This is an addendum for the consolidated Catalog for the following campuses of Argosy University:

The Art Institute of California – Hollywood, a campus of Argosy University
The Art Institute of California – Inland Empire, a campus of Argosy University
The Art Institute of California – Los Angeles, a campus of Argosy University
The Art Institute of California – Orange County, a campus of Argosy University
The Art Institute of California – Sacramento, a campus of Argosy University
The Art Institute of California – San Diego, a campus of Argosy University
The Art Institute of California – San Francisco, a campus of Argosy University
The Art Institute of California – Silicon Valley, a campus of Argosy University

ADDENDUM TO THE
2012-2013 CATALOG
Fall 2013

See AiPrograms.info for program duration, tuition, fees, other costs, median debt, federal salary data, alumni success, and other important info.
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This catalog addendum was prepared by The Art Institute of California, a college of Argosy University, with locations in Hollywood, Inland Empire, Los Angeles, Orange County, Sacramento, San Diego, San Francisco, and Silicon Valley, collectively hereinafter referred to as “The Art Institute.” Curricula, fees, expenses, and other matters described herein and any accompanying addenda are subject to change without notice at the discretion of The Art Institute.
CAMPUS ADMINISTRATION

The Art Institute of California – Hollywood

Justin Pond President
Gabriel Jones Dean of Academic Affairs
Melissa Huen Senior Director of Admissions
Michelle Estrellado Dean of Student Affairs
Bill Kilby Director of Career Services
Liesbeth Kok Director of Finance
Latricia Ward Human Resources Generalist II
Lee Hughes Director of Admissions
Adis Ceballos Director of Student Financial Services
Samuel Pena Residential Life Coordinator
Peter Bonavita Campus Technology Manager
Lorena Lopez Registrar
Ashley Fowler Disabilities Coordinator
Melissa Kaltenberg Associate Dean of Academic Affairs
Mauro Daniel Rossi Academic Department Director - Culinary
John Judy Academic Department Director - Design
Lex (Alexis) Sanderson Academic Department Director – Fashion
Carol Ashley Academic Department Director – Media Arts
Kyle Moss Program Coordinator - Interior Design
Chuck Gallyon Program Coordinator – Visual Arts
David Crawford Academic Advisor
Osvaldo Petricioli Supply Store Manager

The Art Institute of California – Inland Empire

Matt Madrid President
Sara Sandoval Dean of Academic Affairs
Open Senior Director of Admissions
John Andersen Dean of Student Affairs
Robin Rosenberg Director of Career Services
Trevor Garrett Director of Finance
April Bank Human Resources Generalist II
Vincent Japson Director of Admissions
Lulu Miao Director of Admissions
Bola Soyemi Director of Student Financial Services
Richard Arvizu Associate Dean of Student Affairs
Gilbert Hurtado Campus Technology Manager
Kimberly Smith-Grover Registrar
Denise Westcott Librarian
Anthony Pires Associate Dean of Academic Affairs
James Kellenberger Academic Department Director - Culinary
Michele Krivak Academic Department Director - Design
Bruce Ford Academic Department Director – Media Arts
William Ramsey Assistant Director - Culinary
Ian Vargo Program Coordinator – Visual Arts
Mark Nazazz Program Coordinator - General Education (Humanities, Social Science, Communication)
Pancoo Liu Program Coordinator - General Education (Math, Science)
Rachel Stark Academic Advisor
Damion Navarro Supply Store Manager
The Art Institute of California – Los Angeles

Claude Brown President
Jonathan DeAscentis Dean of Academic Affairs
Jesus Moreno Senior Director of Admissions
Aaron Pompey Dean of Student Affairs
Leticia Pinon Director of Career Services
Mohamed Ammar Director of Finance
Julie Takashima Human Resources Generalist II
Monica Alderete Director of Admissions
Cynthia Galarza Director of Student Financial Services
Lucy Rubio Director of Student Accounting
Susanna Davtyan Director of Residential Life & Housing
LaToya Williams Student Support & Disabilities Coordinator
Saro Ayvazians Residential Life Coordinator
Jana McCarthy-Roth Residential Life Coordinator
Charles Crabtree Campus Technology Manager
Frida Stein Librarian
Lindsey Morgan Olinger Associate Dean of Academic Affairs
Open Academic Department Director - Culinary
Gary LaVasser Academic Department Director - Design
Claudine Papillon Academic Department Director – Fashion
David Schreiber Academic Department Director – Media Arts
Kortney Edge Program Coordinator – Interior Design
Mark Lowentrout Program Coordinator – Media Arts
Peter Gend Program Coordinator – Media Arts
Penny Key Program Coordinator – General Education (Humanities, Social Science, Communication)
Eda Martin Program Coordinator - General Education (Math, Science)
John Clift Academic Advisor
Heather Basile Supply Store Manager

The Art Institute of California – Orange County

Emam El-Hout President
Alan Price, Ph.D. Dean of Academic Affairs
Harry Ramos Senior Director of Admissions
Steve Rickard Dean of Student Affairs
Tanya Essien Director of Career Services
Open Director of Finance
David Brodeur Human Resources Generalist
Julie Gonic Director of Admissions
Jessica Wiltgen Director of Admission
Silvia Dimas Director of Student Financial Services
Amy Elford Associate Dean of Student Affairs
Lance Lippold Student Accounting Supervisor
Beth Crowell Residential Life Coordinator
Dennis LuPresto Campus Technology Manager
Vita Gebauers Registrar
Emily Teeple Librarian
Linda Johnson Associate Dean of Academic Affairs
Gary Wilcox Academic Department Director - Culinary
Herb Proskie Academic Department Director - Design
Mary Ann Gale Academic Department Director - Fashion
Kim Harkins Academic Department Director – Media Arts
Andrew Johnson Assistant Director - Culinary
Denese Menard  Program Coordinator – Interior Design  
Glenn Bach  Program Coordinator – Media Arts  
Sarah Rosser  Program Coordinator – General Education (Humanities, Social Science, Communication)  
Adam Caudell  Program Coordinator – General Education (Math, Science)  
Vanessa Almanza  Academic Advisor  
Donald Hickey  Supply Store Manager  

The Art Institute of California – Sacramento  

Terry Marlink  President  
Lawrence Richman  Dean of Academic Affairs  
Courtney Amos  Senior Director of Admissions  
Steven Franklin  Director of Student Affairs  
Carmen Meeks  Director of Career Services  
Open  Director of Finance  
Deborah Hull  Human Resource Generalist  
Damian Patterson  Director of Admissions  
Kathleen Toburen  Director of Student Financial Services  
Shiv Kumar  Accounting Supervisor  
Angelica Laguna  Residential Life Coordinator  
Gerald Graber  Technical Support Supervisor  
Rachel Delmendo  Registrar  
Amanda Sambrano  Librarian  
Kathie Griley  Academic Department Director - Culinary  
William Mead  Academic Department Director - Design  
James (Jay) Truesdale  Academic Department Director – Media Arts  
Angelina Martin  Program Coordinator – Fashion  
Stephen Studyvin  Program Coordinator – Media Arts  
Doug Herndon  Program Coordinator – General Education (Humanities, Social Science, Communication)  
Thao Chau  Program Coordinator – General Education (Math/Science)  
Regina Braun  Academic Advisor  
Jeremy Calandri  Supply Store Manager  

The Art Institute of California – San Diego  

AJ Antun  President  
Rebecca Browning  Dean of Academic Affairs  
Hector Verdugo  Senior Director of Admissions  
Jennifer Donaldson  Dean of Student Affairs  
Jean Branan  Director of Career Services  
Beverley Miller  Director of Finance  
Marcy Madix  Human Resources Generalist II  
Joe Ramirez  Director of Admissions  
Denise Nguyen  Director of Admissions  
Laverne Arberry-Lamb  Director of Student Financial Services  
Geraldine Lee  Director of Accounting  
Nick Ames  Director of Housing  
Scott Boomer  Campus Technology Manager  
Jesse Rogers  Registrar  
Robert Craddick  Librarian  
Kim Y. Varey, Ph.D.  Associate Dean of Academic Affairs  
Mark Blaumboer  Academic Department Director - Culinary  
Corey J. Willis  Academic Department Director - Design  
Darlene C. Ritz  Academic Department Director - Fashion  

Fall 2013 Catalog Addendum
The Art Institute of California – San Francisco

Byron Chung President
Joseph LaVilla, Ph.D. Dean of Academic Affairs
Louie Garcia Senior Director of Admissions
Kurt Oaklee Dean of Student Affairs
Donna Dessart Director of Career Services
Henry Pegueros Director of Finance
Laura de la Roz Human Resources Generalist II
Jeanne Chang Director of Admissions
Sheri Stein Director of Admissions
Janett Cabanero Director of Student Financial Services
Raymond Gonzalez Director of Residential Life & Housing
Kimberly Murray Campus Technology Manager
Karen Siverson Registrar
Josie Andrews Librarian
Nathan Breitling, D.M.A. Associate Dean of Academic Affairs
Mark Davis Academic Department Director - Culinary
Jeff Nokkeo Academic Department Director - Design
Geetika Gupta Academic Department Director - Fashion
Todd Robinson Academic Department Director – Media Arts
Gary Whitlock Program Coordinator - Design
Daven Gee Program Coordinator – Media Arts
Jeremiah Jeffra Program Coordinator – General Education (Humanities, Social Science, Communication)
Jordan Yelinek Program Coordinator – General Education (Math, Science)
Open Academic Advisor
Courtney Cummins Supply Store Manager

The Art Institute of California – Silicon Valley

Aaron Pompey Interim President
JooYeon Christina Ri, Ed.D. Dean of Academic Affairs
Geoffrey Mahalak Senior Director of Admissions
Sari Smith Dean of Student Affairs
Darchele Smith Director of Career Services
Open Director of Finance
Cecily Chan Human Resources Generalist
Erin Musil Director of Student Financial Services
Jim Nagata Campus Technology Manager
Marcia Cohen-Zakai Registrar
Alicia Paullin Academic Department Director - Culinary
Luke Kwan Academic Department Director - Design
Monica Cappiello Academic Department Director – Media Arts
Cecilia Ng Program Coordinator - Fashion
Matt Bentley Academic Advisor
David Kerner Supply Store Manager
ACADEMIC AND FACULTY PROFILES

Academic Leadership

GABRIEL JONES
Dean of Academic Affairs – Hollywood
- Northwestern University, Master of Arts in English
- Northwestern University, Bachelor of Arts in English and Philosophy

MELISSA KALTENBERG
Associate Dean of Academic Affairs - Hollywood
- Northern Arizona University, Master of Education in Educational Technology
- Ottawa University, Bachelor of Arts in Mathematics

SARA SANDOVAL
Dean of Academic Affairs – Inland Empire
- Argosy University, Master of Arts in Educational Leadership
- Kubsthochschule Berlin, Weissensee - School of Art, Berlin, Germany, Bachelor of Arts in Architecture

ANTHONY PIRES
Associate Dean of Academic Affairs – Inland Empire
- Spring Arbor University, Master of Business Administration
- The Art Institute of Philadelphia, Bachelor of Science in Media Arts & Animation

JONATHAN DEASCENTIS
Dean of Academic Affairs – Los Angeles
- National University, Master of Fine Arts in Creative Writing
- Argosy University, Master of Arts in Education in Educational Leadership
- California State University, Fullerton, Bachelor of Arts in English

LINDSEY MORGAN OLIGER
Associate Dean of Academic Affairs – Los Angeles
- South University, Master of Business Administration in Finance
- University of Georgia, Bachelor of Science in Finance, Minor in German
- California Culinary Academy, Associate of Occupational Studies in Culinary Arts

ALAN PRICE, PH.D.
Dean of Academic Affairs – Orange County
- Claremont Graduate University, Doctorate of Philosophy in Information Systems & Technology
- Cornell University, Master of Engineering in Electrical Engineering
- California State Polytechnic University, Pomona, Bachelor of Science in Electrical Engineering

LINDA JOHNSON
Associate Dean of Academic Affairs – Orange County
- California State University, San Bernardino, Master of Arts in Education / Vocational Education
- Southern Illinois University, Bachelor of Science in Occupational Education

LAWRENCE RICHMAN
Dean of Academic Affairs – Sacramento
- American Intercontinental University, Master of Education
- Rider University, Bachelor of Science in Business Administration
- The Art Institute of California – Los Angeles, Associate of Science in Computer Animation
REBECCA BROWNING  
Dean of Academic Affairs – San Diego  
- Case Western Reserve University, Master of Arts in Art Education  
- The Cleveland Institute of Art, Bachelor of Fine Arts in Sculpture  

KIM Y. VAREY, PH.D.  
Associate Dean of Academic Affairs – San Diego  
- Ohio University, Doctorate of Philosophy in Interpersonal Communication  
- Illinois State University, Master of Science in Communication  
- San Diego State University, Bachelor of Arts in Speech Communication  

JOSEPH LAVILLA, PH.D.  
Dean of Academic Affairs – San Francisco  
- University of Rochester, Doctor of Philosophy in Organic Chemistry  
- University of Rochester, Master of Science in Chemistry  
- Cornell University, Bachelor of Arts in Chemistry  
- Culinary Institute of America, Associate of Occupational Studies in Culinary Arts  

NATHAN BREITLING, D.M.A.  
Associate Dean of Academic Affairs – San Francisco  
- Stanford University, Doctor of Musical Arts  
- Stanford University, Master of Arts in Music Arts  
- University of Southern California, Bachelor of Music  

JOO YEON CHRISTINA RI, ED.D.  
Dean of Academic Affairs – Silicon Valley  
- Fielding Graduate University, Doctor of Education in Educational Leadership (Concentration in Media Studies)  
- New York University, Master of Science in Digital Imaging and Design (Concentration in Digital Film)  
- New York University, Bachelor of Fine Arts in Film and Television  

CULINARY  

Academic Department Directors Profiles  
MAURO DANIEL ROSSI - Hollywood  
- California State University, Northridge, Master of Arts in Anthropology  
- California State University, Northridge, Bachelor of Arts in Anthropology  
- Los Angeles Valley College, Associate of Arts in Liberal Studies  
- Los Angeles Mission College, Associate of Arts in Interdisciplinary Studies  

JAMES KELLENBERGER – Inland Empire  
- University of Nevada – Las Vegas – Bachelor of Science in Hotel Administration  
- Johnson & Wales University – Associate of Occupational Studies in Culinary Arts  

WILLIAM RAMSEY – Assistant Academic Director – Inland Empire  
- The Culinary Institute of America, Associate of Occupational Studies in Culinary Arts  

GARY WILCOX – Orange County  
- Saint Mary’s College of California, Master of Business Administration in Business Administration  
- Springfield College, Bachelor of Science, Physical Education  

ANDREW JOHNSON – Assistant Academic Director – Orange County  
- Widener University, Bachelor of Science in Hospitality Management  
- Delaware Technical & Community College, Associate of Applied Science in Hotel/Restaurant/Institutional Management
KATHIE GRILEY - Sacramento
  ▪ Argosy University, Master of Arts in Education, Instructional Leadership
  ▪ California State University, Chico, Bachelor of Science in Business Administration

MARK BLAUBOER – San Diego
  ▪ Johnson & Wales University, Bachelor of Science in Business Education Food Service
  ▪ Johnson & Wales University, Associate of Science in Culinary Arts

JOHN MILLER – Assistant Academic Director – San Diego
  ▪ Washington and Lee University, Bachelor of Arts in East Asian Studies
  ▪ Culinary Institute of America, Associate of Arts in Culinary Arts

MARK DAVIS – San Francisco
  ▪ American Culinary Federation Certified Executive Chef Certification
  ▪ Colorado State University, Masters in Education
  ▪ Colorado Technical University, Bachelor of Science in Business Administration

ALICIA PAULLIN – Silicon Valley
  ▪ John Carroll University, Bachelor of Science in Biology
  ▪ California Culinary Academy, Associate of Occupational Studies in Culinary Arts

Culinary Faculty Profiles (Full-Time Faculty)

JIM ACCOMANDO
  ▪ Johnson & Wales University, Bachelor of Arts in Food Service Education
  ▪ Johnson & Wales University, Associate of Occupational Studies in Culinary Arts

MICHAEL BACKOURIS
  ▪ California Culinary Academy, Associate of Occupational Studies in Culinary Arts

IAN BEACH
  ▪ The Culinary Institute of America, Associate of Occupational Studies in Occupational Studies

MAURA BRONDI
  ▪ Argosy University, Masters of Education in Educational Leadership
  ▪ University of Denver, Bachelor of Science / Bachelor of Arts, Hotel & Restaurant Management
  ▪ Sullivan County Community College, Associate of Applied Science in Hotel Technology

LEWIS BROWN
  ▪ Johnson & Wales University, Master of Arts in Teaching in Food Service Education
  ▪ Johnson & Wales University, Bachelor of Science in Culinary Arts
  ▪ Johnson & Wales University, Associate of Science in Culinary Arts

BRIAN BURTON
  ▪ California School of Culinary Arts, Associate of Occupational Studies in Culinary Arts

ALLISON COOK
  ▪ City Guilds of London, Associate of Science in Culinary Arts

SHAWN ENTRIKIN
  ▪ National University, Master of Arts in HR Management
  ▪ Southern Illinois University, Bachelor of Science in Education Training and Development

ANNE ESPOSITO
  ▪ California School of Culinary Arts, Associate of Occupational Studies in Culinary Arts

ELISE FINEBERG
  ▪ Oklahoma State University, Bachelor of Science in Sociology

MORRIS FRIEDER
  ▪ California State University, Fresno, Bachelor of Arts in Theatre Arts
  ▪ Experience: National Restaurant Association—Educational Foundation, Certification
  ▪ ServSafe Certification
KELLY FUNES

- University of Hawaii at Manoa, Bachelor of Science in Food Science & Nutrition
- The Culinary Institute of America, Associate of Occupational Studies in Culinary Arts

CHRISTOPHER GIELEN

- California State University, Fullerton, Bachelor of Arts in Linguistics
- California School of Culinary Arts, Associate of Occupational Studies in Le Cordon Bleu Culinary Arts

JALLIL JAVIDAN

- University Of Phoenix, Master of Business Administration
- California State University, Sacramento, Bachelor of Science in Electronics Engineering

COLLEEN JOHNSON

- California State University, Long Beach Bachelor of Arts in English - Literature

RUDY KLOEBLE

- Culinary Institute, Germany, Masters Certificate in Culinary Arts

STEPHANIE LAMOUR

- CFA Alexis Tangaud, Certificat D'Aptitude Professionnel

KURT LECHNER

- Confectionary, Vienna Austria, Master of Science
- Journeyman Degree, Baking, Austria

LAIRD LIVINGSTON

- University Of Phoenix, Master of Arts in Organizational Management
- Johnston & Wales University, Bachelor of Science in Hospitality, Business Management
- Culinary Institute of America, Associate of Science in Culinary Arts

TINA LUU

- Argosy University, Master of Education in Educational Leadership
- University of California, Santa Cruz, Bachelor of Arts in Psychology
- California Culinary Academy, Associate of Occupational Studies in Culinary Arts

JAMES MCGRATH

- Central Connecticut State University, Bachelor of Arts in History and Sociology
- Napa Valley College, Certificate in Culinary Arts

