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**Important Note
About This
Publication
for Students
with Disabilities**

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Updated—
December 2016



Multimedia Arts Animation and Game Design Associate in Arts Degree

Berkeley City College's Multimedia Arts Program in Animation & Game Design prepares students for entrylevel jobs in the Game and Animation fields and provides upgraded skills for those already employed in multimedia and game jobs. The program is interdisciplinary and focuses on developing artistic, critical thinking and computer skills.

Career Opportunities: Medical visualization, game, animation: previsualization, game level design, 3D modeling, technical direction, animation in 2D/3D, animation editing, computer graphics special effects, layout design, look development, character/prop/background design, scene planning/compositing, production, environmental/Set design, and visual simulation.

<i>Required Courses</i>		<i>Units</i>
MMART 110	Scriptwriting and Storyboarding I	3
MMART 130/130L	Introduction to Digital Art and Lab	3
MMART 141A	Video Production I	3
MMART 164/164L	Introduction to Web Design and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
Or		
ART 46	2D Visual Design	3
MMART 199	Multimedia Special Projects	3
Or		
COPED 468B	Occupational Work Experience in Multimedia Arts	3-4

Students must choose 18-20 units with a minimum of one course from each area.

Area 1: Animation with Emphasis in 2D courses:

MMART 116	Storytelling in Animation	3
MMART 177/177L	Introduction to Animation Principles	3
MMART 178/178L	Drawing for Animation	3
MMART 186/186L	Introduction to 2D Digital Animation	3
MMART 187/187L	Animation Practices I	3
MMART 189	Introduction to 3D Character Animation	3
MMART 194 2D/3D	Animation Production	3

Area 2: Animation with emphasis in 3D courses:

MMART 179	Animation Layout and Visual Development	3
MMART 180/180L	Animation Special Effects	3
MMART 188	Introduction to 3D Animation I	3
MMART 191	3D Modeling for Animation & Game Design	3
MMART 194	2D/3D Animation Production	3

Area 3: Animation with emphasis in Game Design courses:

CIS 6	Introduction to Computer Programming	5
MMART 168/168L	Online Games & Interactivity and Lab	3
MMART 175B	Game Design	3
MMART 182	Scripting and Programming for Computer Graphics	3
MMART 193	Game Design Level Development	3
	Major Requirements	36-39
	General Education and Electives	21-24
	Total Units	60

Program Learning Outcomes

Students who complete the program will be able to

- Demonstrate entrylevel skills in animation through completed portfolio level projects in both visual and written context related to Animation and Game Design.
- Describe, plan and evaluate design principles, aesthetic forms, historical context and social relevance of multimedia works.
- Collaborate effectively within a diverse team environment.



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Multimedia Arts Animation—Level I Certificate of Achievement

The Multimedia Arts Certificates of Achievement in Animation are available at Level I and Level II. The Animation Certificates of Achievement are a comprehensive study of 2D and 3D animation techniques, allowing students to choose from a range of 2D and 3D courses in order to prepare for an entry level position in the industry.

Career Opportunities: Entry level positions in various fields of Animation, Game, Medical Visualization and Simulation as Animators, 3D modelers and pre-visualization artists.

<i>Required Courses</i>	<i>Units</i>
MMART 116 Storytelling in Animation	3
MMART 177 / 177L Introduction to Animation Principles & Lab	3
MMART 188 Introduction to 3D Animation I	3
 Select 12 units from the following:	
MMART 131A / 131LA Photoshop I & Lab	3
MMART 178 / 178L Drawing for Animation & Lab	3
MMART 179 Animation Layout and Visual Development	3
MMART 180 / 180L Animation Special Effects & Lab	3
MMART 182 Scripting and Programming for Computer Graphics	3
MMART 186 / 186L Introduction to 2D Digital Animation & Lab	3
MMART 187 / 187L Animation Practices I & Lab	3
MMART 191 3D Modeling for Animation & Game Design	3
Total Units	21

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Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in Animation through the completion of individual and team projects.
- Describe, plan and evaluate design principles, aesthetic forms and historical context of animated works.
- Create shorts utilizing 2D/3D techniques.





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Multimedia Arts Animation—Level II Certificate of Achievement

The Animation Level II Certificate of Achievement is a comprehensive study of 2D and 3D animation techniques, allowing students to choose from a range of 2D and 3D courses in order to prepare for an entry level position in the industry.

