Total Units for the Certificate 42

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

*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.

~~§Must be taken concurrently with CWE 180.~~

~~◀Take FASH 155 OR both FASH 204 and FASH 225.~~

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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

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 143	Fashion Buying and Merchandising	3
Select one		
FASH 140	Fashion Image	3
or		
FASH 141	Apparel Selection	3
FASH 144	Fashion Trends and Cultural Costumes	3
FASH 147	Special Events Coordination and 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
Select both		
FASH 145*§	Internship	1
and		
CWE 180*†	Co-Op Ed Fashion	1

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

FASH 155*◀	The Digital Fashion Image	2
or		

**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.

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Students who complete this program will be able to:

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- 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	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
Select both		
FASH 145*	Internship	1
and		
FASH 180WE*†	Fashion Work Experience	2

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

FASH 155*	The Digital Fashion Image	2
or		

SADDLEBACK COLLEGE
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 ACADEMIC YEAR 2025-2026

FASH 204 ←	Understanding Apparel Principles-AIMS Certification	1
and		
FASH 225 ←	Apparel Cart – Fashion Retailing Online with Easy Cart Shop	1
Group 3		
FASH 100	Sewing for Fashion Design I	3
FASH 110*	Contemporary Clothing Construction	3
Total Units for the Major		38

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

*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.

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General Education Requirements for Associate Degrees

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**Current
 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

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

Total Units for the Award 14

*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*.~~

**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.

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- 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	3
FASH 140	Fashion Image	3
FASH 147	Special Events Coordination and Promotion	3
FASH 141	Apparel Selection	3
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.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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

*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*.~~

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.

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- 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.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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 components, circuits, test equipment, testing, and 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

ET 114*	Digital Electronic Circuits	4
ET 133	DC and AC Fundamentals	4
ET 135*	Semiconductor Devices and Circuits	4

Restricted 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

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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*	Digital Electronic Circuits	4
ET 133	DC and AC Fundamentals	4
ET 135*	Semiconductor Devices and Circuits	4

Restricted 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
ET 180WE	Electronic Technology Work Experience	2

Total Units for the Certificate 18-20

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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*	Digital Electronic Circuits	4
ET 133	DC and AC Fundamentals	4
ET 135*	Semiconductor Devices and Circuits	4

Restricted 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 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

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- 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*	Digital Electronic Circuits	4
ET 133	DC and AC Fundamentals	4
ET 135*	Semiconductor Devices and Circuits	4

Restricted 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
ET 180WE	Electronic Technology Work Experience	2

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

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SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

Current
Hospitality Management
Certificate of Achievement

The Hospitality Management certificate 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 Certification	
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

*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
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 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

<u>CUL</u> 171 **	Sanitation and Safety	2
or		
	ServSafe Certification	
<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
<u>HRM</u> 157	Hospitality Law	3
<u>CUL</u> 176	Food and Beverage Operations	3

Total Units for the Certificate 18-20

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

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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 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. 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 Certification		
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 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. After successful completion of the associate of science degree in Hospitality Management, students may pursue a baccalaureate degree in Hospitality Management.

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- Demonstrate preparation for employment in the hospitality industry.
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- 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

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

Total Units for the Major 18-20

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

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SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

*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 Degrees

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**Current
 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 high school biology with a grade of "C" or better	
BIO 11*	Human Anatomy	4
Select one		
PSYC 4	Introduction to Psychology	3
or		
PSYC 4H	Honors Introduction to Psychology	3
<i>Training and Theory: Select one</i>		
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.

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- 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 high school biology with a grade of "C" or better	
BIO 11*	Human Anatomy	4
Select one		
PSYC <u>C1000</u>	Introduction to Psychology	3
or		
PSYC <u>C1000H</u>	<u>Introduction to Psychology</u> <u>- Honors</u>	3
<i>Training and Theory: Select one</i>		
KNES 53	Introduction to Athletic Training	3
KNES 54*	Principles and Fundamentals of Coaching	3
KNES 105	Mental Skills for Sports Performance	3

SADDLEBACK COLLEGE
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 ACADEMIC YEAR 2025-2026

Required Movement Based Skill courses: Select 4 courses from the following in at least 4 areas