BRANDY MCKAY

- Argosy University, Master of Arts in Educational Leadership
- California State University, Northridge Bachelor of Arts in Journalism
- Los Angeles Valley College, Associate of Arts in Interdisciplinary Studies

GREG McNALLY

- Court of Master Sommeliers, Sommelier
- California Culinary Academy, Professional Cooking Certification
- ServSafe Certification

ODY MILTON

- University of California, Berkeley, Bachelor of Arts in Zoology
- Food Service Management Professional, FMP
- National Restaurant Association—Educational Foundation, Certification
- ServSafe Certification

ERIN MONTGOMERY

- California School of Culinary Arts, Associate of Occupational Studies in Le Cordon Bleu Culinary Arts

CINDY MUSHET

- University of California – Los Angeles, Bachelor of Arts in Anthropology
- Tante Marie Cooking School – Certificate
- University of California – Davis, Certificate in Sustainable Agriculture

JOSEPH NERENBERG

- University of Minnesota, Master of Business Administration in Business Administration
- University of California, San Diego, Bachelor of Arts in Political Science

ANDREW PASTORE

- New York Restaurant, Diploma, Culinary Arts Baking & Pastry
ALEXANDRE REHBINDER  
- European Institute of Business, Master of Business Administration in France  
- European Institute of Business, Bachelor of Arts in Marketing  

DANIEL REYES  
- Sullivan University, Bachelor of Science in Hospitality Management  

KEVIN RHOSES  
- Argosy University, Master of Business Administration in Management  
- San Diego State University, Bachelor of Science in Business/Finance  

JOHN RICHARDSON  
- Le Cordon Bleu College of Culinary Arts, Associate of Occupational Studies in Hospitality & Restaurant Management  

RAINERIO SANTOS  
- University of the Philippines, Bachelor of Science in Business Economics  
- Peter Kump’s New York Cooking School, Diploma, Techniques of Professional Cooking, Pastry & Baking  

MELANIE SHALCHIAN  
- University of Phoenix, Bachelor of Arts in Business Management  
- The Art Institute of California – Los Angeles, Associate of Science in Culinary Arts  

BRIAN SHULSE  
- University of California - Santa Cruz, Bachelor of Arts in English  
- Culinary Institute of America, Associate of Occupational Studies in Culinary Arts  

DONNA SMITH  
- Le Cordon Bleu College of Culinary Arts, Associate of Occupational Studies in Culinary Arts  

GLEN SMITH  
- The Art Institute of California – Los Angeles, Associate of Science in Culinary Arts  

PAUL SPOONER  
- San Diego State University, Bachelor of Arts in Geography  
- ServSafe Certification  

ANTHONY THOMAS  
- The University of Tennessee at Martin, Bachelor of Science in Business Administration  

CAROL THOMAS  
- Capella University, Master of Arts in Nutrition Education  
- California State University, Fresno, Bachelor of Arts in Home Economics  
- Delta College, Associate in Arts  

GEORGE TUCKER  
- Executive Chef and Menu Developer. Chef Tucker’s experience includes Morongo Casino, Soboba Casino, Aramark, The Castaway Restaurant, and Branihan’s Restaurant. As an Executive Chef at T.B. Scott’s Seafood Landing, Chef Tucker supervised a kitchen staff of 50. At the Radisson Hotel and Convention Center, he was the Executive Chef for a full-service 231-room hotel, convention center and banquet facility. Chef Tucker is also an accomplished ice sculptor, and is the owner of his own company, Extraordinary Sculpturing.  

ROMMEL VALERIO  
- Pensacola Junior College, Associate of Arts in Advertising Design  
- Los Angeles Trade Tech College, Associate of Arts in Professional Baking  

BASTAIN VAN SOLINGEN  
- University of Phoenix, Bachelor of Science in Business Management  

DENNIS VASQUEZ  
- The Art Institute of Pittsburgh, Bachelor of Science in Culinary Management  

RYAN WAGNER  
- California School of Culinary Arts, Associate of Occupational Studies in Culinary Arts  

MICHAEL WOODS, PH.D.  
- Capella University, Doctorate of Philosophy in Organizational Development  
- Pepperdine University, Master of Business Administration in Business Management  
- Xavier University, Bachelor of Science in Business Administration  

TERESA ZAMORA  
- The Art Institute of California – Orange County, Associate of Science in Culinary Arts
MICHAEL ZONFRILLI
- University of Tampa, Bachelor of Arts in English/Philosophy
- Johnston & Wales University, Associate of Science in Culinary Arts

DESIGN AND FOUNDATION STUDIES

Academic Department Directors and Program Coordinators Profiles

JOHN JUDY - Hollywood
- Miami International University of Art and Design, Master of Fine Arts in Graphic Design
- California State University, Sacramento, Bachelor of Arts in Journalism/Graphic Design

KYLE MOSS – Program Coordinator – Interior Design
- University of California, Los Angeles, Master of Arts in Architecture
- Vassar College, Bachelor of Arts in English Literature

MICHELE KRIVAK – Inland Empire
- Academy of Art University, San Francisco, Master of Fine Arts in Advertising
- Cleveland Institute of Art, Bachelor of Fine Arts in Illustration

GARY LAVASSER– Los Angeles
- California State University, Long Beach, Master of Arts in Drawing and Painting
- California State University, Long Beach, Bachelor of Arts in Drawing and Painting

KORTNEY EDGE – Program Coordinator – Interior Design
- University of Florida, Master of Interior Design in Interior Design
- University of Florida, Bachelor of Arts in Sociology

HERB PROSKE – Orange County
- Argosy University, Master of Arts, Education in Educational Leadership
- Ontario College of Art & Design, Bachelor of Arts in Communications & Design

DENISE MENARD – Program Coordinator – Interior Design
- Argosy University, Master of Arts in Education in Educational Leadership
- Elon University, Artium Baccalaureatus in Human Services
- The Art Institute of Atlanta, Associate of Arts in Interior Design

WILLIAM MEAD – Sacramento
- Lesley College, Master of Education in Curriculum and Instruction: Creative Arts
- The New School, Bachelor of Fine Arts in Fine Arts
- Massachusetts College of Art, Teaching Credentials

COREY J. WILLIS – San Diego
- The Academy of the Art University, Master of Fine Arts in Art and Design
- The Bank Street College of Education, Master of Science in Leadership in the Arts
- Tufts University, Bachelor of Arts in Cognitive Psychology

TRICIA MURRAY – Program Coordinator – Interior Design
- National University, Master of Education in Cross–Cultural Teaching
- San Diego State University, Bachelor of Arts in Interior Design

JEFF NOKKEO – San Francisco
- Virginia Tech University, Bachelor of Architecture

GARY WHITLOCK – Program Coordinator – Design
- Loma Linda University, Master of Science in Counseling
- Walla Walla University, Bachelor of Arts in Religion and Psychology
LUKE KWAN – Silicon Valley
  ▪ California State University, San Jose, Bachelor of Science in Interior Design

Design and Foundation Studies Faculty Profiles (Full-Time Faculty)

GARY ACORD
  ▪ Argosy University, Master of Arts in Educational Leadership
  ▪ Art Center College of Design, Bachelor of Fine Arts in Advertising Design

HOLLY AGUNDES
  ▪ Arizona State University, Master of Science in Design
  ▪ University of the Pacific, Bachelor of Fine Art in Graphic Design

SARAH ANGNE
  ▪ Savannah College of Art & Design, Master of Arts in Interior Design
  ▪ University of Cincinnati, Bachelor of Science in Interior Design

AMY ASWELL
  ▪ University of Oregon, Master of Arts in Interior Architecture
  ▪ Humboldt State University, Bachelor of Arts in Liberal Studies

LINDSEY BAKER
  ▪ University of California — Los Angeles, Bachelor of Fine Arts in Fine Arts and Communication
  ▪ California State University, Long Beach, Associate of Arts in Fine Arts and Communication

JACK BEDUHN
  ▪ Wayne State University, Master of Arts in Industrial Design
  ▪ Michigan State University, Bachelor of Arts in Industrial Design

LOUIS BISPO
  ▪ Savannah College of Art & Design, Master of Arts in Illustration Design
  ▪ University of California, Santa Barbara, Bachelor of Music in Music

BARRY BLAIR
  ▪ Argosy University, Master of Business Administration in Business Administration/Marketing
  ▪ California State University, Long Beach, Bachelor of Arts in Art

SCOTT BOYER
  ▪ San Jose State University, Bachelor of Arts in Computers in Art, Design, Research and Education

JOEL BRUCE
  ▪ Argosy University, Master of Arts in Education in Educational Leadership
  ▪ California State University, Fullerton, Bachelor of Arts in Art
  ▪ Cerritos College, Associate of Arts in General Studies

ALAN BURNER
  ▪ University of California, Irvine, Master of Fine Arts in Fine Art
  ▪ University of California, Irvine Bachelor of Arts in Studio Art
  ▪ Citrus Community College, Associate of Arts in General Studies

RUSSEL BURT
  ▪ California Institute of the Arts, Master of Fine Arts in Composition/New Media
  ▪ Berklee College of Music, Bachelor of Music in Commercial Arranging/Music Synthesis

JEANETTE BUTLER
  ▪ Argosy University, Master of Arts, Education in Teaching and Learning
  ▪ University of San Francisco, Bachelor of Science in Information Systems Management
  ▪ Chabot College, Associate of Science in Computer Applications Software

LARRY CAVENEY
  ▪ Vermont College, Master of Fine Arts in Visual Art
  ▪ Montreat College, Bachelor of Arts in Business Administration

MARTIN (MARTY) CHAPPELL
  ▪ Argosy University, Master of Arts in Education
  ▪ Humboldt State University, Bachelor of Arts in Art
JON CHESTER
- San Francisco Art Institute, Master of Fine Arts in Painting
- California State University, Long Beach, Bachelor of Fine Arts in Drawing & Painting
- Ventura Community College, Associate of Arts in Art

GEOFFREY CULLEN
- University of Cincinnati, Master of Fine Arts in Painting
- Ohio University, Bachelor of Fine Arts in Painting

AMY CURRAN-NORTON
- Coleman College, Master of Science in Business & Technology Management
- University of California, Santa Barbara, Bachelor of Arts in Dramatic Art

ARDEN DE BRUN
- Cranbook Academy of Art, Master of Fine Arts in Graphic Design
- University of Illinois, Bachelor of Fine Arts in Graphic Design

ANN DUNHAM
- Art Center College of Design, Master of Fine Arts in Product Design
- University of Michigan, Bachelor of Fine Arts in Industrial Design

BARRY EBNER
- California College of the Arts, Master of Fine Arts in Printmaking
- University of Texas – Austin, Bachelor of Arts in Studio Art

MARK EMERSON
- University of California, Davis, Master of Fine Arts in Art
- California State University, Sacramento, Bachelor of Arts in Art
- Sacramento City College, Associate of Arts in Art

ROBERT ESPERTI
- University of Phoenix Online, Master of Arts in Education
- The Advertising Arts College, Bachelor of Arts in Advertising Arts

RICHARD EWING
- California State University, Long Beach, Master of Fine Arts in Art
- California State University, Long Beach, Bachelor of Fine Arts in Illustration

RUDY GARDEA
- Miami International University of Art & Design, Master of Fine Arts in Graphic Design
- California State University, Long Beach Bachelor of Fine Arts in Illustration

GINA GRECO, ED.D.
- Argosy University, Doctor of Education in Instructional Leadership
- Argosy University, Master of Education in Educational Leadership
- University of California, San Diego, Bachelor of Arts in Communication - Visual Arts

DANNY GROSS
- University of Massachusetts, Amherst, Master of Fine Arts in Theater
- Towson University, Bachelor of Science in Theatre

GERALD HAMPTON
- University of Hartford, Master of Fine Arts in Illustration
- Syracuse University, Master of Arts in Illustration
- California State University, Long Beach, Bachelor of Fine Arts in Illustration

MARTHA HANSEN
- University of Redlands, Master of Business Administration in Business Administration
- California State University, Fullerton, Bachelor of Arts in Art / Environmental Design

JOHN HOGAN
- Argosy University, Master of Arts in Educational Leadership
- San Francisco State University, Bachelor of Arts in Interdisciplinary Studies in Creative Arts

LAURA HOHLWEIN
- Transart Institute/Donau University, Master of Fine Arts in New Media
- Vermont College of Norwich University, Master of Fine Arts in Writing
- California State University, Sacramento, Bachelor of Arts in English
ROBERT STEVE HOLLER
- California College of the Arts, Master of Fine Arts in Graphic Design
- Kansas City Art Institute, Bachelor of Fine Arts in Graphic Design

FRANK HOULIHAN
- California State University Fullerton, Master of Fine Arts in Design
- State University of New York at Buffalo, Bachelor of Arts in Graphic Design

CYNTHIA IMHOFF
- University of California, Berkeley, Master of Fine Arts in Art
- San Francisco Art Institute, Bachelor of Fine Arts in Painting

SARA JAFFE
- University of California, Berkeley, Master of Architecture
- University of California, Berkeley, Bachelor of Arts in Politics & Environment

SHARON KAITNER
- San Francisco State University, Master of Arts in Education (Instructional Technology)
- San Francisco State University, Bachelor of Arts in Psychology

GOKCE KASIKCI-ATA
- San Diego State University, Master of Arts in Art
- Middle East Technical University, Bachelor of Arts in Foreign Language Education

JACK KEELY
- Cranbrook Academy of Art, Master of Fine Arts in Design
- Rhode Island School of Design, Bachelor of Fine Arts in Illustration

MAXINE (MAX) KELLY-MATSON, ED.D.
- Argosy University, Doctorate of Education in Instructional Leadership in Higher Education
- San Francisco University, Master of Fine Arts in Art
- School of the Art Institute of Chicago, Bachelor of Fine Arts

KOHL KING
- The University of Arizona, Master of Fine Arts in Art
- The University of Georgia, Bachelor of Fine Arts in Art

LORA KUENEMAN
- Argosy University, Master of Arts in Educational Leadership
- California State University, San Bernardino, Bachelor of Arts in Graphic Design

RONALD LANA
- Marywood University, Master of Fine Arts in Visual Arts
- Oklahoma University, Bachelor of Fine Arts in Art

MARK LEWISON
- University of Massachusetts, Master of Science in Art
- University of Massachusetts, Bachelor of Business Administration in General Business Finance

SHERIDAN LOWERY
- Southern California Institute of Architecture, Master of Architecture in Architecture
- North Carolina State University, Bachelor of Arts in Environmental Design; Visual Design

JOHN LUER
- Argosy University, Master of Arts in Educational Leadership
- The Art Institute of California - Orange County, Bachelor of Arts in Graphic Design
- Southwest Missouri State University, Bachelor of Science in Agricultural Business
- Southwest Missouri State University, Bachelor of Science in Plant & Soil Science

MICHAEL LYNCH
- Argosy University, Master of Education in Educational Leadership
- The Advertising Arts College, Bachelor of Arts in Advertising Arts

MEEGAN MAILE
- Southern Illinois University, Bachelor of Science in Interior Design

PETE MARKIEWICZ, PH.D.
- University of California, Los Angeles, Post-Doctoral fellow, Molecular and Cellular Biology
- The University of Chicago, Doctor of Philosophy in Biophysics & Theoretical Biology
- Loyola University, Bachelor of Arts in Biological Sciences
ADRIENNE MARTIN
  • California State Polytechnic University, Master of Arts in Education
  • California State Polytechnic University, Bachelor of Arts in Graphic Design

PATRICK MINASSIAN
  • California State University-Northridge, Bachelor of Arts in Art

JESSICA NEWMAN
  • Fashion Institute of Technology, Bachelor of Fine Arts in Interior Design

JILL NEWMAN
  • California Institute of the Arts, Master of Fine Arts in Art
  • University of Wisconsin-Madison, Bachelor of Science in Art Education

RON PETERS
  • California State University, Long Beach, Master of Arts in Vocational Education
  • Art Center College of Design, Bachelor of Science in Product Design

DORREEN PETERSEN DAVIS
  • Art Center College of Design, Bachelor of Fine Arts in Advertising Illustration
  • University of Wyoming, Bachelor of Arts in Art & Science

JANA RAWLING
  • University of Phoenix, Bachelor of Science in Business Management
  • Westwood College, Associate of Applied Science in Graphic Design & Multimedia

GORDON RICHINS
  • University of California, Irvine, Master of Fine Arts in Drama
  • Utah State University, Bachelor of Fine Arts in Theatre Arts
  • Salt Lake City Community College, Associate of Science in General Studies

JACKSON RIKER
  • California State University, Los Angeles, Master of Arts in Art
  • California State University, Los Angeles, Bachelor of Arts in Art

TREFONI (TONY) RIZZI
  • University of Hawaii, Manoa, Master of Fine Arts in Theatre and Dance
  • University of California, Los Angeles, Bachelor of Arts in Design

STEPHANIE SABO
  • California Institute of the Arts, Master of Fine Arts in Art & Writing
  • Ashland University, Bachelor of Arts in Fine Art

TAKVOR SALMASTYAN
  • Pepperdine University, Master of Business Administration
  • Yerevan State University, Master’s in Economic Geography
  • Yerevan State University, Bachelor’s in Economic Geography

DONNA SANDSMARK
  • University of Southern California, Master of Science in Computer Science and Information Systems
  • Penn State University, Bachelor of Science in Engineering/Business

MARWIN SCHILTZ
  • The Art Institute of California – Los Angeles, Bachelor of Science in Graphic Design

KRISTIAN SECOR
  • Quinnipiac University, Master of Science in E-Media
  • Syracuse University, Bachelor of Science in Newspaper

ANDRZEJ SIOBOWICZ
  • University of Southern California, Master of Architecture in Architecture
  • Crawkow Polytechnic, Bachelor of Science in Graphic Design

KWOKWAI SIU
  • California State University Fullerton, Master of Fine Arts in Art
  • California State University Fullerton, Bachelor of Fine Arts in Art

JENNIFER SNOEYINK
  • University of Michigan, Master of Fine Arts in Scenic Design
  • Calvin College, Bachelor of Arts in Liberal Arts/English
MACARENA TAPIA-ATHA
- Academy of Art University, Master of Fine Arts in Fine Art
- La Sierra University, Bachelor of Fine Arts in Studio Art / Graphic Design

DONNA TRACY
- Miami International University of Art & Design, Master of Fine Arts in Graphic Design
- University of North Texas, Bachelor of Fine Arts in Communication Design

MAROSI WHITE
- California State University, Chico, Master of Business Administration in Management Information Systems
- California State University, Chico, Bachelor of Business in Marketing
- Kaplan College, Associate of Science in Interior Design
- Yuba College, Associate of Science in Business

RICHARD YBARRA
- Argosy University, Master of Education in Educational Leadership
- San Diego State University, Bachelor of Arts in Art

FASHION

Academic Department Directors and Program Coordinators Profiles

LEX (ALEXIS) SANDERSON – Hollywood
- California State University – Los Angeles, Master of Business Administration in Management
- Florida State University, Master of Science in Apparel Design and Technology
- University of Florida, Bachelor of Science in Psychology
- Parsons The New School of Design – New York, Fashion Studies Certification

