

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Accounting (ACCT) Discipline: Accounting

<p>116B Managerial Accounting</p> <p align="right">64 - 72 hours lecture, 4 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Accounting 116A with a grade of "C" or better, or equivalent. <i>Advisory:</i> English 47A or English 48 and English 49, each with a grade of "C" or better, or equivalent or Milestone R5 and W5; Mathematics 46 with a grade of "C" or better, or equivalent or Milestone M40. This course is a study of how managers use accounting information in decision-making, planning, directing operations, and controlling. The course focuses on cost terms and concepts, cost behavior, cost structure, and cost-volume-profit analysis. Other topics include profit planning, standard costs, operations and capital budgeting, cost control, and accounting for costs in manufacturing organizations. This course is intended for students majoring in accounting or other fields related to business administration.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. UC Transfer Course List.</p>	<p>Offered At: City, Mesa, Miramar</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): City, Mesa, Miramar</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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Subject: Accounting (ACCT) Discipline: Accounting

<p>~ 125 Government & Not-for-Profit Accounting</p> <p align="right">48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Accounting 116A with a grade of "C" or better, or equivalent. The course provides instruction in the principles of fund accounting and budgeting including revenues, appropriations, encumbrances, internal controls for both governmental and not-for-profit entities. This course is intended for students majoring in Accounting and returning students preparing for their Certified Public Accountant (CPA) exam.</p> <p>FIELD TRIP REQUIREMENTS: Not required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: City, Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Stand Alone Status (City)</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): City, Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Anthropology (ANTH) Discipline: Anthropology

<p>~ 102 Introduction to Biological Anthropology</p> <p align="right">48 - 54 hours lecture, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> English 101 with a grade of "C" or better, or equivalent or Milestone R6 and W6. This course is a survey of human evolution, variation, and adaptation. Topics include the study of primates, human heredity, variability of modern populations, and fossil records of early hominins and hominoids. This course is intended for anthropology majors and all students interested in life and/or behavioral sciences.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. CSU General Education. IGETC. UC Transfer Course List.</p>	<p>Offered At: City, Mesa, Miramar</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Outline of Topics</i> <i>Student Learning Objectives</i> <i>Texts</i> <i>Title Change</i> Approved</p> <p>Proposed for College(s): City, Mesa, Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Effective: Fall 2020</p>
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Subject: Anthropology (ANTH) Discipline: Anthropology

<p>~ 104 Laboratory in Biological Anthropology</p> <p align="right">48 - 54 hours lab, 1 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Corequisite:</i> Completion of or concurrent enrollment in Anthropology 102 with a grade of "C" or better, or equivalent. <i>Advisory:</i> English 101 and Mathematics 46, each with a grade of "C" or better, or equivalent or Milestone R6, W6, and M40. This course is a practical study of biological anthropology. Students perform field and laboratory studies in genetics, human variation, human osteology, anthropometry, hominid/hominin evolution, comparative primate anatomy, primate behavior, and forensic anthropology. This course is intended for anthropology majors and all students interested in life and/or behavioral sciences.</p> <p>FIELD TRIP REQUIREMENTS: Required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. CSU General Education. IGETC. UC Transfer Course List.</p>	<p>Offered At: City, Mesa, Miramar</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (New)</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Supplies</i> <i>Texts</i> <i>Title Change</i> <i>Writing Assignments</i> Approved</p> <p>Proposed for College(s): City, Mesa, Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation

~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Art-Fine Art (ARTF) Discipline: Art

<p>231 Introduction to Digital Art <p align="center">32 - 36 hours lecture, 64 - 72 hours lab, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Art-Fine Art 150A and Art-Fine Art 155A, each with a grade of "C" or better, or equivalent. <i>Advisory:</i> Concurrent enrollment in Multimedia 100 or Art-Fine Art 150B. This course provides an overview of digital art strategies and practices and their relationship to traditional fine art practices. Emphasis is placed on the development of computer technology and its impact on contemporary art since the 1960s. Discussions and studio assignments encompass digital imaging strategies, software art, teleconference art, interactive art, immersive installation art, web art/distance art and activism. Motion-based media such as digital animation, and digital video are also discussed. This course is designed for students interested in digital art.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. UC Transfer Course List.</p> </p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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Subject: Art-Fine Art (ARTF) Discipline: Art

<p>232 Introduction to Digital Drawing and Painting <p align="center">32 - 36 hours lecture, 64 - 72 hours lab, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Art-Fine Art 231, or Art-Fine Art 155A and Art-Fine Art 165A, each with a grade of "C" or better, or equivalent; English 101 with a grade of "C" or better, or equivalent or Milestone R6 and W6. <i>Advisory:</i> Concurrent enrollment in Multimedia 100 with a grade of "C" or better, or equivalent. This course provides an overview of digital art strategies and practices and their relationship to traditional fine art drawing and painting. Students produce digital drawings and paintings using digital raster and vector based applications to creatively replicate and expand traditional drawing and painting media. Students extend and explore the hand drawn mark and painted surface in the digital realm. This course is designed for fine art and multimedia students.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. UC Transfer Course List.</p> </p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Art-Fine Art (ARTF) Discipline: Art

<p>233 Introduction to Digital Photographic Imaging 32 - 36 hours lecture, 64 - 72 hours lab, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Art-Fine Art 190A, Art-Fine Art 231, and Art-Fine Art 150A, each with a grade of "C" or better, or equivalent. <i>Advisory: Concurrent enrollment in</i> Multimedia 100 or Art-Fine Art 150B. This course provides an overview of digital photographic art strategies and practices and their relationship to traditional photographic fine art practices. Emphasis is placed on the digital camera, digital photo image processing, digital photomontage, and mixed media compositions. The students are introduced to the manipulation and production of digital image compositions using software applications such as Adobe Photoshop to extend traditional photographic art strategies. This course is designed for fine art and multimedia students.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. UC Transfer Course List.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Texts</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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Subject: Astronomy (ASTR) Discipline: Physics/Astronomy