<i>Aquatics</i>		
KNES 41<<<	Swimming for Nonswimmers	1
OR		
KNES 42*<<<	Intermediate Swimming	1
KNES 44*	Aquatic Conditioning	1
KNES 49	Aqua Aerobics	1
<i>Combative</i>		
KNES 90	Beginning Self-Defense	1
<i>Fitness</i>		
KNES 1	Cardiovascular Conditioning	1
KNES 4	Beginning Weight Lifting	1
KNES 28	Beginning Yoga	1
KNES 68*	Walking for Fitness	1
<i>Individual Sports</i>		
KNES 17	Beginning Bowling	1
KNES 20	Beginning Golf I	1
KNES 24	Beginning Tennis I	1
KNES 25	Beginning Tennis II	1
<i>Team Sports</i>		
KNES 70	Basketball	1
KNES 72	Beginning Soccer	1
KNES 76	Beginning Volleyball	1
KNES 77*	Intermediate Volleyball	1
KNES 78*	Advanced Volleyball	1
KNES 81	Beginning Beach Volleyball	1

Select one additional Movement Based Skill course from the following six categories

<i>Aquatics</i>		
KNES 41<<<	Swimming for Nonswimmers	1
KNES 41<<<	Swimming for Nonswimmers	1.5
KNES 42*<<<	Intermediate Swimming	1
KNES 42*<<<	Intermediate Swimming	1.5
KNES 43*	Advanced Swimming and Diving	1
KNES 43*	Advanced Swimming and Diving	1.5
KNES 44*	Aquatic Conditioning	1
KNES 44*	Aquatic Conditioning	1.5
KNES 49	Aqua Aerobics	1
KNES 49	Aqua Aerobics	1.5
<i>Combative</i>		
KNES 90	Beginning Self-Defense	1
KNES 91*	Intermediate Self Defense	1
KNES 199	Street Martial Arts	1
<i>Fitness</i>		
KNES 1	Cardiovascular Conditioning	1
KNES 1	Cardiovascular Conditioning	1.5
KNES 3	Circuit Weight Training	1
KNES 3	Circuit Weight Training	1.5
KNES 4	Beginning Weight Lifting	1
KNES 4	Beginning Weight Lifting	1.5

Required Movement Based Skill courses: Select 4 courses from the following in 4 different areas

<i>Aquatics</i>		
KNES 41	Swimming for Nonswimmers	1
KNES 42*	Intermediate Swimming	1
KNES 44*	Aquatic Conditioning	1
KNES 49	Aqua Aerobics	1
<i>Combative</i>		
KNES 90	Beginning Self-Defense	1
<i>Fitness</i>		
KNES 1	Cardiovascular Conditioning	1
KNES 4	Beginning Weight Lifting	1
KNES 28	Beginning Yoga	1
KNES 68*	Walking for Fitness	1
<i>Individual Sports</i>		
KNES 17	Beginning Bowling	1
KNES 20	Beginning Golf I	1
KNES 24	Beginning Tennis I	1
KNES 25*	Beginning Tennis II	1
<i>Team Sports</i>		
KNES 70	Basketball	1
KNES 72	Beginning Soccer	1
KNES 76	Beginning Volleyball	1
KNES 77*	Intermediate Volleyball	1
KNES 78*	Advanced Volleyball	1
KNES 81	Beginning Beach Volleyball	1

Select one additional Movement Based Skill course from the following six categories

<i>Aquatics</i>		
KNES 41	Swimming for Nonswimmers	1
KNES 41	Swimming for Nonswimmers	1.5
KNES 42*	Intermediate Swimming	1
KNES 42*	Intermediate Swimming	1.5
KNES 43*	Advanced Swimming and Diving	1
KNES 43*	Advanced Swimming and Diving	1.5
KNES 44*	Aquatic Conditioning	1
KNES 44*	Aquatic Conditioning	1.5
KNES 49	Aqua Aerobics	1
KNES 49	Aqua Aerobics	1.5
<i>Combative</i>		
KNES 90	Beginning Self-Defense	1
KNES 91*	Intermediate Self Defense	1
KNES 199	Street Martial Arts	1
<i>Fitness</i>		
KNES 1	Cardiovascular Conditioning	1
KNES 1	Cardiovascular Conditioning	1.5
KNES 3	Circuit Weight Training	1
KNES 3	Circuit Weight Training	1.5
KNES 4	Beginning Weight Lifting	1
KNES 4	Beginning Weight Lifting	1.5
KNES 4	Beginning Weight Lifting	2

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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

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

~~<<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

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

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Associate of Arts Degree

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

General Education Requirements for Associate Degrees

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
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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/science-related 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 108	Introduction to General, Organic, and Biochemistry	4
or		
	One year of high school chemistry with a grade of "C" or better	
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
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/science-related 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.