CLAUDINE PAPILLION – Los Angeles
- Woodbury University, Burbank, Master of Business Administration
- Woodbury University, Burbank, Bachelor of Arts in Fashion Marketing

MARY ANN GALE – Orange County
- American Intercontinental University, Master of Education in Instructional Technology
- American Intercontinental University, Bachelor of Business Administration in Business Administration
- Brooks College, Associate of Arts in Fashion Design
- Long Beach City College, Associate of Arts in General Studies

ANGLEINA MARTIN – Sacramento
- University of California, Davis, Master of Fine Art in Textile Art & Costume Design
- Tiffin University, Master of Humanities in Art & Visual Media
- University of California, Davis, Bachelor of Science in Design

DARLENE C. RITZ – San Diego
- Argosy University, Master of Business Administration in Business Administration
- Colorado State University- Fort Collins, Bachelor of Science in Apparel & Merchandising

GEETIKA GUPTA – San Francisco
- Argosy University, Master of Business Administration
- Nottingham Trent University, Bachelor of Arts (Equivalent) in Textiles/Fashion
- Fashion Institute of Design and Merchandising, Associate of Arts in Product Development

CECILIA NG – Silicon Valley
- California State University, Los Angeles, Master of Arts in Fashion & Textiles - Certified in Fashion Merchandising
- California State Polytechnic University, Pomona, Bachelor of Science in Apparel Merchandising & Management
Fashion Faculty Profiles (Full-Time Faculty)

HSING-HUEY (CINDY) CHOW
- Tamkang University, Bachelor of Business Administration
- The Art Institute of California – San Francisco, Diploma in Pattern Drafting

VICTORIA CORLESS
- Loyola Marymount University, Master of Business Administration in International Marketing
- California State Polytechnic University, Bachelor of Science in Apparel Merchandising and Management

SIAMAK DABIRI
- Minnesota State University, Master of Business Administration
- National University of Iran, Bachelor of Arts in Economics

CAESAR HURTADO
- Argosy University, Master of Arts in Education
- The Art Institute of California – Hollywood, Bachelor of Fine Arts in Fashion Design

MORRISON JACKSON
- University of Southern California, Master of Fine Arts in Drama
- Stephens College, Bachelor of Fine Arts in Theatre
- Stephens College, Bachelor of Arts in Fashion Design

DORANNE JUNG
- Boston University, Master of Science in Public Relations
- Mills College, Bachelor of Arts in Philosophy, Religion & Sociology

SOFI KHACHMANYAN
- California State University, Los Angeles, Master of Arts in Fashion & Textiles
- California State University, Los Angeles, Bachelor of Arts in Art
- Los Angeles Community College, Associate of Arts in Art
- Fashion Institute of Design & Merchandising, Associate of Arts in Fashion Design

DAWN KNAPP
- An apparel industry professional for 20+ years, Ms. Knapp’s experience has been in retail as well as design and manufacturing. In retail she managed 425 retail stores with over 1200+ employees. As a buyer, she became the VP merchandise manager of a 200 million dollar chain of junior retail stores. On the manufacturing side, she owned her own companies where she was the head designer, merchandiser, and managed all other facets of the company as CEO.

AMY KWESKIN
- Golden Gate University, Master of Arts in Administration
- Ithaca College, Bachelor of Arts in Cinema /Photography
- Ithaca College, Bachelor of Arts in English Literature

MUNG LAR LAM
- California College of the Arts, Master of Fine Arts in Textiles
- San Francisco State University, Bachelor of Arts in Art
- Fashion Institute of Technology, Associate of Applied Science in Fashion Design

JACQUEE LEAHY
- Argosy University, Master of Business Administration
- School of the Art Institute of Chicago, Bachelor of Fine Arts in Art History/Fashion Design

SONIN LEE
- University of Memphis, Master of Fine Arts in Art / Painting
- University of Memphis, Bachelor of Fine Arts in Art

TERRI NISTA
- California State University, Long Beach, Master of Fine Arts in Theatre Arts: Technical Theatre/Design
- Weber State University, Bachelor of Arts in Theatre Arts

ALINA PARSON
- Woodbury University, Master of Arts in Organizational Leadership
- Tashkent State Institute of Foreign Languages, Bachelor of Arts in English as a Second Language

ROBIN SCHNEIDER
- California Institute of the Arts, Master of Fine Arts in Technical Theatre
- State University of New York-Binghamton, Bachelor of Arts in Theatre
SHIDEH SHIRDEL
- National University of Iran, Master of Arts in Education
- California State University, Northridge, Master of Arts in Apparel Design and Merchandising
- National University of Iran, Bachelor of Arts in English Literature and Language

KATHIE L. TAYLOR
- San Diego State University, Bachelor of Arts in Telecommunications/Journalism
- Fashion Institute of Design and Technology, Diploma in Fashion

MEDIA ARTS

Academic Department Directors and Program Coordinators Profiles

CAROL ASHLEY – Hollywood
- California Institute of the Arts, Master of Fine Arts in Art/Film & Video
- California Institute of the Arts, Bachelor of Fine Arts in Film & Video

CHUCK GALLYON – Hollywood - Program Coordinator – Visual Arts
- University of Phoenix, Master of Business Administration
- Brooks Institute of Photography, Bachelor of Arts

BRUCE FORD – Inland Empire
- California Polytechnic University Pomona, Bachelor of Arts in Art

IAN VARGO – Program Coordinator – Visual Arts
- Savannah College of Art and Design, Master of Fine Arts in Sound Design
- Savannah College of Art and Design, Bachelor of Fine Arts in Sound Design

DAVID SCHREIBER – Los Angeles
- New York University, Master of Fine Arts in Motion Picture Production
- University of California, Los Angeles, Bachelor of Arts in Philosophy

MARK LOWENTROUT – Program Coordinator – Media Arts
- University of Utah, Master of Fine Arts in Film Studies
- University of California, Los Angeles, Master of Fine Arts Producer’s Program in Film & Television
- California State University, Long Beach, Bachelor of Arts in Music

PETER GEND – Program Coordinator – Media Arts
- The Art Institute of California, Los Angeles, Bachelor of Science in Computer Animation

KIM HARKINS – Orange County
- Georgia State University, Educational Specialist in Technical and Industrial Education/ Cognate Fine Art Photography
- Georgia State University, Master of Education in Technical and Industrial Education/Cognate Fine Art Photography
- Ursuline College, Bachelor of Arts in Art/Photography
- The Art Institute of Atlanta, Associate of Arts in Commercial Photography

GLENN BACH – Program Coordinator – Media Arts
- California State University, Long Beach, Master of Fine Arts in Art
- California State University, Long Beach, Master of Arts in Art
- California State University, Long Beach, Bachelor of Arts in Drawing & Painting
- Ventura County Community College, Associate of Arts in General Liberal Arts & Science

JAMES (JAY) TURESDALE – Sacramento
- Chapman University, Master of Fine Arts in Film and Television
- California State University, Sacramento, Bachelor of Arts in Communications
STEPHEN STUDYVIN – Program Coordinator – Media Arts
- Academy of Art, San Francisco, Master of Fine Art in Animation
- California State University, Sacramento, Bachelor of Art in Film Communications
- Sierra Community College, Associate of Art in Communications Studies

JASON KATSOFF – San Diego
- South University, Master of Business Administration in Entrepreneurship
- Syracuse University, Bachelor of Fine Arts in Computer Graphics

JOE GODFREY – Program Coordinator – Media
- Argosy University, Master of Education in Educational Leadership
- Argosy University, Bachelor of Science in Business Administration
- Pacific Western University, Bachelor of Science in Marketing

TODD ROBINSON – San Francisco
- Cogswell Polytechnic, Bachelor of Arts in Computer and Video Imaging

DAVEN GEE – Program Coordinator – Media
- San Francisco State University, Master of Fine Arts in Film Production
- California State University – Chico, Bachelor of Arts in Communications

MONICA CAPPIELLO – Silicon Valley
- Savannah College of Art & Design, Master of Fine Arts, Animation
- University of Virginia, Bachelor of Arts, Studio Arts, Minor, Astronomy

Media Arts Faculty Profiles (Full-Time Faculty)

KATALIN ANGELOUV-NIVELT
- University of Southern California, Master of Fine Arts in Film, Video & Computer Animation
- Evergreen State College, Bachelor of Art in Art

BONGSUNG BAC, PH.D.
- The Ohio State University, Doctor of Philosophy in Art Education
- School of Visual Arts, Master of Fine Art in Computer Art
- San Francisco State University, Bachelor of Art in Industrial Arts

JOE BARRERA
- North Texas State University, Master of Arts in Music Composition
- North Texas State University, Bachelor of Arts in Music Composition

JOHN BLALOCK
- Academy of Art University, Master of Arts in Animation
- California State University, Fresno, Bachelor of Arts in Art/Graphic Design

CHRISTIAN BRADLEY
- California State University, Fullerton, Bachelor of Arts in Art

BILLY BURGER
- Argosy University, Master of Arts in Education
- The Ohio State University, Bachelor of Science in Industrial Design

JIM BUSIKE
- California College of the Arts, Bachelor of Fine Arts in Illustration

ANDY CLAYTON
- The Art Institute of California – Los Angeles, Bachelor of Science in Game Art & Design
- 3D Studio Max Certified Instructor
- Discreet Certified Instructor

DAVID COLE
- California State Polytechnic University Pomona, Bachelor of Science in Engineering Technology

BARRY CONLEY
- CalArts, Bachelor of Arts in Music Composition
- Grinnell College, Bachelor of Arts in Music & Biology
- Institute of Audio Research, Certificate in Audio Technology
MICHAEL CONNORS  
- Columbia University, Master of Fine Arts in Directing  
- Harvard University, Bachelor of Arts in English

RANDI DERAKHSHANI  
- The Art Institute of California – Los Angeles, Bachelor of Science in Media Arts & Animation

MIGUEL DRAYTON  
- University of Southern California, Master of Fine Arts in Motion Picture Producing  
- Stanford University, Bachelor of Arts in Communications

R. ALAN EMRICH  
- Argosy University, Master of Arts in Education - Curriculum & Instruction  
- California State University, Long Beach, Bachelor of Arts in History

SCOTT ESSMAN  
- California State Polytechnic University Pomona, Master of Education in Education / Educational Multimedia  
- University of Southern California, Bachelor of Arts in Psychology

THOMAS FRITSCHI  
- University of Bristol, Master of Arts in Documentary Practice  
- California State University, Sacramento, Bachelor of Arts in Journalism

GENE FRYE  
- Masters Institute, Bachelor of Science in Multimedia Communication & Presentations  
- Westchester Community College, Associate of Science in Electrical Technology

TREY GALLAHER  
- Syracuse University, Master of Fine Arts in Illustration  
- California State University, San Jose, Bachelor of Science in Graphic Design

NOEL GOIN  
- University of Southern California, Master of Fine Arts in Film, Video & Computer Animation  
- California State University, Long Beach, Bachelor of Fine Arts in Illustration

OMAR GONZALEZ  
- University of California, San Diego, Bachelor of Arts, Summa Cum Laude in Visual Arts (Media)

TED GREENBERG  
- Philadelphia College of Performing Arts, Bachelor of Arts in Music

HARRY HAMERNIK  
- The Advertising Arts College, Bachelor of Arts in Graphic Design

STEVEN HAMPTON  
- Claremont Graduate University, Master of Fine Arts in Painting  
- Art Center College of Design, Bachelor of Fine Arts in Illustration

SETH HILL  
- California State University, Northridge, Master of Arts in Art  
- University of California, Berkeley, Bachelor of Arts in Art

MARJAN HORMOZI  
- Slade School, Master of Fine Arts in Drawing/Painting  
- University of North London, Bachelor of Fine Arts in Mixed Media—Drawing/Painting

CHARLES HU  
- Art Center College of Design, Bachelor of Fine Arts in Illustration

RICHARD JANSEN  
- National University, Master of Fine Arts in Digital Cinema  
- San Diego State University, Bachelor of Science in Radio & TV Broadcasting

CHRISTOPHER KELLY  
- School of Visual, Bachelor of Fine Arts in Media Art

WATTANA KHOOMMARATH  
- California Institute of the Arts, Bachelor of Art in Character Animation

KENNETH KINOSHITA  
- California State University Fullerton, Bachelor of Arts in Art  
- Mount San Antonio College, Associate of Arts in Liberal Arts
DOUGLAS KIRK
- Royal College of Art (UK), Master of Arts in Painting
- Duncan of Jordanstone College of Art and Design (UK), Drawing/Painting

GEORGE N. KONTOS
- California Institute of the Arts, Master of Fine Arts in Integrated Media/Art
- Aristotle University of Thessaloniki, Professional Degree in Architecture

JONATHAN LEMOND
- Columbia University, Master of Fine Arts in Film
- Columbia University, Bachelor of Arts in Political Theory

MISCHA LIVINGSTONE
- University of California, Los Angeles, Master of Fine Arts in Film and Television
- University of California, Los Angeles, Bachelor of Arts in Film and Television

DANIEL MAIER
- The Evergreen State College, Bachelor of Arts in Liberal Arts

DAVID MARTIN
- Art Center College of Design, Master of Fine Arts in Broadcast Cinema
- University of North Carolina School of the Arts School of Filmmaking, Bachelor of Fine Arts in Cinematography

KEVIN MARTIN
- Middle Tennessee State, Master of Arts in Music Composition Theory
- Mississippi University for Women, Bachelor of Arts in Commercial Music
- Montana State University, Bachelor of Arts in Music

KEVIN MCCARTY
- California Institute of the Arts, Master of Fine Arts in Photography
- University of Cincinnati, Bachelor of Fine Arts in Art

AGLAIA MORTCHEVA
- University of California, Los Angeles, Master of Fine Arts in Animation
- National Academy of Film and Television Master of Fine Arts in Film and TV Directing
- Secondary School of Fine Art, Sofia, Bulgaria, Bachelor of Fine Art in Fine Art
- FuDan University, China, Bachelor of Science in Computational Mathematics

AN NGUYEN
- National University, Master of Science in Software Engineering
- Ho Chi Minh Polytechnic University, Bachelor of Science in Electronic & Computer

LONG NGUYEN
- San Jose State University, Master of Fine Art in Art
- Christian Brothers College, Bachelor of Science in Electrical Engineering

MIKIYA OKADA
- Academy of Art, San Francisco, Master of Fine Art in Animation
- Savannah College of Art and Design, Bachelor of Fine Art in Sequential Art

CHRISTOPHER O’LEARY
- University of California, Los Angeles, Master of Fine Arts in Design & Media Arts
- University of Washington, Bachelor of Fine Arts in Photography
- University of Washington, Bachelor of Arts in Interdisciplinary Art

GERALD OLSEN
- San Francisco State University, Bachelor of Arts in Film
- Sarah Lawrence College, Bachelor of Arts in Liberal Arts

GENADI RADIUL
- Duquesne University, Master of Science in Multimedia Technology
- Lithuanian University, Lithuania, Master of Arts in Music
- Vilnius University, Lithuania, Bachelor of Arts in Music

REBECCA RAMON
- Chapman University, Master of Fine Arts in Film Production
- Western Michigan University, Bachelor of Arts in Broadcast & Cable Production

JIM REDDEN
- Antioch University, Bachelor of Arts in Liberal Studies
MIKE ROGERS
- Dean Junior College, ABS, Fine Arts

JESSIAH RUIZ
- California State University, San Bernardino, Bachelor of Science in Computer Systems/Information Management
- Virginia Tech, Bachelor of Arts in Communication

NATHAN SCHEME
- California State University, Sacramento, Master of Business Administration
- California State University, Sacramento, Bachelors of Arts in Radio Television Film
- American River College, Associates of Arts, General Education

AMY SHIDLER-HARRISON
- University of California – Berkeley, Master of Fine Arts in Arts
- McGille University – Bachelor of Science Equivalent in Biology

MICHAEL SWANIGAN
- An animation storyboard artist working on numerous series and movies such as: the WB series Legion of Superheroes, Bionicle: Mask of Light, Tutenstein, Loonatics, Proud Family, Stuart Little, Teenage Mutant Ninja Turtles, Ozzy & Drix, Voltron, Horrible Histories, Men in Black, Extreme Ghost Busters, The Mask series and the Simpsons. Mr. Swanigan has worked with DIC, Warner Brothers, Bluth, Sony, Saban aswell as a few studios in Canada.