<p>~ 290 Independent Study 48 - 162 hours other, 1-3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Limitation on Enrollment:</i> Must obtain a Permission number from the instructor for enrollment. This course is for students who wish to conduct additional research, a special project, or learning activities in the field of astronomy. It is not intended to replace an existing course in the discipline. In this course students will have a written contract with their instructor for activities such as: preparing problem analyses, engaging in primary research, preparing reports, and meeting with the instructor at specific intervals.</p> <p>FIELD TRIP REQUIREMENTS: Not required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: City, Miramar</p> <p>Action(s) Proposed: Course Activation (Currently active at another college) Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Biology (BIOL) Discipline: Biological Sciences

<p>*~ 48 Pre-biology and Study Skills</p> <p align="right">4 - 6 hours lecture, 12 - 18 hours lab, 0.5 units Pass/No Pass</p> <p>REQUISITES: <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Biology 107 or Biology 210A. This course covers fundamental concepts and skills for success in introductory biology courses. Topics include language and terms for comprehending biology textbooks; mathematical concepts and units of measurement; chemistry concepts; the process of science; basic biologic themes; and effective habits of self-awareness and effective learning. This course is intended for students who plan to enroll in general or introductory biology and have not previously taken high school biology and/or chemistry; students who have previously taken biology and need to refresh and review basic concepts and skills; or students who have unsuccessfully attempted general or introductory biology and wish to review prior to re-enrolling.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Not applicable to the Associate Degree.</p>	<p>Offered At: NONE</p> <p>Action(s) Proposed: New Course</p> <p>Proposed for College(s): City, Miramar</p> <p>Approved</p> <p>Originating Campus: MIRAMAR</p> <p>Dist. Ed Proposed For College(s): Miramar</p> <p>Effective: Spring 2020</p>
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Subject: Biology (BIOL) Discipline: Biological Sciences or Biotechnology

<p>132 Applied Biotechnology I</p> <p align="right">32 - 36 hours lecture, 96 - 108 hours lab, 4 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Chemistry 152 and Chemistry 152L, or Chemistry 100 and Chemistry 100L, each with a grade of "C" or better, or equivalent; English 101 with a grade of "C" or better, or equivalent or Milestone R6 and W6, and Mathematics 116 with a grade of "C" or better, or equivalent. This course provides students with entry-level skills common to the biotechnology industry, such as aseptic techniques, laboratory safety, and biological media and solution preparation. Other topics include microbial growth, solutions, buffers, separation of cellular components, and macromolecules. This course is intended for students preparing for a career in biotechnology.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Miramar</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review Advisory (Change) Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Biology (BIOL) Discipline: Biological Sciences, Biotechnology

<p>133 Applied Biotechnology II</p> <p align="right">32 - 36 hours lecture, 96 - 108 hours lab, 4 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Biology 132 or Biology 210A, and Chemistry 152 and Chemistry 152L, or Chemistry 100 and Chemistry 100L, each with a grade of "C" or better, or equivalent; English 101 with a grade of "C" or better, or equivalent or Milestone R6 and W6, and Mathematics 116 with a grade of "C" or better, or equivalent. This advanced biotechnology training course covers transformation, restriction analysis of Deoxyribonucleic Acid (DNA), protein analysis, and immunological applications. In the lab, students practice mastering current techniques used in the biotechnology industry. This course is intended for students preparing for a career in biotechnology.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Miramar</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Course Description</i> <i>Texts</i> Approved</p> <p>Proposed for College(s): Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Effective: Fall 2020</p>
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Subject: Biology (BIOL) Discipline: Biological Sciences

<p>135 Biology of Human Nutrition</p> <p align="right">48 - 54 hours lecture, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> English 101 with a grade of "C" or better, or equivalent or Milestone R6 and W6. This introductory course relates the biological principles of human nutrition to the psychological, cultural, and social aspects of food, eating patterns, and human health. This course integrates concepts from biology, physiology, biochemistry, microbiology, sustainability, agriculture, sociology, and psychology to understand the relationships among food, nutrients, and human wellness over a lifetime. The cultural, economic, and emotional aspects of food selection, access, quality, and preparation are also addressed. Students explore scientific principles and methods to develop skills necessary for critical evaluation of nutritional research, news, and policies, as well as to recognize that the dynamic nature of science encourages a lifelong pursuit of relevant knowledge. This course is intended for all students who want to learn about how nutrition impacts their health, the health of their family, and the health of society, as well as how human activities related to diet and health impact the environment.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. CSU General Education. UC Transfer Course List.</p>	<p>Offered At: Miramar</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Course Description</i> Approved</p> <p>Proposed for College(s): Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

Approved

Curriculum Instructional Council Actions Approved – April 11, 2019

Subject: Computer Business Technology (CBTE) Discipline: Office Technologies

<p>~ 210 Computers in Business</p> <p style="text-align: right;">48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 47A or English 48 and English 49, each with a grade of "C" or better, or equivalent or Milestone R5 and W5. This course is an introduction to the role and use of computers, computer technology, and electronic communication in business environments. Emphasis is placed on privacy, security, information management, and ethical issues. This course is designed for students and professionals interested in the use and role of technology in business environments.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: City, Miramar</p> <p>Action(s) Proposed: Course Deactivation *(Active at another College)*</p> <p>Approved</p> <p>Proposed for College(s): City</p> <p>Originating Campus: CITY</p> <p>Effective: Fall 2020</p>
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Subject: Child Development (CHIL)

<p>*~ 265P The Power of Play</p> <p style="text-align: right;">48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 48 and English 49, each with a grade of "C" or better, or equivalent or Milestone R5 and W5. This course is a study of play and play materials. Emphasis is placed on the effects of play on the social, emotional, cognitive, and physical development of young children. Topics include the history and philosophy of play, current theories on play and the creation and implementation of play environments for children. This course is designed for anyone interested in play and early childhood development.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: City</p> <p>Action(s) Proposed: Course Deactivation (Not at any College)</p> <p>Approved</p> <p>Proposed for College(s): City</p> <p>Originating Campus: CITY</p> <p>Effective: Spring 2020</p>
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*Requires Board of Trustees approval prior to implementation