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- Apply preventative and rehabilitative techniques for physical activity, training, and playing sports.

Required Core

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KNES 52	Fundamentals of Human Movement	3
KNES 53	Introduction to Athletic Training	3
KNES 107	Fitness Assessment and Survey	1
Select one		
CHEM 8	Introduction to General, Organic, and Biochemistry	4
or		
	One year of high school chemistry with a grade of "C" or better	
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
BIO 12*	Human Physiology	4
MATH 8*	College Algebra for Brief Calculus	5
Select one		
PSYC <u>C1000</u>	Introduction to Psychology	3
or		
PSYC <u>C1000H</u>	<u>Introduction to Psychology - Honors</u>	3

Total Units for the Major 26-34

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

SADDLEBACK COLLEGE
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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

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General Education Requirements for Associate Degrees

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SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

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 ~~113~~ (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)

BIO 20	Introduction to Biology	4
or		
One year of high school biology with a grade of "C" or better		
BIO 15*	General Microbiology	5
BIO 143	Human Anatomy and Physiology	4
CHEM 108	Introduction to General, Organic, and Biochemistry	4

Required Core:

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 Certificate 50-54

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

Program Admission Prerequisites:

Select one (0-4 units)

BIO 20	Introduction to Biology	4
or		
One year of high school biology with a grade of "C" or better		
BIO 15*	General Microbiology	5
BIO 143	Human Anatomy and Physiology	4
CHEM 8	Introduction to General, Organic, and Biochemistry	4

Required Core:

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		
PHLB 180WE*	Phlebotomy Work Experience	2

Total Units for the Certificate 51-55

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

SADDLEBACK COLLEGE
REVISED PROGRAMS
ACADEMIC YEAR 2025-2026

Current
Medical Laboratory Technician
Associate of Science

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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 ~~113~~ (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)

BIO 20	Introduction to Biology	4
or		
One year of high school biology with a grade of "C" or better		
BIO 15*	General Microbiology	5
BIO 13	Human Anatomy and Physiology	4
CHEM 108	Introduction to General, Organic, and Biochemistry	4

Required Core:

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

*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.

Program Admission Prerequisites:

Select one (0-4 units)

BIO 20	Introduction to Biology	4
or		
One year of high school biology with a grade of "C" or better		
BIO 15*	General Microbiology	5
BIO 13	Human Anatomy and Physiology	4
CHEM 8	Introduction to General, Organic, and Biochemistry	4

Required Core:

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		
PHLB 180WE*	Phlebotomy Work Experience	2

Total Units for the Major 51-55

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

Associate of Science Degree

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

General Education Requirements for Associate Degrees

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

Current
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
FASH 132*	Draping Fashion Designs	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		
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

*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*.~~

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.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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

TOUR 250	Introduction to the Exciting World of Travel & Tourism	3
TOUR 252	World Destinations and Resorts--Western 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~~

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

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.

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- 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 Resorts--Western 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
TOUR 180WE*	Travel Management Work Experience	2

Total Units for the Certificate 24

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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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.

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- 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 Resorts--Western 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 186*	Co-Op Ed Travel Management	1

Total Units for the Major 23

*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.

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 Travel and Tourism
 Associate of Science**

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- Identify geographic locations.

Required Core

TOUR 250	Introduction to the Exciting World of Travel & Tourism	3
TOUR 252	World Destinations and Resorts--Western 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
TOUR 180WE*	Travel Management Work Experience	2

Total Units for the Major 24

*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.

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SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

Current
Visual Display and Presentation
Certificate of Achievement

Revised
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.

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 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

Program Student Learning Outcomes

Students who complete this program will be able to:

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 3-dimensional visual stage sets showcasing continuity of theme, layout, signage, merchandise, and lighting presentation.

- 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 3-dimensional visual stage sets showcasing continuity of theme, layout, signage, merchandise, and lighting presentation.

Required Core

Required Core

Select one			
FASH 140	Fashion Image		3
or			
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

Select one			
FASH 140	Fashion Image		3
or			
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			
<u>FASH 180WE*†</u>	<u>Fashion Work Experience</u>		<u>2</u>
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

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

ID 114	Applied Color and Design Theory for Interior Design	3
Restricted Electives		
ARTH 100	Art Gallery Display and Exhibition	3
ID 115*	CAD for Interior Design	3
PHOT 50	Digital Photography I	3
Total Units for the Certificate 23- 23.5		

*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*.~~

ID 114	Applied Color and Design Theory for Interior Design	3
Restricted Electives: <u>Select one course</u>		
ARTH 100	Art Gallery Display and Exhibition	3
ID 115*	CAD for Interior Design	3
PHOT 50	Digital Photography I	3
Total Units for the Certificate 24- 24.5		

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

†Recommended to be taken in last semester of program.