BIJAN TEHRANI
- Tehran University-Tehran, Master of Fine Arts in Fine Arts

LYNN VAN DALL
- San Diego State University, Bachelor of Arts in Fine Art

HOANG VU
- California State University, Fullerton, Master of Fine Arts in Art (Drawing, Painting, and Printmaking)
- California State University, Fullerton, Bachelor of Fine Arts in Art (Drawing and Printmaking)

RICHARD WALSH
- San Francisco State University, Master of Fine Arts in Cinema

JEFFREY WEBER
- Academy of Art University, Master of Fine Arts in Photography
- Brooks Institute of Photography, Bachelor of Arts in Still Photography

GRADY WILLIAMS
- Art Center College of Design, Bachelor of Fine Arts in Illustration

MICHEL WILLIAMS
- The Art Institute of California - Los Angeles, Bachelor of Science in Media Arts & Animation

WILLIAM WOLTER
- Mills College, Master of Arts in Music
- The University of New Mexico, Bachelor of Arts in Music/Philosophy

WEI XU, PH.D.
- University of Texas at Austin, Doctor of Philosophy in Computer Graphics & Applied Mathematics
- Zhe Jiang University, China, Master of Science in CAGD & Computer Graphics
- FuDan University, China, Bachelor of Science in Computational Mathematics

MARK YEAGER
- California State University, Sacramento, Master of Arts in Animation
- California State University, Sacramento, Bachelor of Arts in Graphic Design

GENERAL EDUCATION

Program Coordinators Profiles

Inland Empire
MARK NAZZAL – Program Coordinator – General Education (Humanities, Social Science, Communication)
- California State University, San Bernardino, Master of Arts in English Composition
- California State University, San Bernardino, Bachelor of Arts in English
PANCOO LIU – Program Coordinator – General Education (Math, Science)
- California State University, Fullerton, Master of Arts in Mathematics
- Devry, Pomona, Bachelor of Science in Electronics Engineering Technology

Los Angeles
PENNY KEY - Program Coordinator – General Education (Humanities, Social Science, Communication)
- Pacifica Graduate Institute, Master of Arts in Psychology
- Florida State University, Bachelor of Fine Arts in Theater
EDA MARTIN – Program Coordinator – General Education (Math, Science)
- Boston University, Master of Science, Nutrition
- Park University, Bachelor of Science, Nutrition
- ServSafe Certification

Orange County
SARAH ROSSER – Program Coordinator – General Education (Humanities, Social Science, Communication)
- California State University Dominguez Hills, Master of Arts in English with an emphasis in Rhetoric and Composition
- California State University Dominguez Hills, Bachelor of Arts in English with a minor in Communications
ADAM CAUDELL – Program Coordinator – General Education (Math, Science)
- Western Governors University, Master of Arts in Mathematics Education
- California State University, Fresno, Bachelor of Arts in Mathematics

Sacramento
DOUG HERNDON – Program Coordinator – General Education (Humanities, Social Science, Communication)
- California State University, Sacramento, Master of Arts in English
- California State University, Sacramento, Bachelor of Arts in Journalism
THAO CHAU – Program Coordinator – General Education (Math, Science)
- University of Tennessee, Knoxville, Master of Science in Mathematics with Applied Concentration
- California State University, Sacramento, Bachelor of Arts in Mathematics with a minor in Economics
- Sacramento City College, Sacramento, Associate of Science in Mathematics

San Diego
MATT HUBBS, ED.D – Program Coordinator – General Education (Humanities, Social Science, Communication)
- Argosy University, Doctorate in Education in Counseling Psychology
- University of Phoenix, Masters of Arts in Counseling
- Iowa State University, Bachelors of Arts in Psychology
PHILOMENA SEFRANEK – Program Coordinator – General Education (Math, Science)
- San Diego State University, Master of Science in Applied Mathematics
- University of California — San Diego, Bachelor of Science in Applied Mathematics
- Penn State University, Bachelor of Arts in French

San Francisco
JEREMIAH JEFFRA – Program Coordinator – General Education (Humanities, Social Science, Communication)
- San Francisco State University, Master of Arts in English
- California State University, Los Angeles, Master of Arts in Theater Arts
- California Institute of the Arts, Master of Fine Arts, Critical Studies Program in Writing
- Oglethorpe University, Bachelors of Art in English/Writing
JORDAN YELINEK, PH.D. – Program Coordinator – General Education (Math, Science)
- Yale University, Doctor of Philosophy in Cell Biology
- Yale University, Master of Philosophy in Cell Biology
- Washington College, Bachelors of Science in Biology, Chemistry and Drama
General Education Faculty Profiles (Full-Time Faculty)

JAWAD ALI
- California Institute of the Arts, Master of Fine Arts in Writing/Critical Studies
- University of California, Irvine, Bachelor of Science in Physics

AMIR AHSAN
- University of California, Los Angeles, Doctorial candidate in Physics
- University of California, Los Angeles, Master of Science in Physics
- University of California, Los Angeles, Bachelor of Arts in Physics

JULIE ARMENDARIZ
- National University, Master of Education in Cross-Cultural Teaching
- California State University, Northridge, Bachelor of Science in Kinesiology

ORNELLA BONAMASSA, PH.D.
- University of California – Santa Cruz, Doctor of Philosophy in Earth Science (Master’s Degree not required)
- Universita di Roma, Bachelor degree equivalent in Physics

ANDREW BROSNAH
- Virginia Commonwealth University, Master of Arts in English
- University of California, Davis, Bachelor of Arts in Comparative Literature

STEPHEN CHENEY-RICE
- University of Southern California, Master of Science in Education
- University of Southern California, Bachelor of Arts in English

RICHARD CONANT
- University of Pennsylvania, Master of Business Administration in Marketing
- Middlebury College, Bachelor of Arts in Economics

RUPERT FRANCIS
- Argosy University, Master of Arts in Education Leadership
- Argosy University, Bachelor of Arts in Psychology
- Everest College, Associate of Science in Criminal Justice

KEITH FURROWS
- California State University, Long Beach, Master of Arts in History
- University of California, Irvine, Bachelor of Arts in English

MORGAN GILES
- National University, Master of Arts in English
- California State University, Sacramento, Bachelor of Arts in English

SHELLY HOLLENBECK
- California State University, Chico, Master of Arts in Mathematics Education
- California State University, Chico, Bachelor of Arts in Liberal and Interdisciplinary Studies

CAMMIE HSU, ED.D.
- Argosy University, Doctor of Education in Educational Leadership
- Prairie View A&M University, Master of Business Administration in Business Administration
- California University Of Pennsylvania, Bachelor of Science in Business Administration

DALE JONES, ED.D.
- Argosy University, Doctor of Education in Educational Leadership
- California State Polytechnic University, Master of Arts in Agriculture
- California State Polytechnic University, Bachelor of Science in Agronomy

DEANN JORDAN
- California State University, Northridge, Bachelor of Arts in English/Creative Writing
- San Francisco State University, Bachelor of Arts in English (Creative Writing)

MONICA KHALAJ
- Argosy University, Doctorate of Education in Higher Education Administration
- Universite de Bretagne Occidentale, France, Master of Arts in English
- Lycée Brizeux, France, Bachelor of Arts in English

JULIO KIDDER
- University of Florida, Master of Arts in English
- Purdue University, Bachelor of Arts in English/ Spanish
GINA KIM
- University of California, Riverside, Master of Arts in Sociology
- University of California, Riverside, Bachelor of Arts in Political Science

RAINADA MANUEL-PARIS, PH.D.
- Pacifica Graduate Institute, Doctor of Philosophy in Mythology & Archetypal Psychology
- Columbia University, Master of Fine Arts in Writing & Directing
- Columbia University, Bachelor of Arts in Film Studies

WILLIAM MCINTYRE, ED.D.
- University of Southern California, Doctor of Education in Education
- San Francisco State University, Master of Arts in English
- University of California, Berkeley, Bachelor of Arts in English

BEN MILES, ED.D.
- Argosy University, Doctor of Education in Curriculum & Instruction
- University of LaVerne, Master of Science in School Counseling
- California State University, Long Beach, Bachelor of Arts in Speech Communication

DEBRA MILLER
- Kansas State University, Master of Arts in Speech
- Kansas State University, Bachelor of Science in Theatre

ROBERTA MORRIS, PH.D.
- York University, Canada, Doctor of Philosophy in Philosophy
- York University, Canada, Master of Arts in Philosophy
- University of Toronto, Canada, Masters of Divinity in Theology
- University of Toronto, Canada, Bachelor of Arts in Interdisciplinary Studies

TODD PHEIFER, ED.D.
- Argosy University, Doctor of Education in Educational Leadership
- Azusa Pacific University, Master of Education in College Student Affairs
- Calvin College, Bachelor of Arts in Business

LEDA RAMOS
- Rutgers University, Master of Fine Arts in Sculpture
- University of California, Santa Barbara, Bachelor of Arts in Sociology

BETH RHODES
- University of Southern California, Master of Fine Arts in Cinema-Television
- University of Arkansas, Bachelor of Arts in Journalism

CHRIS SALANDER
- San Jose State University, Master of Science in Environmental Science
- San Jose State University, Master of Arts in Literature
- University of California, Davis, Bachelor of Science in Electrical Engineering

EDWARD SAVITZ
- Drexel University, Master of Science in Technical & Science Communication
- Temple University, Bachelor of Science in Health Records Administration
- Temple University, Bachelor of Fine Arts in Fine Art

DANIEL A. SCHARFMAN
- Pasadena College of Chiropractic, DC
- Argosy University, Master of Arts in Education
- SUNY Albany, Bachelor of Arts in Psychology

DONALD STELL
- University of Southern California, Master of Science in Systems Management
- U.S. Naval Academy, Bachelor of Science in Analytical Management

ROGER SU
- University of Southern California, Master of Science in Computer Engineering
- University of California, Los Angeles, Bachelor of Science in Computer Science & Engineering

AYESHA SUNEJA
- Perelandra College, Master of Arts in Counseling
- York University, Bachelor of Arts in English
ALICE TEMPLETON, PH.D.
- University of Tennessee, Doctor of Philosophy in English
- University of California, Davis, Bachelor of Arts in Comparative Literature
- Lambuth College, Bachelor of Arts in English

SCOTT UNDERWOOD
- Chapman University, Master of Fine Arts in Creative Writing
- Chapman University, Master of Arts in English
- California State University, Long Beach, Bachelor of Arts in Creative Writing

JENNIFER WADSWORTH
- Pepperdine University, Master of Arts in Education
- Dartmouth College, Bachelor of Arts in English

ROCHELLE WATERS
- Argosy University, Doctorate of Education in Educational Leadership
- National University, Master of Arts in Human Behavior
- University of Laverne, Bachelor of Science in Psychology

HEIDI ZAMENI
- California State University, Fullerton, Master of Arts in English
- California State University, Fullerton, Bachelor of Arts in English
## Programs by Campus

**As of September 30, 2013**

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<tr>
<th>CAMPUS</th>
<th>HOLLYWOOD</th>
<th>INLAND EMPIRE</th>
<th>LOS ANGELES</th>
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**Bachelor of Fine Arts Program – 180 Credits**

| Fashion Design | •         | •             | •           | •             | •          | •         | •             | •              |

**Master of Fine Arts Program – 90 Credits**

| Computer Animation |           |               |             |               |            |           |               | •              |

Prospective students should contact the Admissions office directly for current information regarding program start dates.
Program Changes

Designing for Tablets: Digital Publishing

Bachelor of Science

All Campuses

Program Description:
The Bachelor’s Degree program in Designing for Tablets: Digital Publishing is an eleven-quarter, 180 credit program. The digital publishing degree program teaches students how to create aesthetic, functional, and creative digital communication media that engages targeted end-users in specific markets across a variety of hardware and software platforms. The program encourages students to explore the innovative use of emerging technologies in these areas through an emphasis on practical application. Students in the program use standard software for delivery across multiple devices. Upon completion of the program, graduates will be able to pursue career paths in user experience and user interface design, interactive design, and digital design.

The Designing for Tablets: Digital Publishing program at The Art Institute is a program that will produce the creative professionals of tomorrow. Through a strong foundational emphasis in the fundamentals of design, the creation and manipulation of digital imagery, and the scripting and layout of unique content in a variety of mediums, students seek the essential components needed by contemporary design professionals.

Building upon that foundation, students will learn how to design and implement interactive content for use in a wide-range of environments, including digital publications, mobile application design, content design for tablets and other devices, digital media for business and entertainment purposes, interactive advertising design, and others. In addition, students will learn to apply creative solutions to unique consumer needs; build and address a project’s analytical needs; and focus content to specific brand and image strategies.

Program Objectives:
- Technical - Graduates will demonstrate, through a digital publication, a sound knowledge of interactive scripting, analytics, content management, and media content creation utilizing industry software
- Design - Graduates will demonstrate versatile aesthetic solutions of layout and design. This includes proper understanding and usage of composition, space, line, color, shape, texture, form and value. Typography and photographic hierarchy structures will also be considered
- Conceptual - Graduates will demonstrate proficiency in the conceptual thinking process through work that reflects current industry trends as well as emerging technologies
- Visual & Interactive Communication - Graduates will express a clear message to specific demographics using various interactive media
- Professional Presentation - Graduates will generate professional presentations by communicating their mastery knowledge of interactive design, problem solving, ethics, usability, analytics, and industry standards

Graduation Requirements:
To receive a Bachelor of Science degree in Designing for Tablets: Digital Publishing, students must: receive a passing grade or credit for all required coursework; earn a minimum of 180 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.
## COURSES LIST

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Major Elective 3 3
HU110 College English ♦ 4
HU111 Effective Speaking ♦ 4
HU130 Visual Language & Culture ♦ 4
HU430 General Education Capstone ♦ 4
Humansites Art Requirement - Upper Division ♦ 4
Humansites Requirement - Upper Division ♦ 4
Humansites Writing Requirement - Upper Division ♦ 4
General Education Requirement ♦ 4
General Education Requirement - Upper Division ♦ 4
General Education Requirement - Upper Division ♦ 4
Mathematics Requirement ♦ 4
Mathematics & Sciences Requirement - Upper Division ♦ 4
Social & Behavioral Sciences Requirement ♦ 4
Social & Behavioral Sciences Requirement ♦ 4
Social & Behavioral Sciences Requirement - Upper Division ♦ 4

TOTAL QUARTER CREDITS 180

Elective Theme – Development Track
GWDA353 Server-Side Scripting
GWDA363 Client-Side Scripting
GWDA373 Advanced Server-Side Scripting OR
DGPA406 Internship

Elective Theme – Animation Track
DGPA323 Advanced Interactive Motion Graphics
MA2204 3D Animation
DGPA413 Mobile Media Animation OR
DGPA406 Internship

Elective Theme – Sequential Art Track
DGPA305 Visual Storytelling
DGPA415 Intermediate Visual Storytelling
DGPA425 Advanced Visual Storytelling OR
DGPA406 Internship

Elective Theme – Journalism Track
DGPA314 Interactive Journalism
PHOA105 Photojournalism
DGPA404 Introduction to Copyediting OR
DGPA406 Internship

See Course Descriptions starting on page 46.
Digital Image Management

Effective Date: September 30, 2013

Diploma

All Campuses

Program Description:
The mission of the diploma program in Digital Image Management is to prepare students to obtain positions in their chosen field and function as assistants for a professional photographer. Students are primarily focused on the creation of digital photographs and videos, the development of websites, publishing electronic images for print and the web and basic business principles.

Students will gain knowledge in the key functions of digital photography and video; this involves the basics of how to produce digital photographs and videos that effectively communicate their ideas, the techniques of digital editing, asset management, and publishing and printing of digital files. Students will be taught business principles including how to keep financial records, market their work, and the basic knowledge of licensing, copyright laws, contracts, and negotiation. Student will develop an online portfolio that demonstrates their skills learned to effectively transition them into the workplace.

Program Objectives:
 Demonstrate knowledge and control of the photographic process, including image manipulation, photo retouching, color management, printing, network use and digital asset management
 Demonstrate knowledge of the workings of a large, multi-functional commercial photographic studio, its business and operations, including key concepts of business plans, competitive business strategies, human resources, database management, and financial principles
 Create advanced market research including branding, competitive analysis, and direct marketing

Graduation Requirements:
To receive a Diploma in Digital Image Management, students must: receive a passing grade or credit for all required coursework; earn a minimum of 48 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

COURSES LIST

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**TOTAL QUARTER CREDITS** 48 Credits

See Course Descriptions starting on page 46.
Fashion Design
Associate of Science

Available at these campuses: H, and SF

Program Description:
The Fashion Design program explores industry practices from concept to consumer. Coursework incorporates technical sketching and fashion illustration, flat patternmaking and draping, computer-aided design, garment construction and fit, industry software knowledge, and conceptual and critical thinking.

The Fashion Design associate’s program prepares students to seek entry-level positions within the fashion design industry by attaining a fundamental grounding in fashion design, technical illustration, and forecasting. The program includes an introduction to the theory and practice of creative design, draping, pattern drafting, construction and sewing. These skills are enhanced through industry-standard computerized hardware and software systems. Upon completion of the program, graduates will be prepared to seek a wide and increasing variety of positions in the fashion design field.

Program Objectives:
- Basic Skills - Graduates will demonstrate knowledge of apparel production processes from concept development through finished product
- Process Skills - Graduates will demonstrate advanced skills in construction, draping, fitting, and patternmaking as well as in specialty textile design, and product and concept development
- Technology and Production - Graduates will demonstrate the ability to use industry software to create, grade, and mark patterns; use software to develop specification sheets; and develop advanced knowledge of technical sketching and computer design
- Communication - Graduates can explain connections between world events and design, color, and forecasting trends in the apparel industry, and apply current events to business trends
- Professional Practice - Graduates will demonstrate ability to apply professional standards and business concepts related to apparel design, including the ability to work collaboratively and to present and articulate concepts

Graduation Requirements:
To receive an Associate of Science degree in Fashion Design, students must: receive a passing grade or credit for all required coursework; earn a minimum of 90 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

COURSES LIST

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**TOTAL QUARTER CREDITS** 90

See Course Descriptions starting on page 46.
Fashion Design
Bachelor of Fine Arts

Available at these campuses: H, IE, LA, OC, SD, SF, and SV

Program Description:
The Fashion Design program explores industry practices from concept to consumer. Coursework incorporates technical sketching and fashion illustration, flat patternmaking and draping, computer-aided design, garment construction and fit, industry software knowledge, and conceptual and critical thinking. The curriculum offers exposure to global fashion business practices, product development, entrepreneurship and professional presentations.

The Fashion Design bachelor’s program prepares students to seek entry-level positions within the fashion design industry by attaining a fundamental grounding in fashion design, technical illustration, design research and forecasting. The program includes an introduction to the theory and practice of creative design, draping, pattern drafting, construction and sewing. These skills are enhanced through industry-standard computerized hardware and software systems. Advanced courses provide students with the opportunity to focus on specific design areas. Upon completion of the program, graduates will be prepared to accept a wide and increasing variety of positions in the fashion design field.

Program Objectives:
 Basic Skills - Graduates will demonstrate knowledge of apparel production processes from concept development through finished product
 Process Skills - Graduates will demonstrate advanced skills in construction, draping, fitting, and patternmaking as well as in specialty textile design, and product and concept development
 Technology and Production - Graduates will demonstrate the ability to use industry software to create, grade, and mark patterns; use software to develop specification sheets; and develop advanced knowledge of technical sketching and computer design
 Communication - Graduates can explain connections between world events and design, color, and forecasting trends in the apparel industry, and apply current events to business trends
 Professional Practice - Graduates will demonstrate ability to apply professional standards and business concepts related to apparel design, including the ability to work collaboratively and to present and articulate concepts

Graduation Requirements:
To receive a Bachelor of Fine Arts degree in Fashion Design, students must: receive a passing grade or credit for all required coursework; earn a minimum of 180 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

COURSES LIST

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**Total Quarter Credits** 180

See Course Descriptions starting on page 46
Fashion Marketing  
Associate of Science  
Available at these campuses: H, IE, OC and SF  

Effective Date: September 30, 2013  

Program Description:  
The Fashion Marketing associate’s degree program introduces students to the use of textiles, color, and design to create visual merchandising campaigns. Students have the opportunity to explore how to develop, analyze, and implement effective sales strategies in business courses. Courses cover the use of computers for cost analysis, inventory control, and other store operations, and the basics of merchandise economics, leadership skills, manufacturing, and store planning. Many students combine the classroom experience with hands-on application through part-time jobs and internships. In addition, students have the opportunity to examine marketing promotion, buying techniques, and retail management.

Program Objectives:  
- Demonstrate knowledge and proficiency in current industry technology.
- Apply the many facets of marketing and be able to plan and implement strategies to accommodate change in the industry.
- Demonstrate knowledge of visual merchandising as a communication tool to market merchandise to the consumer.
- Apply industry standards and business concepts related to retail and fashion industries.
- Seek entry-level positions in retail or wholesale sales and management, as consultants and stylists for clothing wholesalers and as manufacturers.

Graduation Requirements:  
To receive an Associate of Science degree in Fashion Marketing, students must: receive a passing grade or credit for all required coursework; earn a minimum of 90 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

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**TOTAL QUARTER CREDITS** 90

See Course Descriptions starting on page 46.
Fashion Marketing & Management  
Bachelor of Science  
Effective Date: April 1, 2013

Available at these campuses: H, LA, OC, SD, SF and SV

Program Description:  
The Bachelor's degree in Fashion Marketing & Management program is a twelve-quarter program that will offer experience across disciplines in business, fashion, and design, covering both soft and hard lines. This cross-functional focus will allow students to expand beyond traditional fashion design positions and choose among options in manufacturing, design and retailing. The content of the curriculum includes fashion industry trends and manufacturing, general business, management, operations and compliance, retailing, marketing, advertising, and design. Students will have the opportunity to learn how to effectively bridge the gap between designers and the retail market. They will be required to both identify and anticipate fashion trends, as well as to develop the decision-making skills needed to insure that the preferred consumer goods are in stock at the appropriate time.