~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Computer And Information Sciences (CISC) Discipline: Computer Information Systems

<p>~ 205 Object Oriented Programming using C++ 48 - 54 hours lecture, 48 - 54 hours lab, 4 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Computer and Information Sciences 192 with a grade of "C" or better, or equivalent. This course introduces students to Object Oriented Programming (OOP) using the C++ programming language. Emphasis is placed on essential concepts related to OOP, including use of classes and objects, inheritance, templates, polymorphism, pointers and references, and input/output (I/O) streams. This course is intended for students majoring in computer information technology and all students interested in OOP.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. UC Transfer Course List.</p>	<p>Offered At: City</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>SAM Code</i> <i>Supplies</i> <i>Texts</i> <i>Writing Assignments</i></p> <p>Approved</p> <p>Proposed for College(s): City</p> <p>Originating Campus: CITY</p> <p>Effective: Spring 2020</p>
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Subject: Computer And Information Sciences (CISC)

<p>~ 210 System Analysis and Design 48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 101 with a grade of "C" or better, or equivalent or Milestone R6 and W6. This course is an introductory, experiential study of the phases of the object-oriented software development life cycle (OOSDLC), including: stakeholder and requirements analysis; use cases development; software architecture; project management; user interface considerations; interactive and prototyping methodology; component construction; quality assurance; and configuration management. This course is intended for students seeking advanced knowledge and applications in Computer and Information Sciences.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. UC Transfer Course List.</p>	<p>Offered At: City, Mesa</p> <p>Action(s) Proposed: Course Deactivation *(Active at another College)*</p> <p>Approved</p> <p>Proposed for College(s): City</p> <p>Originating Campus: CITY</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Dramatic Arts (DRAM) Discipline: Drama/Theater Arts

<p>70 Digital Video Production for the Dramatic Arts 32 - 36 hours lecture, 48 - 54 hours lab, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Dramatic Arts 112 and Dramatic Arts 119, each with a grade of "C" or better, or equivalent. This course is an introduction to digital video as it relates to the Drama. Emphasis is placed on the skills necessary to work in front of the camera and on the technical aspects of digital video production as it relates to the creation of a portfolio reel. This course is designed for Drama majors interested in creating a reel for employment purposes.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit only and not Transferable.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (New)</i> <i>Prerequisite (Remove)</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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Subject: Dramatic Arts (DRAM) Discipline: Drama/Theater Arts

<p>~ 111 Chicana/o Theatre 48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 101 with a grade of "C" or better, or equivalent or Milestone R6 and W6. This course is a survey of Chicana/o drama in the United States and Mexico from 1975 to the present. Emphasis is placed on the historical roots, techniques, styles, and dramatic literature. It explores new trends, influences, and developments in playwriting, directing, and performance styles. This course examines issues facing the Mexican-American community through dramatic forms, focusing on the advent of professionally-oriented Chicana/o theatre, examining significant plays, playwrights, and the theatre groups that produced those plays. This course is designed for Chicana/o Studies majors, Dramatic Arts majors, and anyone interested in literature.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. IGETC. UC Transfer Course List. CSU General Education.</p>	<p>Offered At: City</p> <p>Action(s) Proposed: Course Activation (Currently active at another college)</p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p><i>This course is being proposed Mesa for:</i></p> <ul style="list-style-type: none"> • CSU General Education: C1 Area C. Arts and Humanities - Art, Cinema, Dance, Music, Theater • District General Education: C Humanities • IGETC: Area 3. Arts and Humanities - 3A: Arts <p><i>To be reviewed at the May 9, 2019 CIC meeting</i></p> <p><i>This course is being proposed at Mesa for UC Transfer Course List</i></p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
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**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: English (ENGL) Discipline: English

<p>31 Academic Literacy</p> <p align="right">32 - 36 hours lecture, 2 units Pass/No Pass</p> <p>REQUISITES: <i>Prerequisite:</i> English Language Acquisition 145 with a grade of "C" or better, or equivalent or Milestone R4 and W4. <i>Corequisite:</i> English 101 or English 105. This is a course for students who have assessed into basic skills English courses and desire to concurrently enroll in English 101: Reading and Composition. Academic Literacy creates success in English 101 by focusing on reading, writing, and critical thinking. Students learn to articulate arguments, create academic identities, and build and strengthen relationships with texts, others, and themselves.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Not applicable to the Associate Degree.</p>	<p>Offered At: City, Mesa, Miramar</p> <p>Action(s) Proposed: Distance Learning - No Other Action</p> <p>Reviewed</p> <p>Proposed for College(s): Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Dist. Ed Proposed For College(s): Miramar</p> <p>Effective: Spring 2020</p>
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Subject: Exercise Science (EXSC) Discipline: Physical Education

<p>~ 140C Boot Camp III</p> <p align="right">32 - 54 hours lab, 0.5-1 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 47A or English 48 and English 49, each with a grade of "C" or better, or equivalent or Milestone R5 and W5; Exercise Science 140B with a grade of "C" or better, or equivalent. This course provides beginning students with intermediate level instruction in fundamental skills related to core and unilateral strength, stability, and performance. Topics include core stability, targeted functional training, and various training models and fitness plans derived from or inspired by military physical training techniques. This course is the third in a series of four boot camp physical training courses. It is intended for kinesiology majors and all students interested in comprehensive physical fitness training. All objectives are covered in this course whether offered for 0.5 or one unit. When this course is offered for one unit, the additional time is utilized for additional skills practice and refinement of exercise technique.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. UC Transfer Course List.</p>	<p>Offered At: Miramar</p> <p>Action(s) Proposed: Course Activation (Currently active at another college)</p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p><i>This course is being proposed Mesa for:</i></p> <ul style="list-style-type: none"> <i>Other Graduation Requirement</i> <p><i>To be reviewed at the May 9, 2019 CIC meeting</i></p> <p><i>This course is being proposed at Mesa for UC Transfer Course List</i></p> <p>Effective: Fall 2020</p>
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**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Exercise Science (EXSC) Discipline: Physical Education