Career Opportunities: Entry level positions in various fields of animation, game, medical visualization and simulation such as animation, concept arts, production assistance, 3D modeling, previsualization arts, 3D rigging, and computer graphics, as well as preparation for transfer to a 4 year institution.

<i>Required Courses (12 Units)</i>		<i>Units</i>
BUS 54	Small Business Management	3
Or		
MMART 109	Writing for the Business of Multimedia	3
MMART 148B	Sound for Film & Animation	2
MMART 148LB	Sound for Film & Animation Lab	1
MMART 194	2D/3D Animation Production	3
MMART 197/197L	Multimedia Portfolio/Sample Reel Development and Lab	3
Choose 6 units from the following:		
BUS 102	Social Networking Tools for Job Searches	1
CIS 6	Introduction to Computer Programming	5
MMART 152A/152LA	Motion Graphics/After Effects I	3
MMART 152B/152LB	Motion Graphics / After Effects II and Lab	3
MMART 175B	Game Design	3
MMART 181/181L	Experimental Animation	3
MMART 185A/185LA	3D Illustration/Cinema 4D I	3
MMART 185B/185LB	3D Illustration/Cinema 4D II	3
MMART189	Introduction to 3D Character Animation	3
MMART192	3D Rigging for Animation and Game Design	3
Total Units		18

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Multimedia Arts Animation—Level II Certificate of Achievement One-Year Course Sequence Beginning in Fall Semester

You can use the following pattern to complete a Certificate of Achievement in Animation—Level II. This is only one possible pattern. If you wish to earn an associate degree or certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a counselor. This plan will map your sequence of courses to help you complete your degree regardless of the semester you begin classes.

<i>Required Courses</i>		<i>Units</i>
1st Semester/Fall		
BUS 54	Small Business Management	3
Or		
MMART 109	Writing for the Business of Multimedia	3
MMART 148B/148LB	Sound for Film & Animation and Lab	3
	Elective	1-3
2nd Semester/Spring		
MMART 194	2D/3D Animation Production	3
MMART 197/197L	Multimedia Portfolio/Sample Reel Development and Lab	3
	Elective	1-6

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in Animation through the completion of individual and team projects
- Analyze, document, plan and evaluate a budget for a short production.
- Collaborate within a diverse team environment.

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Multimedia Arts Game Design—Level I Certificate of Achievement

The Multimedia Arts Certificates of Achievement in Game Design are available at Level I and Level II. Students who have little background in game design are encouraged to complete Level I prior to the Level II Certificate of Achievement. The Game Design Level I Certificate of Achievement provides introductory technical training in game design and programming techniques, allowing students to prepare for positions in the industry such as previsualization and game testing.

Career Opportunities: Previsualization, game testing, technical artist

<i>Required Courses (20 Units)</i>		<i>Units</i>
CIS 6	Introduction to Computer Programming	5
MMART 168/168L	Online Games & Interactivity and Lab	3
MMART 175B	Game Design	3
MMART 179	Animation Layout and Visual Development	3
MMART 182	Scripting and Programming for Computer Graphics	3
MMART 191	3D Modeling for Animation & Game Design	3
	Total	20

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Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in level design through the completion of individual and team projects
- Apply basic programming concepts as they relate to computer graphics.
- Create an interactive game in either a 2D or 3D environment.

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Multimedia Arts Game Design—Level II Certificate of Achievement

The Multimedia Arts Certificates of Achievement in Game Design are available at Level I and Level II. Students who have little background in game design are encouraged to complete Level I prior to Level II. The GameDesign Level II Certificate of Achievement provides comprehensive technical training in game design, prototyping, and programming techniques, allowing students to prepare for entry level positions in various fields of Game, Medical Visualization and Simulation industries as level designers, technical artists, and production assistants. If you wish to earn a certificate, you must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a counselor. This plan will map your sequence of courses to help you complete your certificate regardless of the semester you begin classes.

Career Opportunities: Entry level positions in various fields of Game, Medical Visualization and Simulation industries as level designers, technical artists, and production assistants.