The mission of the Bachelor’s degree in Fashion Marketing & Management is to prepare students to begin entry level careers in store and mall management, event promotion, sales, product and sales development, and small business ownership.

Program Objectives:  
- Graduates will demonstrate proficiency with common business computer programs including inventory management, presentation, spreadsheet, and Web software.
- Graduates will accurately use industry terminology to analyze and meet client needs. This process will include trend forecasting, textile evaluation, buying plans, and usage for specific markets.
- Graduates will demonstrate the ability to plan and analyze key marketing and management processes including event planning, product development, target market identification, market research strategies, branding, electronic marketing, and supply chain distribution.
- Graduates will demonstrate the knowledge of Visual Merchandising as a communication tool to market the merchandise to the consumer.
- Graduates will demonstrate professional presentation skills to include appropriate interpersonal communication skills; articulation of knowledge of fashion marketing and management; and mastery of industry standards, professional practices and ethics.
- Global Marketing - Graduates will demonstrate an understanding of the complexities of the global marketplace in terms of trade restrictions and international business.

Graduation Requirements:  
To receive a Bachelor of Science degree in Fashion Marketing & Management, students must: receive a passing grade or credit for all required coursework; earn a minimum of 180 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

COURSES LIST

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See Course Descriptions starting on page 46.
Fashion Retailing Diploma

Available at all campuses.

Program Description:
The Fashion Retailing Diploma program teaches students how to use their combined creative and business skills to display, market, and sell fashion merchandise. The well-trained student will be able to effectively understand and meet the customer’s needs, and ultimately encourage sales. This is accomplished by having a keen awareness to the changing needs of the consumer, learning how to identify and predict new style trends, and by being able to conceptualize and promote fashion displays and sales campaigns. Individuals in fashion retailing will learn how to evaluate apparel construction, identify appropriate characteristics and uses of different textiles. They will also gain knowledge of consumer behavior, retail operations, visual merchandising, the larger marketplace, and business skills.

The mission of the diploma program in Fashion Retailing is to prepare students to obtain entry level positions in the field of fashion retailing. The program is intended for students who have a background in fashion and are interested in developing retail management and business skills, or who are preparing for a career in fashion retailing in boutiques, specialty stores, national department stores, and discount chains. Students primarily focus on retail sales, management, operations, fashion trends, and promotion.

Program Objectives:
- Technology - Graduates demonstrate proficiency in current industry technology and software related to business and marketing.
- Marketing - Graduates demonstrate knowledge of the four elements of marketing: product, place, promotion and price.
- Visual Merchandising - Graduates demonstrate the knowledge of visual merchandising as a communication tool.
- Professionalism - Graduates apply and articulate professional standards and business concepts related to retail and fashion industries.
- Branding - Graduates demonstrate awareness of product attributes, benefits, and consumer beliefs and values.

Graduation Requirements:
To receive a Diploma in Fashion Retailing, students must: receive a passing grade or credit for all required coursework; earn a minimum of 48 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

COURSES LIST

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FMMA103  Survey of Manufacturing & Product Development  3
FMMA104  Sales Promotion  3
FMMA201  Merchandising Math  3
FMMA202  3D Visual Merchandising I  3
FMMA211  Retail Buying  3
FMMA212  3D Visual Merchandising II  3
FMMA218  Human Resource Management  3
FMMA301  Elements of Retail Logistics & Distribution  3

TOTAL QUARTER CREDITS  48

See Course Descriptions starting on page 46.
Game Art & Design
Bachelor of Science

Available at all campuses.

Program Description:
The bachelor’s degree program in Game Art & Design prepares graduates for careers in the game and other industries as 2D and 3D artists, texture mappers, and project managers; with experience and advancement some students may become game and level designers. Students will work as members of development teams to produce digital games, interactive entertainment, and educational and training software products.

The process of designing and producing digital games and other types of interactive multimedia involves a variety of people utilizing specialized skills. Some of these skills are conceptual: designing game concepts and interactions or creating stories. Some of these skills are artistic: drawing and sketching, creating 3D models, 3D animation, and texture mapping for 3D, using industry standard software; photo manipulation and original creation of 2D art for backgrounds, and characters, and props using imaging software. Some of these skills are managerial: determining budgets and schedules for project completion and assembling the right group of creative people. Game artists may be specialists in one or two aspects of the total game development process, but their value as participants in that process is enhanced by a comprehensive knowledge of the entire operation.

In pursuing the bachelor’s degree in Game Art & Design, students are encouraged to master traditional skills through a rich variety of fundamental art courses while learning to use 2D and 3D design tools to create characters, backgrounds, animations, and textures used in producing digital games and related interactive media. In addition, they acquire a level of awareness and knowledge of the terminology used in programming and scripting to be able to converse intelligently with programmers. The bachelor’s degree program also provides a unique learning opportunity in the management of projects and game development teams. Anticipated assignments and projects include designing gameplay and back stories; creating characters and related environments; employing 3D modeling and animation software to create game art; employing 2D image software to create backgrounds and 3D textures; and applying knowledge of games to evaluate game products.

Program Objectives:
- Core Skills – Graduates demonstrate the ability to apply design and art skills, both traditional and digital, towards game related projects.

- Principles of Gaming: Graduates employ the principles of gaming, to plan, design, and create environments, level play, background stories, and characters.

- Industry Readiness: Graduates demonstrate the requisite skills in presentation, interviewing, networking, resume-building and game business knowledge critical to seeking an entry-level artist and/or designer position in the industry.

- Technology and Production – Graduates demonstrate the ability to apply the skills necessary to create quality game-ready assets using industry standard techniques and tools.

- Professional Practice – Graduates demonstrate knowledge of the managerial and developmental aspects of the game production pipeline and demonstrate knowledge of planning, budgeting, specifications, constraints, scope, teamwork, problem solving, and deadlines that go into making a market-ready game.

Graduation Requirements:
To receive a Bachelor of Science Degree in Game Art & Design, students must: receive a passing grade or credit for all required coursework; earn a minimum of 180 quarter credits; achieve a cumulative GPA of...
2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

### COURSES LIST

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**TOTAL QUARTER CREDITS** 180

See Course Descriptions starting on page 46.
**Interior Design**

**Bachelor of Science**

Available at all campuses.

**Program Description:**
The Interior Design Bachelor's Program is rich in theory and practice. The focus on theory at the beginning of the program articulates the guiding principles which provide the foundation for the hands-on application of design concepts. Students develop abilities in all aspects of the design of three-dimensional space, residential and commercial, rooted in historical and cultural context. They learn to communicate design solutions through a variety of visual media, interface with professionals and manage the business of their profession. Students will have the opportunity to develop aesthetic and ethical sensitivities over the course of the program, prepared to enter the entry level fields of commercial and/or residential interior design.

The mission of the Interior Design Bachelor's Program is to prepare students to obtain entry-level positions in their field and function as trained professionals. Students will have the opportunity to conceive and develop viable design solutions within the interior environment utilizing creative, critical and technical methodologies. They are prepared for the purpose of improving the quality of life, increasing productivity and protecting the health, safety, and wellbeing of the public by incorporating function, aesthetics and environmentally sustainable products. By meeting the educational goals, students should develop an attitude of flexibility and a desire for life-long learning necessary to meet the changing demands of the interior design profession.

**Program Objectives:**
- Problem Solving - Graduates will solve complex interior design problems using the design process and their knowledge of interior design principles, theories and applications to analyze the client profile and project program, both individually and collaboratively
- Communication - Graduates will provide interior design services using effective oral, written, and visual communication employing a variety of means, methods and technologies, in both 2- and 3-dimensions
- Building Systems - Graduates will produce interior design solutions that constructively integrate with available building, environmental, and property management systems, as well as prevailing standards of use, maintenance and sustainability
- Interior Finish Materials - Graduates will specify and apply to their interior design solutions finish materials that meet prevailing standards of use, maintenance, sustainability, regulatory compliance, and aesthetics
- Professionalism - Graduates will provide professional services based on the interior design body of knowledge with a standard of care that both meets client needs and protects the health, safety, and welfare of the public in an ethical and legal manner resulting from exposure to academic and real-world experiences

**Graduation Requirements:**
To receive a Bachelor of Science degree in Interior Design, students must: receive a passing grade or credit for all required coursework; earn a minimum of 180 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

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</tbody>
</table>

**TOTAL CREDIT HOURS** 180

See Course Descriptions starting on page 46.
Media Arts & Animation
Bachelor of Science

Available at all campuses.

Program Description:
The Bachelor's level Media Arts & Animation program provides graduates with the relevant career skills needed to obtain and develop careers in the animation industry. The goal is accomplished through a focused curriculum based on industry validated program exit competencies. Additionally, faculty who possess industry experience and content expertise as well as appropriate resources also support the curriculum.

The Bachelor's level program in Media Arts & Animation is a twelve quarter program. The program provides the graduate with art, design, technical, business, and life skills needed to develop and sustain a career in the fields of animation and related media arts.

Program Objectives:
- Graduates will demonstrate application of learned concepts from foundation level art courses. These would include: drawing, color, form, design, composition and foundation level digital art skills.
- Graduates will demonstrate an applied technical knowledge of animation tools and software according to current industry standards.
- Graduates will demonstrate a practical understanding and application in the principles of animation, acting and movement and cinematic storytelling as it relates to 2D and 3D animation (as applicable).
- Graduates will demonstrate professionalism, through the creation and presentation of a demo-reel and self-promotion package, according to current industry standards.
- Graduates will demonstrate the ability to conceptualize, plan, execute, and deliver quality animation projects.
- Graduates will demonstrate the ability to work on team-based projects.

Graduation Requirements:
To receive a Bachelor of Science degree in Media Arts & Animation, students must: receive a passing grade or credit for all required coursework; earn a minimum of 180 quarter credits; achieve a cumulative GPA of 2.0 or higher; meet portfolio or other requirements as outlined by the program; and satisfy all financial obligations to The Art Institute.

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<tr>
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<th>Course Title</th>
<th>Credits</th>
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<td>FND105</td>
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**TOTAL CREDIT HOURS** 180

See Course Descriptions starting on page 46.
COURSE DESCRIPTIONS

Course descriptions describe the learning opportunities that are provided through the classroom and coursework. It is each student’s responsibility to participate in the activities that will lead to successfully meeting the learning outcomes.

Revised Prerequisites

GWDA103
Digital Illustration
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course advances the students understanding of the computer as an artist tool. Building on previous courses in drawing, concept development and introductory computer-aided design; students will be asked to generate a number of expressive solutions that address specific illustrative problems, both technical and creative. As part of this course, students will be given the opportunity to develop their digital illustration skills by exploring numerous tools and techniques to obtain desired results. Prerequisite: None

GWDA105
Concept Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will emphasize the conceptualization process of design and its function in solving given problems. The student will use creative problem solving and research techniques, specifically: problem identification, analysis, brainstorming and idea refinement. Prerequisite: GWDA111 Introduction to Layout Design

GWDA113
Fundamentals of Web Page Scripting GWDA113
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Design, develop, and upload a simple web site using HTML and basic CSS. Web site production concepts such as naming conventions, file organization, and optimization are also covered. Prerequisite: None

GWDA232
Form and Space
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Form and Space involves the formal understanding and manipulation of the basic-organizing principals of the 3 dimensional worlds. Point, line, plane, mass, volume, density and form are discussed. Students learn to create and discuss 3-D situations using basic hand tools and readily available materials. Form and Space also involves the relationship of perceptual issues to manipulate the 3-D situation. Prerequisite: FND105 Design Fundamentals

GWDA322
Sequential Illustration
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will focus on developing familiarity with the various forms of narrative and sequential illustration to include basic storyboarding, single and multi-panel comic strips, comic books, graphic novels, and web comics. Coursework will explore the design process, working methods, and creation of sequential and narrative illustrations. Discussions will focus on the historical development and current trends of visual storytelling as well as touch upon professional practices for cartoonists. Prerequisite: GWDA102 Rapid Visualization
MA2204
3D Animation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Thematic Elective Track – Animation
Students are introduced to basic 3D animation techniques. Topics to be covered include hierarchical linking, keyframing, function curves, animated modifiers, basic morphing, animated cameras, and an introduction to character animation. Prerequisite: By Permission of Academic Director/Advisor

MS110
Quantitative Literacy & Reasoning
4 Quarter Credits (44 Hrs Lecture)
This course introduces problem solving, decision making, and analytic skills dealing with quantities and their magnitudes and interrelationships. Students create logical statements and arguments in a real-world context using real-world examples and data sets. Students estimate, approximate, and judge the reasonableness of answers. Students select and use appropriate approaches and tools in formulating and solving real-world problems. Prerequisite: MS111 Algebra OR MS114 Traditional Geometry

MS111
College Algebra
4 Quarter Credits (44 Hrs Lecture)
In this course students examine quantitative relationships and employ problem-solving strategies. Prerequisite: None

MS112
Statistics
4 Quarter Credits (44 Hrs Lecture)
This course introduces representing and analyzing data through such measures as central tendency, dispersion, probability theory, the binomial distributions, the normal curve and normal distributions, central limit theory, and sampling distributions. Graphing and using polynomial functions and systems of equations and inequalities in the interpretation and solution of problems are examined. Prerequisite: MS111 Algebra OR MS114 Traditional Geometry

MS113
Ethnomathematics
4 Quarter Credits (44 Hrs Lecture)
All cultures have mathematics though they may not have a class of people called “mathematicians.” In this course students are introduced to mathematical activities of a number of present-day and historical cultures. The course focuses on the general philosophy of measuring and counting, number words and number bases, strategy and chance in games and puzzles, symmetry in patterns, geometry, data structures, and elementary number theory. Students investigate cultural settings and how culture and mathematics interact. Students examine the development of mathematics as part of a wider culture. Prerequisite: MS111 Algebra OR MS114 Traditional Geometry

MS114
Traditional Geometry
4 Quarter Credits (44 Hrs Lecture)
Topics in this course include line, angle, and diagonals in terms of polygons, triangles, quadrilaterals, and circles. Students apply radius, chord, diameter, secant, and tangent to circles. Students apply sine, cosine, tangent, cotangent, secant, and cosecant to triangles and rectangles. Solid geometry including prisms, pyramids, cylinders, cones, and spheres. Prerequisite: None

MS130
Biology
4 Quarter Credits (44 Hrs Lecture)
In this course, students investigate life on our planet. In addition to discussing the origins of life, students explore the biological processes of single-cell life forms, viruses and bacteria, plants, and animals. The theories of evolution are discussed. Prerequisite: MS111 Algebra OR MS114 Traditional Geometry
MS131
Physics
4 Quarter Credits (44 Hrs Lecture)
This course introduces the concepts and methods of physics, including mechanics, heat, electricity, magnetism, and modern physics. Students investigate the relationship between physics and technology, physics and knowledge, and physics and cultural imagination. Prerequisite: MS111 Algebra OR MS114 Traditional Geometry

Courses for New/Revised Programs

Course descriptions for existing courses not listed within the addendum can be found within the catalog.

ADVA201
Fundamentals of Marketing
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
The fundamental concepts and principles of marketing. The overview of marketing provided here will help students place their knowledge in a framework and understand how each component contributes to the strength and utility of a marketing plan. Students will also learn how to identify the ways in which world events and cultural assumptions influence marketing. Prerequisite: None

ADVA204
Consumer Behavior & Persuasive Sales Techniques
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Examine the cultural, social, psychological and individual variables involved in consumer behavior. Review marketing practices that influence buyer decisions. Focus on the essential skills and persuasive techniques to affect a sales cycle. Prerequisite: ADVA201 Fundamentals of Marketing

ADVA304
Writing for Interactive Media
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Interactive & Creative Development Track: Course Two (Advertising)
Social Media & Marketing Track: Course Two (Advertising)
This is a specialized writing course for interactive design production. Students identify the requirements of different types of writing and the unique characteristics and techniques of interactive media writing. Students examine how various forms of media work together to reach audiences. Students further explore how to use interactive media to express ideas. These techniques are then applied to various forms of media and creating an interactive resume. Prerequisite: HU110 College English

ADVA307
Brand Strategy
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
The role of branding and brand identity. Examines brand value, framework and positioning and their importance to building strong, enduring brands. Prerequisite: GWDA308 Business of Graphic Design OR FADA308 Fundamentals of Business

ADVA328
Public Relations
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Examines the role of public relations, showing the principles, methods and means of influencing public opinion. Prerequisite: None
ADVA348
Leadership & Organizational Behavior
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Examine human relations theory and individual, group and organizational performance in relation to the
structure of a business. Explore the dynamics of successfully leading a diverse workforce through
organizational change. **Prerequisite: GWDA308 Business of Graphic Design OR FADA308 Fundamentals of Business**

ADVA407
E-Commerce Strategies & Analytics
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Explore various metrics and analytics tools for tracking the social and consumer behaviors of online
visitors. Students will apply these tools by selecting appropriate Key Performance Indicators (KPIs) for a
campaign, identifying and responding to trends in real time, and generating and evaluating reports to
determine campaign success. Students will formulate appropriate recommendations and data-driven
decisions to optimize online activities. **Prerequisite: Permission of Academic Director/Advisor**

DFVA353
Compositing for Digital Film
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students in this course learn the concepts, techniques, and vocabulary of compositing. Students apply
rotsocping; match moving, keying, layering to finalize their multiple-source projects. **Prerequisite:
Permission of Academic Director/Advisor**

DGPA104
Introduction to Writing for Interactive Media
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course covers the process of copywriting for interactive media. Students explore the role of
the writer as an individual or as a member of the creative team. **Prerequisite: DGPA105
Storyboarding for Interactive Media**

DGPA105
Storyboarding for Interactive Media
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will explore research, conceptualization, design, and storyboard production for linear and
non-linear interactive media. Storyboarding techniques and terminology will be introduced. **Prerequisite:
FND105 Design Fundamentals**

DGPA201
Introduction to Cinematography & Sound Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course examines the components of audio, video, and still images for the purpose of media
production. Students explore the equipment used to produce content. **Prerequisite: FND135 Image Manipulation**

DGPA203
Intermediate Cinematography & Sound Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course analyzes the components of audio, video, and still images for the purpose of media
production. Students apply production techniques used to produce interactive media content. **Prerequisite: DGPA201 Introduction to Cinematography & Sound Design**
DGPA204  
Intermediate Writing for Interactive Media  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
This course covers copywriting and copyediting for interactive media. Students explore the role of the writer as a member of the creative team including topics such as character development, dialog, humor, storytelling, concept development. Prerequisite: DGPA104 Introduction to Writing for Interactive Media

DGPA208  
Interactive Industry & Business Operations  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
This course is structured to investigate the wide ranges of both traditional and emerging business topics and considerations, preparing students as they transition into an interactive media and design profession. Prerequisite: GWDA101 Applications and Industry

DGPA209  
Portfolio I  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
This course prepares students for the transition to the professional world. This course will prepare students for the industry by helping them compile a portfolio. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short and long-term professional employment goals, industry and professional related resources and portfolio development strategies. Prerequisite: Permission of Academic Director/Advisor