<p>~ 140D Boot Camp IV</p> <p align="right">32 - 54 hours lab, 0.5-1 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 47A or English 48 and English 49, each with a grade of "C" or better, or equivalent or Milestone R5 and W5; Exercise Science 140C with a grade of "C" or better, or equivalent. This course provides intermediate students with advanced level instruction in skills related to core and unilateral strength, stability, and performance. Topics include core stability, targeted functional training, and various training models and fitness plans derived from or inspired by military physical training techniques. This course is the fourth in a series of four boot camp physical training courses. It is intended for kinesiology majors and all students interested in comprehensive physical fitness training. All objectives are covered in this course whether offered for 0.5 or one unit. When this course is offered for one unit, the additional time is utilized for additional skills practice and refinement of exercise technique.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. UC Transfer Course List.</p>	<p>Offered At: Miramar</p> <p>Action(s) Proposed: Course Activation (Currently active at another college)</p> <p>Approved</p> <p>Proposed for College(s):Mesa</p> <p>Originating Campus: MESA</p> <p><i>This course is being proposed Mesa for:</i></p> <ul style="list-style-type: none"> Other Graduation Requirement <p><i>To be reviewed at the May 9, 2019 CIC meeting</i></p> <p><i>This course is being proposed at Mesa for UC Transfer Course List</i></p> <p>Effective: Fall 2020</p>
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Subject: Exercise Science (EXSC) Discipline: Health or Kinesiology or Nutritional Science/Dietetics or Physical Education

<p>~ 294 Health and Wellness Coaching</p> <p align="right">48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 47A or English 48 and English 49, each with a grade of "C" or better, or equivalent or Milestone R5 and W5; Mathematics 38 with a grade of "C" or better, or equivalent or Milestone M30. This course provides students with the theoretical knowledge and practical skills required to be a health and wellness coach. Emphasis is placed on effective coach-to-client communication techniques as well as the fundamentals of the behavioral, nutritional, and physiological sciences as they relate to health and wellness coaching. Topics include screening and assessment, guidelines for designing and implementing safe, effective, progressive purposeful exercise programs, legal, professional ethics responsibility and liability, and roles of the health/wellness coach. This course is intended for students who are interested in health and wellness in addition to students who are preparing for the American Council on Exercise's (ACE) national examination for Health Coach Certification. To be eligible to take the certification exam, students must have passed a personal training or group exercise certification from the National Commission for Certifying Agencies (NCCA), which include the American Council of Exercise (ACE), American College of Sports Medicine (ACSM), and National Strength and Conditioning Association (NSCA).</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: City</p> <p>Action(s) Proposed: Course Activation (Currently active at another college) <i>Stand Alone Status (City)</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Geology (GEOL) Discipline: Earth Science

<p>290 Independent Study</p> <p align="center">48 - 162 hours other, 1-3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Geology 100 and Geology 101, each with a grade of "C" or better, or equivalent. <i>Limitation on Enrollment:</i> Must obtain a Permission Number from the instructor for enrollment. This course is for students who wish to conduct additional research, a special project, or learning activities in the field of geology. It is not intended to replace an existing course in the discipline. In this course students will have a written contract with their instructor for activities such as preparing problem analysis, engaging in primary research, preparing reports, and meeting with the instructor at specific intervals.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: City, Miramar</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Course Description</i> <i>Critical Thinking Assignments</i> <i>Field Trip</i> <i>Methods of Evaluation</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Outside Assignments</i> <i>Reading Assignments</i> <i>Texts</i> <i>Writing Assignments</i> Approved</p> <p>Proposed for College(s): City, Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Effective: Fall 2020</p>
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Subject: Health Education (HEAL) Discipline: Health

<p>~ 195 Health Education For Teachers</p> <p align="center">32 - 36 hours lecture, 2 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 47A or English 48, and English 49, each with a grade of "C" or better, or equivalent or Milestone R5 and W5. <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Health Education 190. This course overviews health-related issues and problems in the kindergarten through 12th grade. Topic areas include behavior modification, stress symptoms and management, physical activity, nutrition, cardiovascular disease, sexually transmitted diseases, illicit substance abuse, alcohol and nicotine use and misuse. This course satisfies the State of California Health Education requirement for the K-12 Teaching Credential. This course is intended for prospective K-12 teachers.</p> <p>FIELD TRIP REQUIREMENTS: Not required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: City, Mesa, Miramar</p> <p>Action(s) Proposed: Course Deactivation *(Active at another College)* Approved</p> <p>Proposed for College(s): Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Interior Design (INTE) Discipline: Interior Design

<p>101 Introduction to Interior Design</p> <p align="right">48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 47A or English 48 and English 49, each with a grade of "C" or better, or equivalent or Milestone R5 and W5; Computer Business Technology 127 with a grade of "C" or better, or equivalent. This course is a survey of the profession of interior design. Emphasis is placed on design fundamentals and the profession of interior design. Topics include space planning, construction systems, furniture, and finishes. This course is designed for interior design majors and all students interested in the field.</p> <p>FIELD TRIP REQUIREMENTS: Required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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Subject: Interior Design (INTE) Discipline: Interior Design

<p>105 Residential Design</p> <p align="right">32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 101, Interior Design 112B, and Interior Design 115, each with a grade of "C" or better, or equivalent. This course introduces interior design students to the planning of residential interiors. Emphasis is placed on the interrelationship of interior elements, principles, space planning, and conceptual problem solving in three-dimensional space. This course is designed for interior design majors.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Interior Design (INTE) Discipline: Interior Design