SADDLEBACK COLLEGE
 REVISED PROGRAMS
 ACADEMIC YEAR 2025-2026

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

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 Monitoring and Assessment	1

Total Units for the Certificate ~~22~~

*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
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or

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 ~~22~~ 23

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

SADDLEBACK COLLEGE
 DELETED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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

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.

**Deleted
 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**~~

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.~~

SADDLEBACK COLLEGE
 DELETED PROGRAMS
 ACADEMIC YEAR 2025-2026

**Current
 Family Childcare
 Certificate of Completion**

The Family Childcare Certificate of Completion program prepares students to open and operate a Family Childcare Home (FCCH). Students will explore regulations for licensing, fiscal management strategies, and administrative tools for operating a FCCH. Introductory developmental and learning theory as well as appropriate curriculum strategies for the care and education of young children will be studied and applied. It is designed for both (1) students who are currently working in the field and (2) students who have an interest in working in the field.

Program Student Learning Outcomes

Students who complete this program will be able to:

- Create a financial management plan to operate a FCCH.
- Create and use administrative tools to support opening and operating a FCCH.
- Develop business policies for opening and operating a FCCH.
- Identify age appropriate learning opportunities for children based on the CA Infant/Toddler and Preschool Learning Foundations and Frameworks.
- Describe how indoor and outdoor environments support learning.

Required Core

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

Total Hours for the Certificate 49.8

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

~~**Total Hours for the Certificate 49.8**~~

SADDLEBACK COLLEGE
 DELETED PROGRAMS
 ACADEMIC YEAR 2025-2026

**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 0-8 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 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:

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 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 0-8 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 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:

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

SADDLEBACK COLLEGE
 DELETED PROGRAMS
 ACADEMIC YEAR 2025-2026

CDE 121*	Practicum-The Student Teaching Experience	4	CDE 121*	Practicum-The Student Teaching Experience	4
CDE 123*	Infant and Toddler Development	3	CDE 123*	Infant and Toddler Development	3
CDE 133*	Care and Education for Infants and Toddlers	3	CDE 133*	Care and Education for Infants and Toddlers	3
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.			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
or			or		
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			or		
MATH 14*	Mathematics for Elementary School Teachers	5	MATH 14*	Mathematics for Elementary School Teachers	5
or			or		
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			or		
GEOL 1	Introduction to Physical Geology	4	GEOL 1	Introduction to Physical Geology	4
or			or		
PHYS 30*	Physics and Chemistry for Elementary Educators	4	PHYS 30*	Physics and Chemistry for Elementary Educators	4
or			or		
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			or		
ANTH 2H	Honors Cultural Anthropology	3	ANTH 2H	Honors Cultural Anthropology	3
or			or		
GEOG 2	Cultural Geography	3	GEOG 2	Cultural Geography	3
or			or		
GEOG 2H	Honors Cultural Geography	3	GEOG 2H	Honors Cultural Geography	3
or			or		
PSYC 30*	Social Psychology	3	PSYC 30*	Social Psychology	3
or			or		
SOC 30*	Social Psychology	3	SOC 30*	Social Psychology	3
or			or		
PS 1	American Government	3	PS 1	American Government	3
or			or		
PS 1H	Honors American Government	3	PS 1H	Honors American Government	3
Area 4			Area 4		
ENG 142*	Children's Literature	3	ENG 142*	Children's Literature	3
or			or		
ARTH 20	Art Appreciation	3	ARTH 20	Art Appreciation	3
or			or		
MUS 1	The Basics of Music	3	MUS 1	The Basics of Music	3
or			or		

SADDLEBACK COLLEGE
 DELETED PROGRAMS
 ACADEMIC YEAR 2025-2026

MUS 20	Music Appreciation	3
or		
HORT 115	History of Landscape Design	3
or		
ID 110	Fundamentals of Interior Design	3
		<hr/>
Total Units for the Certificate 50 -		
53		

MUS 20	Music Appreciation	3
or		
HORT 115	History of Landscape Design	3
or		
ID 110	Fundamentals of Interior Design	3
		<hr/>
Total Units for the Certificate 50 -		
53		

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

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