DGPA302  
Interactive Advertising Design  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
Students research interactive advertising as well as write and design dynamic content for targeted audiences. Prerequisite: DGPA104 Introduction to Writing for Interactive Media

DGPA303  
Advanced Cinematography & Sound Design  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
In this course students organize and construct media components utilizing creative production techniques. Prerequisite: DGPA203 Intermediate Cinematography & Sound Design

DGPA304  
Advanced Writing for Interactive Media  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
This course covers copywriting and copyediting for interactive media. This course will explore the role of the writer as a member of the creative team including topics such as character development, dialog, humor, storytelling, concept development. Students also research current trends in writing for interactive media. Prerequisite: DGPA204 Intermediate Writing for Interactive Media

DGPA305  
Visual Storytelling  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
Thematic Elective Track – Sequential Art  
Students develop an overview of various creative concepts related to sequential art, illustration, and design including concept development, narrative, and visual storytelling to produce illustrated stories. Prerequisite: GWDA213 Timeline Animation & Interaction
DGPA307
Interactive Communication Planning & Research
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course covers real-world pre-production methods and research for interactive media. Emphasis is on content research, assessing client needs, pre-production assets, and planning of advanced interactive communication publications. Prerequisite: DGPA104 Introduction to Writing for Interactive Media

DGPA313
Interactive Media Team
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students replicate the industry team environment to design, produce and, implement interactive media projects. Projects should merge production concepts and skills learned to date and employ interactive business models and analytics. Prerequisite: By Permission of Academic Director/Advisor

DGPA314
Interactive Journalism
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Thematic Elective Track – Journalism
Students research interactive journalism as well as write and design dynamic content for a variety of journalistic media. Prerequisite: DGPA304 Advanced Writing for Interactive Media

DGPA317
Interactive Communication Usability & Prototyping
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students design, prototype, and analyze effectiveness and usability of interactive projects. Prerequisite: DGPA307 Interactive Communication Planning & Research

DGPA323
Advanced Interactive Motion Graphics
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Thematic Elective Track – Animation
This is an advanced level course focusing on motion graphics as an interactive design solution. Prerequisite: GWDA303 Interactive Motion Graphics

DGPA403
Interactive Communication Development & Delivery
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students individually develop, market, and present an advanced interactive digital publication. Prerequisite: DGPA317 Interactive Communication Usability & Prototyping

DGPA404
Introduction to Copyediting
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Thematic Elective Track – Journalism
Students will focus on the process and techniques of professional copyediting. Prerequisite: DGPA304 Advanced Writing for Interactive Media

DGPA405
Branding & Content Strategies
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course examines the principles of corporate branding. Students will work within structured brand guidelines to develop strategies that will produce marketable content. Prerequisite: DGPA204 Intermediate Writing for Interactive Media
DGPA406
Internship
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Thematic Elective Track – Development
Thematic Elective Track – Animation
Thematic Elective Track – Sequential Art
Thematic Elective Track – Journalism
Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to enter the field when they graduate. Prerequisite: By Permission of Academic Director/Advisor

DGPA409
Portfolio II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course aims to prepare students for entry-level employment within the industry by assisting them with the development and presentation of a digital publishing portfolio that reflects the stated exit competencies. Students will demonstrate an advanced skill-set in areas as process, conceptual thinking, design, web design, craftsmanship, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis will be placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies. Prerequisite: By Permission of Academic Director/Advisor

DGPA413
Mobile Media Animation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Thematic Elective Track – Animation
Students learn about the unique requirements for animating for mobile devices. Production methods for creating animated content that can be viewed on a range of mobile devices are taught. Prerequisite: None

DGPA415
Intermediate Visual Storytelling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Thematic Elective Track – Sequential Art
Students develop sequential art, illustration, and design skills for storytelling. Prerequisite: DGPA305 Visual Storytelling

DGPA425
Advanced Visual Storytelling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Thematic Elective Track – Sequential Art
Students develop a creative narrative project utilizing sequential art, illustration, design and time-based digital publishing techniques. Topics include digital comics, digital storybooks and other visual narrative media. Prerequisite: DGPA415 Intermediate Visual Storytelling

FADA101
Elements of Garment Construction
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course introduces the student to the basic concepts of garment construction. The student will have an overview of the industrial equipment, the processes of measuring, cutting, sewing, and sequence of assembly. Prerequisite: None
FADA102  
Fashion Illustration  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
This course covers rendering the fashion figure, garments, details, and textiles using various media.  
*Prerequisite: FND110 Observational Drawing*

FADA103  
Textile Fundamentals  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
Students study textiles exploring natural and manufactured fibers, structure, production, uses, and characteristics. *Prerequisite: None*

FADA108  
Textile Applications  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
This course is an Introduction to the regulations and laws that apply to the apparel industry. They will research and source textile manufacturers and mills relevant to product development. Students will develop a further understanding of the end uses and applications of textiles. *Prerequisite: FADA103 Textile Fundamentals*

FADA111  
Survey of the Fashion Design Industry  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
This course is an overview of the fashion industry, examining how garments are designed, created, produced and marketed. *Prerequisite: None*

FADA113  
Fundamentals of Patternmaking  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
This course is an introduction to the principles of patternmaking through drafting basic block and pattern manipulation. Working from the flat pattern students will apply these techniques to the creation of a garment design. *Prerequisite: FADA121 Fundamentals of Construction*

FADA121  
Fundamentals of Construction  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
Students continue their introduction to apparel industry sewing standards and techniques. Through the completion of samples and the construction of basic garments, students apply fundamental garment construction skills utilizing industrial equipment. *Prerequisite: FADA101 Elements of Garment Construction*

FADA131  
Intermediate Construction  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
In this course students study the application of intermediate and industrial construction techniques to further refine construction skills. *Prerequisite: FADA121 Fundamentals of Construction*

FADA201  
Advanced Construction  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
In this course students study advanced construction techniques applied to structured garments. *Prerequisite: FADA131 Intermediate Construction*
FADA202
Technical Drawing
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Development of presentation boards and technical illustrations manually and by computer aided design technology. **Prerequisite:** FADA103 Textile Fundamentals

FADA203
Intermediate Patternmaking
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Flat pattern techniques in accordance with garment trade practices. Emphasis will be on the manipulation of patterns for more complex designs. **Prerequisite:** FADA113 Fundamentals of Patternmaking

FADA207
Early History of Fashion
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students study evolution of garments and accessories from the ancient Egyptians through the French Revolution. **Prerequisite:** None

FADA208
Trends & Forecasting
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
The course focuses on the study of trends, trend forecasting, demographics and social issues that affect fashion. **Prerequisite:** FADA217 Modern History of Fashion

FADA209
Portfolio
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course prepares students for the transition to the professional world. This course will prepare students for the industry by helping them compile a portfolio. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. **Prerequisite:** Permission of Academic Director/Advisor

FADA212
Advanced Fashion Illustration
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Student utilize advanced techniques in rendering the fashion figure, garments, details, and textiles using various media with a focus on application of color and texture. Students will begin to develop a personal illustrative style. **Prerequisite:** FADA102 Fashion Illustration

FADA213
Advanced Patternmaking
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students study advanced patternmaking and construction techniques including stretch fabric blocks for garment creation. **Prerequisite:** FADA203 Intermediate Patternmaking

FADA217
Modern History of Fashion
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students study evolution of garments and accessories from the French Revolution to the present. **Prerequisite:** None
FADA222
Collections
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course, students implement design concepts to product completion. Specific target markets, industry standards, and manufacturing sources are analyzed by means of development of a collection. Students will plan a professional presentation of their collections. Prerequisite: Permission of Academic Director/Advisor

FADA223
Computer Patternmaking
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course students will utilize industry standard software to further their patternmaking skills. Prerequisite: FADA203 Intermediate Patternmaking

FADA233
Draping
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
The course is an introduction to the principles and techniques of draping. Proportion, line, grain and fit are analyzed. Prerequisite: FADA203 Intermediate Patternmaking

FADA243
Specialized Sewing Techniques
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course explores tailoring, advanced sewing, and finishing techniques. Students learn appropriate fabric selection, proper cutting and marking, and inner construction methods. Prerequisite: FADA201 Advanced Construction

FADA302
Fit Analysis
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course provides the foundation for defining fit by applying techniques for accurately fitting garments on a body. Students will demonstrate understanding by translating changes back to a flat pattern. Prerequisite: FADA233 Draping

FADA303
Advanced Computer Patternmaking
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will focus on the advanced use of Computer Aided Design in patternmaking. Students will utilize industry software and hardware to engineer patterns from original designs in a laboratory setting. Work will be initiated for presentation in the final portfolio of student work. Prerequisite: FADA223 Computer Patternmaking

FADA308
Fundamentals of Business
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is structured to investigate the wide ranges of both traditional and emerging business topics and considerations, preparing students as they transition into a media and design profession. Concepts of professionalism, expected business needs, an understanding of self-marketing, proposals and project management, and intellectual property and contractual issues will be addressed. Prerequisite: None

FADA312
Sourcing & Technical Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Through a variety of in-depth research and analysis, students create computer generated production package consisting of costing analysis, size specification, construction standards, sourcing materials and production methods, detailed front and back flats. Prerequisite: GWDA103 Digital Illustration
FADA313
Computer Production Systems
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course covers industrial application of patternmaking through the creation of production ready patterns including grading and marker making. Prerequisite: FADA303 Advanced Computer Patternmaking

FADA322
Senior Collection Concept
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students develop a final collection beginning with market research, development of concepts, illustrations, and the sourcing of materials. Prerequisite: Permission of Academic Director/Advisor

FADA332
Surface Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students utilize manual surface design applications of colors, prints, and motifs on a variety of fabrications. Prerequisite: FADA108 Textiles Applications

FADA402
Digital Textile Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Using pixel and vector based software students explore applied and structural techniques for textile print design and fabric development exploring applied and structural techniques using pixel and vector based software. Prerequisite: FADA303 Advanced Computer Patternmaking

FADA403
Senior Collection Technical
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students continue developing final collection through completion of technical drawings, specifications, patternmaking and fit. Prerequisite: FADA322 Senior Collection Concept

FADA406
Internship
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to enter the field when they graduate. Prerequisite: Permission of Academic Director/Advisor

FADA413
Senior Collection Production
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students complete the final development phase of their senior collection including specification package. Emphasis placed on finished construction and presentation of original line. Prerequisite: FADA403 Senior Collection Technical
FADA419
Portfolio II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course aims to prepare students for entry-level employment within the industry by assisting them with the development and presentation of a digital publishing portfolio that reflects the stated exit competencies. Students will demonstrate an advanced skill-set in areas as process, conceptual thinking, design, web design, craftsmanship, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis will be placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies. Prerequisite: Permission of Academic Director/Advisor

FMMA101
Introduction to Retailing
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students will be introduced to all major retailing topics involving both large and small retailers, brick and mortar retailers, E-commerce, direct marketers and their combinations. Topics to be discussed will include consumer behavior, information systems, store locations, operations, human resource management, customer communications, computerization and integrating and controlling the retail strategy in the twenty-first century. Careers in retailing will also be discussed. Prerequisite: None

FMMA103
Survey of Manufacturing & Product Development
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course introduces students to manufacturing processes. Students develop a working knowledge of terms, methods, and an understanding of production operations. By the end of the course, students are able to apply these concepts to their own uses. Students study various production-time and quality-assurance methods. Participation facilitates students in generating decisions in production operations. Prerequisite: None

FMMA104
Sales Promotion
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is a workshop in which students design and prepare a sales and promotion package. Students will thoroughly explore the process of crafting a marketing and sales promotion that is carefully targeted and positioned to reach the goal of generating sales. Students will explore various presentation methods including multi-media formats, and practice techniques for overcoming objections to achieve targeted results. Prerequisite: ADVA204 Consumer Behavior & Persuasive Sales Techniques

FMMA201
Merchandising Math
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
A survey of quantitative skills necessary for merchandise planning in the wholesale and retail business environment. Prerequisite: None

FMMA202
3D Visual Merchandising I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will provide you with an introduction to concepts relating to basic space planning. Through a combination of lectures, real world case study analysis, and hand-on exercises using virtual 3D space planning software, you will complete the course having a solid foundation of space planning fundamentals. Prerequisite: FND135 Image Manipulation
FMMA203
Event & Fashion Show Production
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
The student will be introduced to a range of skills, needed to produce a successful store event or fashion show. During this course, the student will gain insight into the role of creative and technical experts involved with the runway, backdrop, special effects and lighting, music, models and choreography, hair and make-up and video teams. Prerequisite: FND135 Image Manipulation

FMMA208
Finance Principles
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course introduces the nature and purpose of financial principles, presents the accounting cycle, and explains how to comprehend and analyze year end income statements. Prerequisite: FADA308 Fundamentals of Business

FMMA209
Portfolio I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course prepares students for the transition to the professional world. This course will prepare students for the industry by helping them compile a portfolio. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. Prerequisite: Permission of Academic Director/Advisor

FMMA211
Retail Buying
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course provides a foundation for the study of retail buying. Theories are analyzed through the study of merchandise classifications and the calculation of open-to-buys. Prerequisite: FMMA201 Merchandising Math

FMMA212
3D Visual Merchandising II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course you will study principles of store design with an emphasis on psychological motivation. Using 3D visual merchandising software you will practice store simulations, lighting scenarios, strategic product placement, and use of scenery and special effects to support merchandise. Prerequisite: FMMA202 3D Visual Merchandising I

FMMA218
Human Resource Management
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is designed to provide an overview and foundation for all facets of human resource management. Topics will include job design, labor relations, recruitment, selection and development of employees, compensation administration, employee appraisal, and government regulations involved with equal employment opportunity, affirmitive action, accommodations, Fair Labor Standards Act, and workplace safety. The strategic aspect of human resource management will be explored in depth. Prerequisite: FADA308 Fundamentals of Business

FMMA221
Merchandise Management
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
An advanced course in the study of stock control and managing open-to-buys which provides a practicum in buying, utilizing computer spreadsheets for data analysis. Prerequisite: FMMA211 Retail Buying
FMMA301
Elements of Retail Logistics & Distribution
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will explore the process of strategically managing the procurement, movement and storage of materials, parts and finished inventory (and the related information flows) through the organization and its marketing channels with the goal of balancing cost and service requirements in anticipation of demand.  
Prerequisite: FMMA211 Retail Buying

FMMA302
Global Marketing
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students will gain an understanding of global marketing opportunities, problems and strategies that impact the international environment. In addition, students will become knowledgeable about international marketing concepts; cross-cultural sensitivities, political and legal influences, and economic considerations and how these concepts relate to decision making in an international environment.  
Prerequisite: ADVA307 Brand Strategy

FMMA303
Apparel Fit & Construction Evaluation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is designed for fashion management students to evaluate the equation between quality and cost in garments as well as understanding body measurement points, fit and silhouette analysis. Students should be able to measure garments and identify components and textiles as well as analyze quality of trims, fabrics and construction in relationship to price point.  
Prerequisite: None

FMMA308
Fashion Business Law
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course includes issues such as: intellectual property, licensing, counterfeiting, commercial operation/expansion (corporation, partnerships, sole proprietorship), selling and buying, employment law, marketing, advertising and promotion, retail leasing, and international aspects.  
Prerequisite: FADA308 Fundamentals of Business

FMMA312
Fundamentals of Fashion Styling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Through visual examples, assignments, and critiques this course introduces students to the field of fashion styling and its relationship to the fashion industry. Through completion of location and studio projects students develop basic requirements to produce contemporary fashion imagery. Students gain experience in how to source clothing and accessories necessary for styling, and they learn to create, to manipulate, and to rework concepts in order to communicate through images.  
Prerequisite: FADA217 Modern History of Fashion

FMMA406
Internship
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to enter the field when they graduate.  
Prerequisite: Permission of Academic Director/Advisor
FMMA408
Entrepreneurship
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Studies explore innovation and rapid change as they relate to the entrepreneur. Discussion includes issues regarding financial, behavioral, organizational, and marketing challenges facing emerging enterprises. Students create a business plan for the start-up of a new fashion-related company, product, or service. Special emphasis is placed on the disciplines of planning that are vital to entrepreneurial success. Prerequisite: ADVA348 Leadership & Organizational Behavior

FMMA419
Portfolio & Professional Development
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will guide students through the process of compiling their work into a final interactive portfolio. It will also stress the importance of professional development and help students complete their initial job search requirements including personal branding. Prerequisite: Permission of Academic Director/Advisor

FND105
Design Fundamentals
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This introductory course will explore the principles of design, and introduce and develop the creative process. Design elements and relationships will be identified and employed to establish a basis for aesthetic sensitivity and critical analysis. Design will be presented as a tool of communication. Prerequisite: None

FND110
Observational Drawing
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course involves the observation and translation of three-dimensional form into two-dimensional drawings. Starting with simple shapes and progressing to more complex organic forms, students will build skill levels in composition, line quality, through the use of tone light and shadow. Prerequisite: None

FND120
Perspective Drawing
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is a fundamental drawing course where the students will explore various art and media and learn to use a variety of drawing tools with an emphasis on perspective, where the students will draw three-dimensional objects in one-, two-, and three-point perspective. Prerequisite: FND110 Observational Drawing

FND135
Image Manipulation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this introduction to raster-based digital image manipulation, students become acquainted with the concepts, hardware, and software, related to digital image acquisition, image editing, manipulation, color management basics, masking, layering, retouching, scanning and output. Prerequisite: None

FND150
Digital Color Theory
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an introduction to the principles of color and an exploration of color theory as it relates to media. Prerequisite: None
GADA101
Introduction to Game Development
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course introduces students to the game industries. Specifically, it will focus on entry-level employment opportunities and responsibilities, career paths, industry products, and their characteristics. Students explore the production pipeline and industry standard software associated with game development. Prerequisite: None

GADA102
Interactive Storytelling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will focus on storytelling including multi-threaded stories with fully realized characters and well developed plots, while considering the audience and thematic elements. Narrative scripting techniques will be used to emphasize characterization and plot. Students will utilize decision trees to create interactive content that supports the storyline. Prerequisite: HU110 College English

GADA202
Game Design & Game Play
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course focuses on creating a game design document. Emphasis is on research, brainstorming techniques, critical thinking, drafting and the revision of design documentation. Prerequisite: GADA101 Introduction to Game Development

GADA203
Texture Mapping for Games
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this class students will be introduced to the process of creating and working with all applicable textures for game models. Advanced texture creation techniques will be taught and applied. Introduction to a shading network in a 3D Software package and game engine will be explored. Prerequisite: FND135 Image Manipulation

GADA205
Concept Design & Illustration
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course focuses on concept art for games. Students explore the concept design and development process to create several drawings from thumbnail sketches to fully rendered images. Prerequisite: MAAA202 Character & Object Design

GADA212
Level Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Building on concepts from previous courses, students analyze and extract level design needs. Students develop early stage block tests through finished level. Prerequisite: GADA202 Game Design & Game Play

GADA213
Game Modeling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course students will create 3D models for use in a real time environment, emphasizing game specific techniques using industry-standard 3D software. Prerequisite: MAAA213 3D Modeling