<p>110 Materials and Resources</p> <p align="right">32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 101, Interior Design 112A, Interior Design 115, each with a grade of "C" or better, or equivalent. This course is a study of the technical specification of finishes, furnishings, and equipment needed to complete a variety of interior environments. Emphasis is placed on sustainability. Product knowledge, available resources, industry procedures, and terminology are incorporated. Liabilities and regulations as they pertain to the professional interior designer are covered. Finishes, furnishings, and equipment are estimated and specified, and are graphically designated on drafted plans and elevations. This course is designed for students majoring in interior design.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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Subject: Interior Design (INTE) Discipline: Interior Design

<p>112A Visual Communication I</p> <p align="right">32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 47A or English 48 and English 49, each with a grade of "C" or better, or equivalent or Milestone R5 and W5; Mathematics 38 with a grade of "C" or better, or equivalent or Milestone M30. This course is an introduction to interior design drawing and drafting. Emphasis is placed on architectural floor plans, building sections, interior elevations and detailing, lettering, and dimensioning for residential and commercial projects. This course is intended for interior design majors.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Student Learning Objectives</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Interior Design (INTE) Discipline: Interior Design

<p>112B Visual Communication II 32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 112A with a grade of "C" or better, or equivalent. <i>Advisory:</i> Computer Business Technology 127 with a grade of "C" or better, or equivalent. This course is a study of drawing techniques for interiors using both manual and computer aided design. Emphasis is placed on three dimensional (3D) modeling and perspectives, floor plans, and visual presentation drawings using industry standard software, such as Sketch-Up Pro, Photoshop and Adobe InDesign. Quick sketching is also incorporated. This course is intended for Interior Design majors.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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Subject: Interior Design (INTE) Discipline: Interior Design

<p>115 Elements and Principles of Interior Design 32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 47A or English 48 and English 49, each with a grade of "C" or better, or equivalent or Milestone R5 and W5; Mathematics 38 with a grade of "C" or better, or equivalent or Milestone M30; Computer Business Technology 127 with a grade of "C" or better, or equivalent. This course introduces students to the elements and principles of interior design. Emphasis is placed on the analysis of interior environments two and three dimensionally. This course includes the creation of two and three dimensional (2D and 3D) design projects illustrating the elements and principles of interior design such as scale and proportion, balance, color and light. This course is intended for interior design majors and students interested in interior design</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Interior Design (INTE) Discipline: Interior Design

<p>120 Revit for Interiors</p> <p align="right">32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 112A with a grade of "C" or better, or equivalent. This course is a practical study of computer aided interior design using Revit. Emphasis is placed on the creation of two- and three-dimensional drawings and renderings to industry standards. This course is intended for interior design majors and for practicing professionals.</p> <p>FIELD TRIP REQUIREMENTS: Required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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Subject: Interior Design (INTE) Discipline: Interior Design

<p>125 History of Furniture and Interiors</p> <p align="right">48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> English 101 with a grade of "C" or better, or equivalent or Milestone R6 and W6; Computer Business Technology 127 with a grade of "C" or better, or equivalent. This course is a survey of the principle styles of furniture, interiors, and related decorative arts from antiquity to the present. This course is designed for interior design majors and any student interested in the history of interiors.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. CSU General Education.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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Subject: Interior Design (INTE) Discipline: Interior Design

<p>130 Interior Design Professional Practice</p> <p align="right">48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 105 with a grade of "C" or better, or equivalent. <i>Advisory:</i> English 101 with a grade of "C" or better, or equivalent or Milestone R6 and W6. This course is a study of the business and management of a professional interior design practice. Emphasis is placed on client/designer communication, phases of design, project management, legal issues, business practices, marketing, and project presentation for residential and commercial design. This course is intended for Interior Design majors.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Interior Design (INTE) Discipline: Interior Design

<p>135 AutoCAD for Interiors</p> <p align="right">32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Interior Design 112A and Computer Business Technology 127, each with a grade of "C" or better, or equivalent. This course is a practical study of computer-aided drafting for interior design application using AutoCAD. Emphasis is placed on the creation of 2D drawings per industry standards. This course is intended for Interior Design majors and practicing designers to maintain industry currency.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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Subject: Interior Design (INTE) Discipline: Interior Design

<p>145 Interior Building Systems and Codes</p> <p align="right">48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 101 and Interior Design 112A, each with a grade of "C" or better, or equivalent. <i>Advisory:</i> English 101 with a grade of "C" or better, or equivalent or Milestone R6 and W6; Mathematics 38 with a grade of "C" or better, or equivalent or Milestone M30. This course is an overview of systems used in construction as it relates to the planning of interior environments. The course covers current building components such as floors, ceilings, and doors, as well as systems developed for providing health, safety, and comfort (plumbing; heating, ventilation and cooling; lighting; and acoustics). Codes, regulations, standards (California and federal) and sustainable principles that impact residential and commercial interior environments are emphasized. This course is designed for students majoring in interior design.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Interior Design (INTE) Discipline: Interior Design

<p>200 Kitchen and Bath Design 32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 105, Interior Design 110, and Interior Design 145, each with a grade of "C" or better, or equivalent. This course is a study of kitchen and bath design. Emphasis is placed on the application of National Kitchen and Bath Association (NKBA) Planning Guidelines and NKBA Access Planning Guidelines to universal design projects. Topics include identifying project needs, materials selection, space planning, and contract documents. This course is designed for students majoring in Interior Design,</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Supplies</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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Subject: Interior Design (INTE) Discipline: Interior Design

<p>205 Non-Residential Space Planning 32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 105, Interior Design 110, Interior Design 145, and Interior Design 120 or Interior Design 135, each with a grade of "C" or better, or equivalent. This course is a design studio that introduces non-residential interior space planning and design. Emphasis is placed on the design process, building codes, and furniture placement as they relate to space planning and construction drawing preparation. This course is intended for students majoring in Interior Design.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Remove)</i> <i>Prerequisite (New)</i> <i>Texts</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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Subject: Interior Design (INTE) Discipline: Interior Design