GADA222
Advanced Level Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course students create advanced level designs using complex assets including: scripts, environments, characters, audio, artificial intelligence, flow, interaction, and game optimization techniques. Prerequisite: GADA212 Level Design
GADA223
Advanced Hard Surface & Organic Modeling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course explores advanced modeling techniques used for building organic and hard surface objects and environments. Students will utilize industry standard techniques to produce 3D objects. Prerequisite: MAAA223 Hard Surface & Organic Modeling

GADA233
Material & Lighting for Games
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course students will apply a variety of engine based lighting and texturing techniques. Lighting for characters and environments will be explored. Prerequisite: MAAA243 Material & Lighting

GADA243
Programming for Artists
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course introduces basic scripting to extend the capabilities of the artist working in a game engine. Students will be introduced to data structures, constructs, methods, classes, and high level scripting languages as it relates to game development. Functional video game components will be produced utilizing a scripting language. Prerequisite: MAAA232 3D Animation

GADA253
Environmental Modeling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course students will create 3D environments for game integration. Topics in this course will include principles of lighting, architectural elements and using industry standard techniques for asset creation. Prerequisite: MAAA243 Material & Lighting

GADA302
Mobile & Social Game Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students will learn to create custom solutions for content delivery on mobile devices by developing web application and device application user interface tools optimized for delivery on mobile devices. Students will work in class with mobile devices to learn needs and restrictions of designing for mobile devices as well as test student-designed interfaces. Prerequisite: GADA243 Programming for Artists

GADA303
Game Prototyping
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course, students will perform individually or as members of a team to create functional game projects within an existing engine. Industry standard tools will be used for rapid prototyping of various electronic game genres. Prerequisite: GADA212 Level Design

GADA312
Game Animation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students explore game specific animation and how it is applied in interactive environments. This course will also evaluate creative solutions to handle limitations unique to individual game engines. Prerequisite: MAAA232 3D Animation

GADA313
Advanced Game Prototyping
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course, students will perform as members of a team to create a game level within an existing engine. Students will continue to develop a project that began in the Game Prototyping class. The course will conclude with the delivery of a complete project. Students will present game and associated marketing materials. Prerequisite: GADA303 Game Prototyping
GADA314
Team Production Planning
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course students research a Game Art & Design topic and begin the pre-production process for their game projects. The emphasis is on quantitative and qualitative research, scheduling of the project using milestones, methods of presentation, and qualitative results. Students will gather reference, generate concept art, grey box models and game document. Prerequisite: GADA222 Advanced Level Design

GADA323
Team Production I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will build upon the Team Project Planning course. Students will assume a specific role on the production team and, acting in a professional capacity, ensure that the game project is completed by deadline. Teams of students will create and refine the game production document, level designs, basic 2D art and 3D models to be combined into a playable Game Demo in Production Team II. Prerequisite: GADA314 Team Production Planning

GADA403
Team Production II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will build upon the Team Production I course. Students will maintain their role on the production team and, acting in a professional capacity, ensure that the game project is completed. Teams of students will complete the game and all ancillary materials. Post-mortem will be presented upon conclusion of the course and students will create a personal archive of assets. Prerequisite: GADA323 Team Production II

GADA406
Internship
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to enter the field when they graduate. Prerequisite: Permission of Academic Director/Advisor

GADA409
Portfolio I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course prepares students for the transition to the professional world. Students will demonstrate their conceptual, design and technical skills as they assemble and refine their assets. Working individually with an instructor, each student will select representative work that reflects their unique style. Students will learn the basic tools for designing a website and placing their work on the Internet. Emphasis is also placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. Prerequisite: Permission of Academic Director/Advisor

GADA419
Portfolio II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course continues to prepare students for the transition to the professional world. Working individually with an instructor, each student will continue to refine their selected assets to reflect their unique style. Students will also continue to enhance their web presence and professional resources. Prerequisite: GADA409 Portfolio I
GWDA101
Applications and Industry
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Web design and graphic design applications, tools, and industry practices. Includes file management practices, basics of markup language and styling. Introduction to illustration and image manipulation software relevant to the web design and graphic design industries. Prerequisite: None

GWDA111
Introduction to Layout Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This class will concentrate on utilizing design principles and theories in problem solving, focusing on the importance of layout composition. Emphasis will be on the process of design development from thumbnails to comprehensives, layout, and the use of grid systems for multi-component layouts. Prerequisite: FND135 Image Manipulation

GWDA112
Typography–Traditional
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an introduction of lettering skills and the history and foundation of letterforms. The placement of display and text type in a formatted space, and the relationship between the appearance and readability of letterforms, are also studied. Students will work in a traditional context of hand-rendering type and also be introduced to contemporary typesetting technology. Prerequisite: None

GWDA132
Information Architecture
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an examination of content structures, navigation paths, and asset organization. Prerequisite: GWDA101 Applications and Industry

GWDA202
Interface Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an exploration of the synthesis of visual and information design principles. In this course students examine the conceptual and practical design of interfaces. Prerequisite: GWDA111 Introduction to Layout Design

GWDA213
Timeline Animation & Interaction
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students use timeline animation in the development of interactive interfaces and experiences. Topics include concept development and storyboarding. Prerequisite: FND135 Image Manipulation

GWDA222
Intermediate Layout Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This advanced layout course enhances and reflects skills developed in fundamental design courses. Critical analysis will be applied through the usage of type and layout to create clear, communicative design. Portfolio-quality projects will be developed as part of this process. Prerequisite: GWDA111 Introduction to Layout Design

GWDA223
Intermediate Web Page Scripting
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an exploration of methods for styling websites and creating various page layouts. Students examine the practical application of styling web page content. Prerequisite: GWDA113 Fundamentals of Web Page Scripting
GWDA243
Object Oriented Scripting
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students combine experience design concepts with advanced programming solutions. Emphasis is placed on learning object-oriented approaches to developing dynamic/reusable rich media modules combined with data applications. **Prerequisite: GWDA113 Fundamentals of Web Page Scripting**

GWDA303
Interactive Motion Graphics
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an introduction to the narrative structure in a time based environment. **Prerequisite: GDWA213 Timeline Animation & Interaction**

GWDA313
Emerging Technologies
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an examination of concepts and methodologies used in emerging technology and an in-depth focus on current emerging technology. **Prerequisite: GWDA213 Timeline Animation & Interaction**

GWDA353
Server-Side Scripting
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
**Thematic Elective Track – Development**
This course covers dynamic web pages through server-side scripting language. Emphasis is placed on forms and content management. **Prerequisite: GWDA223 Intermediate Web page Scripting**

GWDA363
Client-Side Scripting
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
**Thematic Elective Track – Development**
This course covers client-side scripting as a method to develop advanced dynamic web applications. **Prerequisite: GWDA243 Object Oriented Scripting**

GWDA372
Content Management Systems
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Examine the use of content management systems for organizing, managing, and sharing content. **Prerequisite: GWDA243 Object Oriented Scripting**

GWDA373
Advanced Server-Side Scripting
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
**Thematic Elective Track – Development**
This course covers advanced server-side scripting skills and CMS utilization. **Prerequisite: GWDA353 Client-Side Scripting**

GWDA432
Digital Typography
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an examination of typographic structures for visual communication. **Prerequisite: None**

INTA101
Architectural Drafting
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an introduction to the basic drafting techniques, terminology, and symbols used on drawings, including use of drafting equipment, lettering, plan and elevation construction with an emphasis on proper line weight, quality, and scale. **Prerequisite: None**
INTA102
Introduction to Interior Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course begins the design series by introducing the interior design process including programming, schematics, design development, space planning and alternate design solutions. **Prerequisite: None**

INTA103
CAD I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an introduction to the principles and operation of computer-aided drafting to produce floor plans, elevations and other components of construction drawings. **Prerequisite: INTA101 Architectural Drafting**

INTA105
Sketching & Ideation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students visually conceptualize design solutions through rapid sketching in this course. **Prerequisite: FND120 Perspective Drawing**

INTA107
History of Architecture, Interiors & Furniture I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course covers the evolution of architecture, interiors, furniture, and design from the ancient world to the mid 19th Century. The cultural, political, social, and/or economic conditions of the times are included. **Prerequisite: None**

INTA111
Space Planning
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course begins the design series by introducing the interior design process including programming, schematics, design development, space planning and alternate design solutions. **Prerequisite: INTA101 Architectural Drafting**

INTA112
Design Basics 3D
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course explores the basic elements and principles of three-dimensional design. Students will use traditional and/or digital tools to help them visualize their designs volumetrically and apply 3D design elements to the spatial envelope. **Prerequisite: INTA101 Architectural Drafting**

INTA122
Textiles
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course explores the nature of man-made and natural materials used to produce textiles for use in interior design. Content includes discussion of fibers, yarn, fabrics, finishes, design methods, construction, and proper application of these materials from technical, environmental, and aesthetic approaches. **Prerequisite: None**

INTA201
Materials & Specifications
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course explores materials and finishes utilized in interior applications through lecture, demonstrations, and/or field trips. Various methods of specification and estimation are covered. Students research and assess performance criteria including aesthetics, function, and environmental factors. **Prerequisite: INTA122 Textiles**
INTA202
Presentation Techniques
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course explores alternate methods of creating and producing interior design presentations. Combining a variety of software, reproduction methods, and digital rendering techniques, students explore ways to manipulate images into a cohesive graphic presentation. Prerequisite: INTA103 CAD I

INTA203
CAD II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students will enhance their CAD skills while increasing their speed and problem solving capabilities. Students will gain proficiency in computer-assisted drafting through progressively complex applications. Prerequisite: INTA103 CAD I

INTA207
History of Architecture, Interiors & Furniture II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course covers the development of architecture, interiors, furniture, and design from the Industrial Revolution to the present. The cultural, political, social, and/or economic conditions of the times are included. Assignments provide opportunities to recognize how the styles of the past continue to influence design today. Prerequisite: None

INTA211
Codes & Regulations
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course studies the principles, policies, and practices required by regulatory bodies and jurisdictions having authority over interior construction building, fire codes and ADA regulations as they apply to interior design projects. Prerequisite: None

INTA212
Residential Design I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course explores the design of residential interiors as a problem solving process, with applications to a variety of residential interiors. Areas of study include concept development, human factors, programming and space planning, color, furniture and finish selection as well as concepts of universal design and sustainability. Prerequisite: INTA111 Space Planning

INTA222
Human Factors
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course covers the principles and considerations related to human factors, universal design, anthropometrics, ergonomics and the psychological response of users to interior spaces. Prerequisite: None

INTA232
Lighting Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course covers a comprehensive study of the various natural and artificial lighting techniques as they apply to interior environments. Prerequisite: INTA111 Space Planning

INTA242
Commercial Design I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is the design and presentation of a commercial project with emphasis on the workplace environment. Prerequisite: INTA111 Space Planning
INTA252
Interior Detailing
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course students study the materials and fabrication techniques involved in the design and construction of interior details. Prerequisite: INTA203 CAD II

INTA262
Construction Documents I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course introduces students to the contract document process for interior spaces. Prerequisite: INTA203 CAD II

INTA302
Residential Design II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is the design and presentation of a complex residential project with an emphasis on historic precedent. Prerequisite: INTA212 Residential Design I

INTA303
Digital Modeling I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course introduces students to 3D modeling software as a communication tool. Students produce design solutions volumetrically as part of the design process. Prerequisite: INTA202 Presentation Techniques

INTA306
Professional Practice
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course presents the principles governing the business, legal, and contractual aspects of the interior design profession. Prerequisite: Permission of Academic Director/Advisor

INTA312
Global Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course covers the research and application of global design and the study of different cultures as they relate to design issues and concerns. Prerequisite: INTA111 Space Planning

INTA313
Digital Modeling II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course compliments the skills gained in 3D modeling. Students apply camera and lighting techniques as it applies to interior environments. Prerequisite: INTA303 Digital Modeling I

INTA322
Building & Mechanical Systems
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is a study of the materials, principles and sustainable concepts utilized in basic construction, building, and mechanical systems for interiors. Prerequisite: INTA211 Codes & Regulations

INTA332
Environmental & Sustainable Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course covers the principles and practices of sustainable and environmental design as applied to a design project. Prerequisite: INTA242 Commercial Design I
INTA342
Commercial Design II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is the design and presentation of a complex commercial project with emphasis on universal and barrier free design. Prerequisite: INTA242 Commercial Design I

INTA352
Hospitality Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is the design and presentation of team-based hospitality project with emphasis on innovation and creativity. Prerequisite: INTA342 Commercial Design II

INTA402
Senior Studio I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students select a subject based on their individual career aspirations and develop a project of a substantial scope. Emphasis is on real-world needs that could be better met through more responsible interior design and architecture. Content includes problem identification, analysis of user needs, observation and information gathering. Ultimately a design program and schematic solution are prepared that will be further developed into a complete design solution in Senior Studio II for an interior environment that will better support the psychological and physiological health, safety and welfare of the public. Prerequisite: Permission of Academic Director/Advisor

INTA406
Internship
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to enter the field when they graduate. Prerequisite: Permission of Academic Director/Advisor

INTA409
Portfolio
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course aims to prepare students for entry-level employment within the industry by assisting them with the development and presentation of an interior design portfolio that reflects the stated exit competencies. Students will demonstrate an advanced skill-set in areas as process, conceptual thinking, design, web design, craftsmanship, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis will be placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies. Prerequisite: Completion of prerequisite courses and permission of Academic Director/Advisor

INTA412
Institutional Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is the design and presentation of an Institutional Project with emphasis on anthropometrics, human factors, and human behavior. Prerequisite: INTA342 Commercial Design II

INTA422
Senior Studio II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this culminating studio course, students continue the development of a viable solution for the project initiated in Senior Studio I. Skills from the entire program are leveraged into a final portfolio project motivated by environmentally sound, cost-effective and responsible design practices. Prerequisite: INTA402 Senior Studio I
INTA432
Construction Documents II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course expands upon the concepts examined Construction Documents I. Students produce an advanced set of design drawings to support their Graduate Project. Prerequisite: INTA262 Construction Documents I

MAAA101
Language of Animation & Film
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students explore fundamentals of animation through a historical survey. This course will consider trends and genres of animated film in a variety of media. Prerequisite: None

MAAA102
Life Drawing & Gesture
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this introductory course on drawing the human figure, students will continue developing their drawing skills. Course will focus on an interpretation of the human body, based on major masses organized by gestural line. Line of action, gesture, motion, measurement, and foreshortening will be covered in this course. Prerequisite: FND110 Observational Drawing

MAAA111
Animation Principles
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students will explore and implement the principles of animation through projects that emphasize analyzing real-world movement, adapting that movement for the animation medium, and creating the illusion of life. Prerequisite: MAAA102 Life Drawing & Gesture

MAAA112
Short Format Storytelling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course introduces students to short format storytelling and the various elements of an effective story. Students will also translate a written story into visual elements in a storyboard. Prerequisite: None

MAAA122
Drawing & Anatomy
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students will continue to develop drawing skills and will focus on basic anatomical structures of human and animal forms. Prerequisite: MAAA102 Life Drawing & Gesture

MAAA202
Character & Object Design
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course focuses on designing and drawing characters or objects for animation using line to accurately delineate the form. Attention is given to appropriate proportion and form for an animated character or object. Characters and objects are created using various media. Prerequisite: MAAA102 Life Drawing & Gesture

MAAA203
Audio and Editing Techniques
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course, students use the features and functions of video editing and audio systems while employing the language of film. Students also explore various media available for video input and output. Students will learn to capture sound, apply it for audio enhancement, and learn how to produce appropriate audio effects and transitions. Prerequisite: MAAA112 Short Format Storytelling
MAAA204
Acting & Movement for Animators
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
The course is an introduction of acting as a tool of research through studies of animated movement. Characters' personality, expression, motivation, body language, and posture will be studied through classroom exercises in a variety of media. Prerequisite: MAAA111 Animation Principles

MAAA212
2D Animation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students will apply animation principles to produce a sequence. Emphasis will be placed on timing and performance. Use of various image acquisition techniques, pencil tests, inking, and other 2D animation skills will be explored. Prerequisite: MAAA111 Animation Principles

MAAA213
3D Modeling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Through critical analysis, the student will apply basic design principles to the solution of visual problems using elements of 3D design. The student will conceptualize 3D coordinate systems, construct 3D models, and apply them to geometric construction. Prerequisite: FND150 Digital Color Theory

MAAA222
Storyboarding & Animatics
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course focuses on applying industry-standard storyboarding techniques for animation. Topics to be covered include the various purposes, formats, terminology, and concepts used in the creation of storyboards and animatics with audio. Prerequisite: MAAA203 Audio & Editing Techniques

MAAA223
Hard Surface & Organic Modeling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course covers modeling techniques used for building organic and hard surface objects and environments. Students will utilize industry standard techniques to produce 3D objects. Prerequisite: MAAA213 3D Modeling

MAAA232
3D Animation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students are introduced to basic 3D animation techniques. Topics to be covered include hierarchical linking, keyframing, function curves, animated modifiers, basic morphing, animated cameras, and an introduction to character animation. Prerequisite: MAAA213 3D Modeling

MAAA233
Motion Graphics
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an introduction to timeline based compositing for both creative and technical processes. Prerequisite: FND135 Image Manipulation

MAAA242
Character Modeling
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course students will use advanced modeling techniques to create 3D characters. Students will research and create character models based on anatomy using industry standard techniques. Prerequisite: MAAA223 Hard Surface & Organic Modeling
MAAA243
Material & Lighting
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this class students will be introduced to materials, textures and lighting strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real world surfaces and textures. Prerequisite: MAAA223 Hard Surface & Organic Modeling

MAAA252
Background, Design & Layout
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course focuses on the fundamentals of background layout with an emphasis on perspective, composition, design basics, staging, mood, texture and lighting. Students will utilize foreground, mid-ground, and background design elements. Prerequisite: FND135 Image Manipulation

MAAA302
3D Character Animation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This is an advanced level 3D animation course building on techniques learned from previous modeling and animation courses. Students will learn how to apply real life action sequences to characters. Prerequisite: MAAA242 Character Modeling

MAAA303
3D Character Rigging
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course is an introduction to the fundamentals of character setup. The character rig will be tested by animation assignments. During the course each student will create, set up and test a character model. Prerequisite: MAAA223 Hard Surface & Organic Modeling

MAAA309
Portfolio Pre-Production
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will prepare students for the industry by helping them compile a portfolio. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. Prerequisite: Permission of Academic Director/Advisor

MAAA312
Animation Studio
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students will use advanced animation techniques to create, design, produce and edit a fully realized concept. Prerequisite: MAAA302 3D Character Animation

MAAA313
Advanced Lighting & Texturing
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this class students will continue their exploration of and expand on their knowledge of materials, textures, lighting and rendering strategies to add detail and realism to objects without adding complexity to the model. Students will simulate real world surfaces and textures. Prerequisite: MAAA223 Hard Surface & Organic Modeling
MAAA323
Emerging Technologies for Animation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course examines delivery methods of animation for various platforms. Students explore the capabilities and limitations of delivery systems and distribution methods. Assets will be generated and delivered based on given technical requirements for mobile and other platforms. Prerequisite: MAAA232 3D Animation

MAAA333
Dynamics and Simulation
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course takes students through the process of making visual effects through the creation and control of dynamic simulations. Students will emulate properties of real world phenomena. Prerequisite: MAAA232 3D Animation

MAAA343
Pre-Production Team
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course will expose students to the pre-production processes used in animation and related industries. The primary components of the course will be a thorough review of all pre-production activities and project management. Students will participate in production teams and will focus on planning of all aspects of an animation production. Prerequisite: Permission of Academic Director/Advisor

MAAA353
Technical Visualization
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course students will create detailed visualizations of engineered objects and spaces. Students also learn to illustrate physical effects of lighting, textures, and movement for animation and visualizations. Prerequisite: MAAA223 Hard Surface & Organic Modeling

MAAA363
Advanced Illustration for Production
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students will refine their illustration techniques through an advanced study of illustration media while solving design problems related to a variety of print and online venues. Personal style will be emphasized while students create an illustration portfolio using appropriate rendering techniques as well as typography. Deadlines and professional presentation will be stressed throughout the course. Prerequisite: FND135 Image Manipulation

MAAA403
Production Team
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
In this course students will work in a studio environment and will focus on the production and post production of an animated short. Prerequisite: MAAA343 Pre-Production Team

MAAA406
Internship
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Through a field internship experience, students will be able to apply their skills in a real and practical situation. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their fields of study. The students will gain the experience they need to enter the field when they graduate. Prerequisite: Permission of Academic Director/Advisor
MAAA409  
Portfolio Production  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
This course prepares students for entry-level employment within the industry by assisting them with the development and presentation of a professional portfolio that reflects the stated exit competencies. Students will demonstrate an advanced skill-set in areas such as conceptual thinking, design, craftsmanship, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis will be placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies. Prerequisite: MAAA309 Portfolio Pre-Production

MAAA419  
Portfolio Presentation  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
In this class students complete the portfolio process. Students assemble portfolios, web sites, resumes, marketing and self-promotion materials into a comprehensive presentation. Students participate in a thesis exhibition. Prerequisite: Permission of Academic Director/Advisor

PHOA101  
Principles of Photography  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
Students will identify basic photographic tools and their intended purposes, including the proper use of aperture, shutter speed, ISO, focal length, and light metering. Students will analyze photographs and produce their own visually compelling images by employing professional photographic techniques and digital workflow. Prerequisite: None

PHOA102  
Introduction to Photography Applications  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
Introduces the student to an overview of vector, raster and time-based software tools used in the digital media industry. It sets expectations for future classes regarding standards for files, their construction and delivery within the classroom and professional studio. Prerequisite: None

PHOA103  
Digital Image Management  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
Introduces digital photographic workflow and asset management. Students become acquainted with the terms, concepts and processes of photographic editing. Areas of instruction include image acquisition, management, global and local adjustments and modes for output. Prerequisite: None

PHOA105  
Photojournalism  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
Addresses the photography as a narrative or illustrative medium used in support of the text content of publications. Students are shown examples of photojournalism and will be required to produce their own renditions. Prerequisite: None

PHOA113  
Lighting  
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)  
Students will be introduced to the basic concepts and principles of lighting for photography. Fundamentals of recognizing and controlling both natural and studio lighting with emphasis on the quality, quantity, and direction and its effect on the photographic image. Prerequisite: PHOA101 Principles of Photography
PHOA123
Color Management & Printing
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students learn and apply the techniques of digital color management including building and applying color profiles. The course covers the calibration of devices to produce consistent, predictable color. Students will refine printing skills and theory to create a benchmark for quality digital output. Students will develop proficiencies in file preparation, resolution selection, print-profiling, paper selection and soft-proofing techniques. Prerequisite: FND135 Image Manipulation

PHOA202
Studio Photography
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students will develop the ability to solve visual communication problems through assignments designed to challenge their skills in lighting, camera operation, and commercial applications. All aspects of studio photography are discussed from lenses to lighting and people to products. This course emphasizes in-camera image production and problem solving. Prerequisite: PHOA122 View Camera Theory or Permission of Academic Department Director/Advisor

PHOA203
Photographic Post-Production
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students research, develop concepts, and execute digital montage methods to produce creative and surrealistic imagery not possible in the camera moment. Students will apply channels, masks, blending modes, vector tools, selections, filters and layers to photographs. In addition the course will cover post-production techniques, including retouching and compositing. Prerequisite: FND135 Image Manipulation

PHOA208
Business of Photography
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
An overview of current trends and an assessment of the skills and materials necessary for a student to comprehend small business operations and/or make themselves a productive member of a commercially viable team. Prerequisite: None

PHOA209
Portfolio I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
This course prepares students for the transition to the professional world. This course will prepare students for the industry by helping them compile a portfolio. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student will select representative projects showcasing work that reflects a unique style and developing them further as needed. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and portfolio development strategies. Prerequisite: Completion of prerequisite courses and Permission of Academic Department Director/Advisor

PHOA213
Time-Based Media I
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Introduces students to the technical components integral to time-based media and its relationship to photography. Students expand their knowledge of capturing, downloading, editing, and outputting digital audio and image files using time-based media software. Prerequisite: PHOA102 Introduction to Photography Applications
PHOA218
Marketing for Photographers
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Explores professional development tools, including resumes, cover letters, networking, and interviewing. Students apply the techniques used to research and identify efficient ways of selling work through agents and examine how to create a successful self-promotion campaign. Students develop individual plans for marketing their talents and finding work after graduation, with emphasis on targeting markets to suit their personal goals. Prerequisite: PHOA208 Business of Photography.

PHOA222
Web Design for Non-Majors
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Introduces some of the techniques, tools, software applications, and technologies associated with web development and interactive design for web. Students learn how to build a basic website using current HTML standards while incorporating an object-oriented programming language, various multimedia, or other interactive solutions. Prerequisite: PHOA102 Introduction to Photography Applications or DFVA102 Introduction to Filmmaking Applications & Design.

PHOA233
Advanced Photographic Post-Production
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Students continue to develop and refine concepts to create images using advanced digital montage methods. Through planning and research students will apply advanced compositing techniques in order to create a series of digital illustrations exemplary of contemporary creative photography. Prerequisite: PHOA203 Photographic Post-Production.

PHOA303
Time-Based Media II
3 Quarter Credits (22 Hrs Lecture/22 Hrs Lab)
Focuses on conceptual development, visual communication and storytelling through the use of time-based media. Prerequisite: PHOA213 Time-Based Media I.
# 2013-2014 Academic Calendar

## Quarter Calendar*

<table>
<thead>
<tr>
<th>Session</th>
<th>Start Date</th>
<th>Last Date to Add/Drop</th>
<th>Last Date to Withdraw</th>
<th>Last Day of Classes</th>
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<tbody>
<tr>
<td>SU 13</td>
<td>July 8, 2013</td>
<td>July 15, 2013</td>
<td>September 6, 2013</td>
<td>September 21, 2013</td>
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<tr>
<td>SP14</td>
<td>April 7, 2014</td>
<td>April 14, 2014</td>
<td>June 6, 2014</td>
<td>June 21, 2014</td>
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## Mid-Quarter Calendar*

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<th>Session</th>
<th>Start Date</th>
<th>Last Date to Add/Drop</th>
<th>Last Date to Withdraw</th>
<th>Last Day of Classes</th>
</tr>
</thead>
</table>

## Campus Holidays*

- **Independence Day**
  - Thursday, July 4, 2013
- **Labor Day**
  - Monday, September 2, 2013
- **Thanksgiving Day**
  - Thursday, November 28, 2013
- **Day after Thanksgiving Day**
  - Friday, November 29, 2013
- **December Holiday**
  - Tuesday, December 24, 2013
- **Christmas Day**
  - Wednesday, December 25, 2013
- **New Year’s Eve**
  - Tuesday, December 31, 2013

*All of The Art Institute calendar dates are subject to change.*
TUITION AND FEES

Tuition is currently charged at $518 per credit ($611 per credit for MFA program). Tuition and fees effective September 30, 2013. Currently tuition and fees applicable to The Art Institute programs are as follows:

### Diploma Programs

<table>
<thead>
<tr>
<th></th>
<th>Art of Cooking</th>
<th>Baking &amp; Pastry</th>
<th>Digital Image Management</th>
<th>Fashion Retailing</th>
<th>Web Design &amp; Interactive Communications</th>
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<tr>
<td>Tuition per Quarter¹</td>
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### Degree Programs

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<th>Computer Animation (MFA)</th>
<th>Advertising (AS)</th>
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<th>Audio Production (AS)</th>
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<th>Baking &amp; Pastry (AS)</th>
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<td>Tuition per Quarter¹</td>
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<tr>
<td>Total Lab Fees³</td>
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### Degree Programs (continued)

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<td><strong>Tuition per Quarter</strong>¹</td>
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### Degree Programs (continued)

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<tr>
<td><strong>Tuition per Quarter</strong>¹</td>
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<td><strong>Digital Resource Fee</strong>⁴</td>
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<td><strong>Annual Tuition</strong>⁵</td>
<td>24,864</td>
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<td>24,864</td>
<td>24,864</td>
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<td>24,864</td>
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<td><strong>Total Tuition &amp; Fees</strong>⁶</td>
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Degree Programs (continued)

<table>
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<th>Fashion &amp; Retail Management (BS)</th>
<th>Game Art &amp; Design (BS)</th>
<th>Game Programming (BS)</th>
<th>Graphic Design (AS)</th>
<th>Graphic &amp; Web Design (BS)</th>
<th>Graphic Design Evening &amp; Weekend (SD &amp; IE) (BS)</th>
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<tbody>
<tr>
<td>Tuition per Quarter¹</td>
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<td>$8,288</td>
<td>$8,288</td>
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<td>100</td>
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<td>Starting Kit (pre-tax)</td>
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</table>

Degree Programs (continued)

<table>
<thead>
<tr>
<th></th>
<th>Hospitality Food &amp; Beverage Management (BS)</th>
<th>Industrial Design (BS)</th>
<th>Interior Design (BS)</th>
<th>Interior Design Evening &amp; Weekend (SD &amp; IE) (BS)</th>
<th>Media Arts &amp; Animation (BS)</th>
<th>Set &amp; Exhibit Design (BS)</th>
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</thead>
<tbody>
<tr>
<td>Tuition per Quarter¹</td>
<td>$8,288</td>
<td>$8,288</td>
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<td>Administrative/Enrollment Fee²</td>
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<tr>
<td>Annual Tuition⁵</td>
<td>24,864</td>
<td>24,864</td>
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<td>13,986</td>
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<td>Starting Kit (pre-tax)</td>
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### Degree Programs (continued)

<table>
<thead>
<tr>
<th></th>
<th>Video Production (AS)</th>
<th>Visual &amp; Game Programming (BS)</th>
<th>Visual Effects &amp; Motion Graphics (BS)</th>
<th>Web Design &amp; Interactive Media (AS)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Tuition per Quarter</strong>¹</td>
<td>$8,288</td>
<td>$8,288</td>
<td>$8,288</td>
<td>$8,288</td>
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<td><strong>Non-Refundable Application Fee</strong>²</td>
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</tr>
<tr>
<td><strong>Administrative/Enrollment Fee</strong>²</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>100</td>
</tr>
<tr>
<td><strong>Total Lab Fees</strong>³</td>
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<td>0</td>
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<tr>
<td><strong>Digital Resource Fee</strong>⁴</td>
<td>1,400</td>
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<td><strong>Annual Tuition</strong>⁵</td>
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<td>24,864</td>
<td>24,864</td>
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<td><strong>Total Tuition &amp; Fees</strong>⁶</td>
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<td>$96,190</td>
<td>$48,170</td>
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<tr>
<td><strong>Starting Kit (pre-tax)</strong></td>
<td>$857.40</td>
<td>$503.81</td>
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<td>$403.81</td>
</tr>
</tbody>
</table>

1. Tuition per quarter based on 16 credits for Associate and Bachelor programs and 12 credits for Diploma programs.
2. Application and Administrative/Enrollment Fees are paid by new and transfer students only. The $50 application fee is non-refundable.
3. Culinary lab courses and specific Bachelor level courses are charged a lab fee of $105 for a 3 credit course or $210 for a 6 credit course. The cost per quarter depends on actual courses in which student is enrolled. The Culinary lab fee will be treated as part of the tuition for refund purposes.
4. The digital resource fee includes the cost of the digital textbook as well as other digital resources which are integrated into the course and vary by program. The fee includes all applicable taxes. This estimated fee assumes all courses require a digital resource; however currently not all courses use digital resources. Courses that include digital resources will be noted in the registration material and the fee will be charged automatically in addition to tuition. If a course does not use digital resources, the student remains responsible for purchasing the required text and materials. The digital resource fee is $50 per course.
5. Annual tuition costs are based on an academic year of three quarters and an average of 12 credits per quarter for Diploma programs and 16 credits for Associate, Bachelor, and Master’s programs.
6. Not including starting kit. Total tuition cost based on 90 credit units for Associate degree program, 180 credit units for Bachelor degree programs, and 90 credit units for Masters program. Diploma programs based on 47/48/55 credit units/12 credits per quarter. A separate financial plan exists, which complies with the Truth in Lending Regulation Z, and is part of the Student’s Enrollment Agreement.

*Estimated Monthly Supplies (Per Month):*

Supplies $100/month  
Texts $75/month

*Each school quarter is typically 11 weeks.*
Additional Changes

Change in the title of Thematic Elective Track on page 17:

Account Planning & Management Track changes to Social Media & Marketing Track

Elective Track Course 1  ADVA322  Digital Media Campaigns
Elective Track Course 2  ADVA304  Writing for Interactive Media
Elective Track Course 3  ADVA402  Online Community Management
Elective Track Course 4  ADVA407  E-Commerce Strategies & Analytics

College Math Using MyFoundationsLab
This course utilizes an emporium model, combining developmental and college-level math competencies in a self-paced, mastery-based course designed for active learning in mathematics. It utilizes computer-based coursework that incorporates personalized and adaptive learning built from a custom pre-assessment tool. This pre-assessment is built on an established set of competencies that determines what concepts students will be required to master. Following this assessment, each student receives an individualized learning path toward achieving the desired learning outcomes. Student learning will be supported by highly-interactive learning activities, online tutorials, faculty-led discussion groups and one-on-one mentoring in the classroom.

Revision to Academic Grading System on page 153 of the catalog has the following revision:

Add the following to page 153 under the chart “Other Grade Codes worth Zero Quality Points:”

Incomplete Pass (IPA): This grade is assigned only when some portion of a course has not been completed for good and sufficient reason. Courses in which “IPA” grades are assigned must be completed no later than the end of the next regular term in which the student is enrolled or the grade will be recorded as “F” on the permanent record.

Revision to Transitional Studies on page 134 of the catalog has the following revisions:
Remove all references to the following courses:
MS090 Transitional Math

Revision to Academic Placement on page 144 of the catalog has the following revisions:
Remove all references to the following courses:
MS090 Transitional Math

Revision to the following sections: Proficiency Credits through Prior Experiential Learning

Maximum Credit Limits on pages 146-147 of the catalog, removing the current text:

Replace the current text with following:

PROFICIENCY FOR PRIOR EXPERIENTIAL LEARNING

Prior Learning Assessment (PLA) is a process that allows undergraduate students to submit professional and experiential learning to be evaluated for potential college credit. Experience alone is not credit worthy, but college level learning that occurs as a result of the experience may be. Students who have certificates, licenses, corporate training or unaccredited transcripts can submit a portfolio of professional training for evaluation of potential credit.

Students have the option to submit an portfolio or take a proficiency exam based on learning experiences outside a traditional classroom setting. These Unsponsored Learning Portfolios demonstrate learning acquired through professional, volunteer, and personal or family experiences. All prior learning documentation is evaluated in terms of specific programmatic and course learning outcomes established for The Art Institutes courses to ensure substantial comparability. Credit cannot be earned for learning which is nonacademic, or remedial.

In order to be eligible to submit a portfolio for PLA, a student must:
1. Be matriculated and in good academic standing in an undergraduate degree program at The Art Institutes
2. Have all initial Transfer of Credit (TOC) requests complete – TOC cannot be performed concurrently with PLA
3. Be in good financial standing; any student in collections cannot submit a portfolio for review

Unless otherwise limited by a state regulatory agency or current school policy, students in an Associate’s Degree can earn a maximum of 22 quarter credits, and Bachelor’s Degree students can earn a maximum of 45 quarter credits. Graduate programs are not eligible for prior experiential learning credits under WASC accreditation.

Students must follow the procedures outlined in the Prior Learning Assessment Policy and Procedure manual for evaluation of their portfolio and/or to potentially earn credit. Students will be charged a nonrefundable administrative fee of $35 (USD) per course for which credit is sought. To request a copy of the manual, contact your Assistant Director of Admissions, Academic Affairs department at the campus or directly from PLA at aipla@aai.edu or phone (866) 878-6320 (Monday – Friday, 10:00 am to 6:00 pm EST).

Revision to the Non-Discrimination Policy on page 138 of the catalog:
Replace the current text with following:

Non-Discrimination Policy
The Art Institute does not discriminate or harass on the basis of race, color, national origin, sex, gender, sexual orientation, gender identity or expression, disability, age, religion, veteran’s status, genetic marker, or any other characteristic protected by state, local or federal law, in our programs and activities. The Art Institute will not retaliate against persons bringing forward allegations of harassment or discrimination. The Campus President has been designated to handle inquiries and coordinate the institution’s compliance efforts regarding the non-discrimination policy.

The following campus official has been designated to handle inquiries and coordinate the institution’s compliance efforts regarding the non-discrimination policy: Lorena Lopez, Registrar, (818) 299-5346, The Art Institute of California – Hollywood, a campus of Argosy University, 5250 Lankershim Blvd., North Hollywood, CA 91601, 818-299-5100; Susan Skommesa, Assistant Registrar, (909) 915-2126 The Art Institute of California – Inland Empire, a campus of Argosy University, 674 East Brier Drive, San Bernardino, CA 92408, 909-915-2100; Stacey Tulloch-Reid, Associate Registrar, (310) 314-6162, The Art Institute of California – Los Angeles, a campus of Argosy University, 2900 31st Street, Santa Monica, CA 90405, 310-752-4700; Steve Rickard, Dean of Student Affairs, (714) 830.0270 The Art Institute of California – Orange County, a campus of Argosy University, 3601 West Sunflower Avenue, Santa Ana, CA 92704, 714-830-0200; Rachel Delmendo, Registrar, (916) 830-6359, The Art Institute of California – Sacramento, a campus of Argosy University, 2850 Gateway Oaks Dr., Suite 100, Sacramento, CA 95833, (916) 830-6320; Jesse Rogers, Registrar, (858) 598-1280, The Art Institute of California – San Diego, a campus of Argosy University, 7650 Mission Valley Road, San Diego, CA 92108, 858-598-1200; Karen Siverson, Registrar, (415) 276-1028, The Art Institute of California – San Francisco, a campus of Argosy University, 1170 Market Street, San Francisco, CA 94102, 415-865-0198; Angela Acuna, Associate Registrar, (408) 962-6428, The Art Institute of California – Silicon Valley, a campus of Argosy University, 1120 Kifer Road, Sunnyvale, CA 94086, 408-962-6400.