<p>210 Presentation and Color Rendering 32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 112B and Interior Design 115, each with a grade of "C" or better, or equivalent. This course is a hands-on study of color rendering techniques, presentation methods and portfolio development. Students use quick sketching methods and color to communicate design solutions. Students render floor plans, perspectives, and interior furnishings. This course is intended for students majoring in Interior Design.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Supplies</i> <i>Texts</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Interior Design (INTE) Discipline: Interior Design

<p>215 Environmental Lighting Design</p> <p align="right">48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 105 with a grade of "C" or better, or equivalent. This course is a study of lighting for interiors. Emphasis is placed on developing and creating environmentally effective and aesthetically pleasing lighting design solutions for both commercial and residential applications. This course is intended for students majoring in Interior Design.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Hours Change</i> <i>Supplies</i> <i>Texts</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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Subject: Interior Design (INTE) Discipline: Interior Design

<p>270 Work Experience</p> <p align="right">60 - 300 hours other, 1-4 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Interior Design 101 with a grade of "C" or better, or equivalent. A program of on-the-job learning experiences for students employed in a job related to their major. The combined maximum credit for all work experience courses from all disciplines may not exceed 16 units.</p> <p>FIELD TRIP REQUIREMENTS: Not required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Spring 2020</p>
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Subject: Mathematics (MATH) Discipline: Mathematics

<p>*~ 290 Independent Study</p> <p align="right">48 - 162 hours other, 1-3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Limitation on Enrollment:</i> Must obtain an Add Code from the instructor for enrollment. This course is for advanced students who wish to pursue special investigations.</p> <p>FIELD TRIP REQUIREMENTS: Not required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: City, Miramar</p> <p>Action(s) Proposed: Course Deactivation (Not at any College) Approved</p> <p>Proposed for College(s): City, Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 100 Introduction to Visual Communication 32 - 36 hours lecture, 48 - 54 hours lab, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Multimedia 101. This course provides an overview of the design principles and digital tools required to develop a professional level of communication, conceptualization, composition, and visual design skills. Emphasis is placed on modern design theory, standards, & processes, industry standard software, and career opportunities in digital design and multimedia. This course is intended for students interested in game development, graphic design, web design, 3D & 2D animation, video production, and app development.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Course Renumbering (was 101)</i> <i>Equivalency (New)</i> <i>Hours Change</i> <i>Limitation on Enrollment (New)</i> <i>Methods of Instruction</i> <i>Units Change</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2020</p>
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Subject: Multimedia (MULT) Discipline: Multimedia

<p>120 Introduction to Video Game Design 48 - 54 hours lecture, 3 units Grade Only</p> <p>This course is an introduction to the field of video game development. Emphasis is placed on theory and history of interactive video gaming and on the fundamentals of contemporary game design and development. This course is intended for multimedia majors, individuals interested in entering the field of video game development, and anyone interested in the theory and practice of interactive gaming.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Remove)</i> <i>Student Learning Objectives</i> <i>Texts</i></p> <p>Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 121 Intermediate Visual Communication</p> <p align="right">48 - 54 hours lecture, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 100 with a grade of "C" or better, or equivalent. This course is designed to develop preliminary skills in the conceptual use of industry standard digital design software. Students produce digitally imaged media elements for a diverse range of applications and present a portfolio of their work. This course is intended for multimedia and art majors and anyone interested in digital image design and editing.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Student Learning Objectives</i> <i>Title Change</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 122 Advanced Visual Communication</p> <p align="right">48 - 54 hours lecture, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 121 with a grade of "C" or better, or equivalent. This is a project-based course designed to develop advanced skills in the use of media design software applications. Emphasis is placed on producing conceptual media elements and compositions for a diverse range of applications. This course is intended for multimedia, art, and graphic design students who plan to pursue a career in the design or multimedia industry.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Course Description</i> <i>Methods of Instruction</i> <i>Student Learning Objectives</i> <i>Texts</i> <i>Title Change</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 123 Digital Video I</p> <p align="right">48 - 54 hours lecture, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 100 with a grade of "C" or better, or equivalent. This course is a project-based course in the use of nonlinear digital video editing systems. Emphasis is placed on the process of digital video development and production using non-linear video editing techniques. Topics also include the history of film and traditional filmmaking as they relate to current practices. This course is intended for students pursuing careers in the multimedia industry.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Texts</i> <i>Title Change (Long Only)</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 124 Digital Video II</p> <p align="right">48 - 54 hours lecture, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 123 with a grade of "C" or better, or equivalent. This advanced course is designed to develop and refine technical and conceptual skills in the professional applications of digital design theory and practice. Emphasis is placed on advanced digital methodologies and visual grammar in the design and production of both traditional and non-traditional works. Students complete a portfolio of digital work for professional presentation. This course is intended for multimedia and art majors and anyone interested in digital image design and editing.</p> <p>FIELD TRIP REQUIREMENTS: Not required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Critical Thinking Assignments</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Reading Assignments</i> <i>Texts</i> <i>Title Change</i> <i>Writing Assignments</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 148 Business of Games</p> <p style="text-align: right;">32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Multimedia 133. This course is a hands-on study of video game prototyping and production. Students design, develop, and produce a working prototype of an original interactive game concept. This course is designed for multimedia students and students seeking employment in the digital entertainment industry.</p> <p>FIELD TRIP REQUIREMENTS: Required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Remove)</i> <i>Course Renumbering (was 133)</i> <i>Equivalency (New)</i> <i>Hours Change</i> <i>Limitation on Enrollment (New)</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Student Learning Objectives</i> <i>Supplies</i> <i>Texts</i> <i>Title Change</i> <i>Units Change</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 150 Beginning Unity Game Development 32 - 36 hours lecture, 48 - 54 hours lab, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 100 and Multimedia 137, each with a grade of "C" or better, or equivalent. <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Multimedia 112. This is a project-based course designed to develop skills in 2D and 3D game development and introductory gameplay programming. Emphasis is placed on developing interactive environments and games. This course is intended for students interested in the conceptualization, design, and development of 2D & 3D games and applications.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Course Description</i> <i>Course Renumbering (was 112)</i> <i>Equivalency (New)</i> <i>Hours Change</i> <i>Limitation on Enrollment (New)</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Outside Assignments</i> <i>Student Learning Objectives</i> <i>Supplies</i> <i>Title Change</i> <i>Units Change</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 152 Intermediate Unity Game Development 32 - 36 hours lecture, 48 - 54 hours lab, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 150 and Multimedia 139, each with a grade of "C" or better, or equivalent. <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Multimedia 114. This is a project-based intermediate Unity course designed to develop skills in game design and gameplay programming. Emphasis is placed on developing interactive games incorporating C#, sound, video and digital assets at the intermediate level. This course is intended for students interested in creating interactive 2D & 3D games.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Course Description</i> <i>Course Renumbering (was 114)</i> <i>Equivalency (New)</i> <i>Hours Change</i> <i>Limitation on Enrollment (New)</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Student Learning Objectives</i> <i>Supplies</i> <i>Texts</i> <i>Title Change</i> <i>Units Change</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 154 Advanced Unity Game Development 32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 152 with a grade of "C" or better, or equivalent. <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Multimedia 116. This is a project-based course using Unity for creating online and stand-alone games. Emphasis is placed on the game development processes, including design, story and character development, physics audio, optimization, and deployment. This course is designed for students interested in advanced game development.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Course Description</i> <i>Course Renumbering (was 116)</i> <i>Equivalency (New)</i> <i>Hours Change</i> <i>Limitation on Enrollment (New)</i> <i>Student Learning Objectives</i> <i>Supplies</i> <i>Title Change</i> <i>TOP Code</i> <i>Units Change</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 160 Beginning Unreal Engine</p> <p style="text-align: right;">32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 121 and Multimedia 137, each with a grade of "C" or better, or equivalent. <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Multimedia 130. This course is a guided digital studio approach to developing skills in the use of industry standard game engine software for use in digital interactive game environments. Emphasis is placed on game design and development, optimized 3D design and visualization, interactive 3D scenes and levels, and general multimedia. This course is intended for multimedia majors and anyone pursuing a career in video game development or general multimedia.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (New)</i> <i>Course Description</i> <i>Course Renumbering (was 130)</i> <i>Equivalency (New)</i> <i>Hours Change</i> <i>Limitation on Enrollment (New)</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Student Learning Objectives</i> <i>Supplies</i> <i>Texts</i> <i>Title Change</i> <i>Units Change</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

Approved

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 162 Intermediate Unreal Engine</p> <p style="text-align: right;">32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 160 and Multimedia 139, each with a grade of "C" or better, or equivalent. <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Multimedia 131. This course is a guided digital studio approach to 3D character & game level design and production. This course combines exercises and individual and group projects to develop necessary skills and techniques in video game production. The course is intended for students who are preparing for more advanced study in 3D modeling, animation, and game design.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Course Renumbering (was 131)</i> <i>Equivalency (New)</i> <i>Hours Change</i> <i>Limitation on Enrollment (New)</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Student Learning Objectives</i> <i>Supplies</i> <i>Texts</i> <i>Title Change</i> <i>Units Change</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Multimedia (MULT) Discipline: Multimedia

<p>~ 164 Advanced Unreal Engine</p> <p style="text-align: right;">32 - 36 hours lecture, 48 - 54 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory:</i> Multimedia 162 and Multimedia 139, each with a grade of "C" or better, or equivalent. <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Multimedia 132. This class engages the student of Video Game Development in an exploration of interactive environments using methodologies and concepts drawn from both inside and outside the traditional realms of interactive game design. It provides an opportunity for students to engage an audience by channeling their conceptual ideas into interactive digital environments via technologies incorporating programming, sound, compositing, virtual reality, interactivity, and three-dimensional modeling & animation. Emphases include an in-depth examination of contemporary examples of interactive gaming and a cross-sectioned exposure to the art, design, and programming involved in the creation of interactive games. This course serves as a preparatory environment for students to design and create a fully functional interactive game.</p> <p>FIELD TRIP REQUIREMENTS: Required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Course Description</i> <i>Course Renumbering (was 132)</i> <i>Equivalency (New)</i> <i>Hours Change</i> <i>Limitation on Enrollment (New)</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Supplies</i> <i>Title Change</i> <i>Units Change</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Dist. Ed Proposed For College(s): Mesa</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Physical Science (PHYN) Discipline: Earth Science or Physics/Astronomy

<p>290 Independent Study</p> <p align="center">48 - 162 hours other, 1-3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Physical Science 100 and Physical Science 101, each with a grade of "C" or better, or equivalent . <i>Limitation on Enrollment:</i> Must obtain a Permission number from the instructor for enrollment. This course is for students who wish to conduct additional research, a special project, or learning activities in the field of physical science. It is not intended to replace an existing course in the discipline. In this course students will have a written contract with their instructor for activities such as preparing problem analysis, engaging in primary research, preparing reports, and meeting with the instructor at specific intervals.</p> <p>FIELD TRIP REQUIREMENTS: Not required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: City, Miramar</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (New)</i> <i>Course Description</i> <i>Critical Thinking Assignments</i> <i>Methods of Evaluation</i> <i>Methods of Instruction</i> <i>Outline of Topics</i> <i>Outside Assignments</i> <i>Reading Assignments</i> <i>Student Learning Objectives</i> <i>Supplies</i> <i>Writing Assignments</i> Approved</p> <p>Proposed for College(s): City, Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Effective: Fall 2020</p>
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Subject: Physics (PHYS) Discipline: Physics/Astronomy

<p>196 Electricity and Magnetism</p> <p align="center">64 - 72 hours lecture, 48 - 54 hours lab, 5 units Grade Only</p> <p>REQUISITES: <i>Prerequisite:</i> Physics 195 and Mathematics 151, each with a grade of "C" or better, or equivalent. <i>Advisory:</i> Mathematics 252 with a grade of "C" or better, or equivalent. <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Physics 195B and Physics196B. This is the second course of a three-semester calculus-based general physics sequence. Topics include the basic principles and applications of electrostatics; magnetostatics; time-varying electric and magnetic phenomena; direct and alternating current circuits; elementary electronics; and electromagnetic waves. Emphasis is placed on the mathematical analysis of physical problems. Laboratory work on various aspects of electric and magnetic phenomena emphasizing direct current (DC) and alternating current (AC) circuits is included. This course is intended for students majoring in the physical sciences or engineering.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU. CSU General Education. IGETC. UC Transfer Course List.</p>	<p>Offered At: City, Mesa, Miramar</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Course Description</i> <i>Supplies</i> <i>Texts</i> Approved</p> <p>Proposed for College(s): City, Mesa, Miramar</p> <p>Originating Campus: MIRAMAR</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

Subject: Web Development (WEBD) Discipline: Multimedia

<p>127 Creating User-Centered Content 40 - 45 hours lecture, 24 - 27 hours lab, 3 units Grade Only</p> <p>REQUISITES: <i>Advisory: Completion of or concurrent enrollment in Computer Business Technology 114, Multimedia 100, and Multimedia 121, each with a grade of "C" or better, or equivalent.</i> <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Multimedia 127. This course teaches strategies and processes for developing websites and multimedia projects that are user-centered and meet industry standards of usability. User-centered content is ADA (Americans with Disabilities Act) accessible, functional, and searchable by search engines. Students learn how to design a user-centered website and multimedia projects using a succinct writing style, well-designed navigation, and effective design. Students create a user-centered project. This course is designed for students pursuing a career in multimedia, web development, business or communication.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> <i>Texts</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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Subject: Web Development (WEBD) Discipline: Multimedia

<p>169 Website Development Using Open Source Content Management Systems 40 - 45 hours lecture, 24 - 27 hours lab, 3 units Letter Grade or Pass/No Pass Option</p> <p>REQUISITES: <i>Advisory:</i> Computer Business Technology 101, Computer Business Technology 114, Multimedia 100, Web Development 127, and Web Development 152, each with a grade of "C" or better, or equivalent. <i>Limitation on Enrollment:</i> This course is not open to students with previous credit for Computer Business Technology 169. This course is a hands-on study of website development using open source Content Management Systems (CMS). Emphasis is placed on creating, customizing, securing and maintaining the content, data and design of the Website using Content Management Systems. Open source CMS tools such as WordPress, Joomla, and Drupal are used. This course is intended for students studying web design and professionals updating their skills.</p> <p>FIELD TRIP REQUIREMENTS: May be required</p> <p>TRANSFER APPLICABILITY: Associate Degree Credit & transfer to CSU.</p>	<p>Offered At: Mesa</p> <p>Action(s) Proposed: Course Revision (May Include Activation) <i>Six Year Review</i> <i>Advisory (Change)</i> Approved</p> <p>Proposed for College(s): Mesa</p> <p>Originating Campus: MESA</p> <p>Effective: Fall 2020</p>
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*Requires Board of Trustees approval prior to implementation
 ~Course requires CCCC submission

Approved

Curriculum Instructional Council Actions Approved – April 11, 2019

PROGRAM CHANGES

(Note: To view from *Proposals* screen, click *Program Search* button, scroll down to program name, then option title, if appropriate, and click *PR* icon.)

*Fashion

Program Revision- *Approved*

Fashion- Mesa, PID 3817: Effective Fall 2020

Computer Fashion Technology: Design Associate of Science

Fashion

Program Revision- *Approved*

Fashion- Mesa, PID 3818: Effective Fall 2020

Computer Fashion Technology: Design Certificate of Achievement

Fashion

Program Revision- *Approved*

Fashion- Mesa, PID 3819: Effective Fall 2020

Computer Fashion Technology: Merchandising Certificate of Achievement

*Fashion

Program Revision- *Approved*

Fashion- Mesa, PID 3823: Effective Fall 2020

Computer Fashion Technology: Merchandising Associate of Science

*Interior Design

Program Revision- *Approved*

Interior Design- Mesa, PID 3824: Effective Fall 2020

Interior Design Associate of Science

*Interior Design

Program Revision- *Approved*

Interior Design- Mesa, PID 3825: Effective Fall 2020

Interior Design Certificate of Achievement

*Multimedia

Program Revision- *Approved*

Multimedia- Mesa, PID 3811: Effective Fall 2020

Video Game Design and Development Certificate of Achievement

*Multimedia

Program Revision- *Approved*

Multimedia- Mesa, PID 3812: Effective Fall 2020

Video Game Design and Development Associate of Science

*Multimedia

Program Revision- *Approved*

Multimedia- Mesa, PID 3837: Effective Fall 2020

Interactive Media Production Certificate of Achievement

*Multimedia

Program Revision- *Approved*

Multimedia- Mesa, PID 3826: Effective Fall 2020

3D Modeling and Animation Certificate of Achievement

*Requires Board of Trustees approval prior to implementation

~Course requires CCCC submission

Approved

**Curriculum Instructional Council
Actions Approved – April 11, 2019**

*Multimedia

Program Revision- *Approved*

Multimedia- Mesa, PID 3827: Effective Fall 2020

Visual Communication Associate of Science

*Multimedia

Program Deactivation- *Approved*

Multimedia- Mesa, PID 3828: Effective Fall 2020

Mobile Game Development Certificate of Achievement

*Art-Fine Art

Program Revision- *Approved*

Art-Fine Art- Mesa, PID 3821: Effective Fall 2020

Studio Arts Associate in Arts for Transfer

*Art-Fine Art

Program Revision- *Approved*

Art-Fine Art- Mesa, PID 3820: Effective Fall 2020

Digital Art Emphasis Associate of Arts

*Art-Fine Art

Program Revision- *Approved*

Art-Fine Art- Mesa, PID 3822: Effective Fall 2020

Museum Studies Associate of Arts

*Requires Board of Trustees approval prior to implementation

~Course requires CCCCO submission