<i>Required Courses (13 Units)</i>		<i>Units</i>
CIS 23 C#	Programming	4
MMART 109	Writing for the Business of Multimedia	3
Or		
BUS 54	Small Business Management	3
MMART 193	Game Design Level Development	3
MMART 197	Multimedia Portfolio/Sample Reel Development	2
MMART 197L	Multimedia Portfolio/Sample Reel Development Lab	1
Select 5-7 units from the from the following:		
BUS 102	Social Networking Tools for Job Searches	1
CIS 36A	Java Programming Language I	4
MMART 148B	Sound for Film & Animation	2
MMART 148LB	Sound for Film & Animation Lab	1
MMART 167	Mobile and CrossPlatform Web Design	2
MMART 167L	Mobile and CrossPlatform Web Design	1
MMART 170	Virtual Reality and Digital Spaces	2
MMART 170L	Virtual Reality and Digital Spaces	1
MMART 186	Introduction to 2D Digital Animation	2
MMART 186L	Introduction to 2D Digital Animation Lab	1
MMART 188	Introduction to 3D Animation I	3
MMART 189	Introduction to 3D Character Animation	3
MMART 192	3D Rigging for Animation and Game Design	3
Total Units		18-20

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate entry level skills in game design through the completion of individual and team interactive game projects.
- Apply basic programming concepts as they relate to computer graphics.
- Obtain information related to the profession using traditional and electronic sources. Synthesize the information into a business report.



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Multimedia Arts Programs

Berkeley City College’s Multimedia Arts Programs prepare students for entry-level jobs in Multimedia and provides skills-upgrading for those already employed in multimedia field. The programs are interdisciplinary and focuses on developing fine art, critical thinking, and computer skills. Students may pursue Associate in Arts degrees or Certificates of Proficiency in Multimedia Arts, specializing in numerous areas, as indicated below.

Multimedia Arts Core Certificate of Achievement

The Multimedia Arts Core Certificate of Achievement offers a foundation of multimedia techniques and theory and prepares students for further coursework and specialization in the strand of their choice.

Career Opportunities: Entry level positions in video production, web design, digital imaging, animation and game design, corporate and independent media organization.

<i>Required Courses</i>		<i>Units</i>
MMART 110	Scriptwriting and Storyboarding I	3
MMART 130/130L	Introduction to Digital Art and Lab	3
MMART 141A	Video Production I	3
MMART 164/164L	Introduction to Web Design and Lab	3
MMART 165/165L	Fundamentals of Graphic Visualization and Lab	3
Or		
ART 46	2-D Visual Design	3
MMART 199	Multimedia Special Projects	3
		Total Units
		18

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Students who complete the program will be able to

- Demonstrate entry level skills in Multimedia Arts through the completion of individual and team projects
- Collaborate within a diverse team environment.

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Multimedia Arts Certificates of Proficiency

The Multimedia Arts Certificates of Proficiency are available in many specializations. For maximum student flexibility, each area of specialization is sequenced as foundation, basic, intermediate, and advanced coursework. Students who wish to earn a certificate must participate in the Student Success Program (Matriculation), which includes assessing academic skills and developing a Student Education Plan (SEP) with a counselor. This plan will map a sequence of courses to help students complete their certificate regardless of the semester they begin classes.

Program Learning Outcomes

Students who complete the program will be able to:

- Demonstrate foundational, basic, intermediate, or advanced knowledge of the use of digital multimedia equipment and/or software programs for creating and editing multimedia works—animation, digital imaging, digital photography, digital printmaking, 3D illustration, video production and editing, motion graphics, cinematography, documentary production, music video production, web design, or writing for multimedia.
- Using both traditional and digital art techniques to generate creative solutions to problems expand and transform imagery and ideas into meaningful multimedia works, as appropriate to the certificate.
- Evaluate artwork with discernment, appropriate terminology, and aesthetic awareness; create projects intended for a professional portfolio.
- Demonstrate an appropriate knowledge of copyright laws and issues as those pertain to the production of multimedia works.

Courses

Units

Certificate of Proficiency: Foundation for Multimedia

MMART 129/129L	Contemporary Color and Lab	3
MMART 130/130L	Survey of Digital Imaging and Lab	3
MMART 131A/131LA	Photoshop I and Lab	3
	Total Units	9

Certificate of Proficiency: Basic Multimedia

MMART 110	Scriptwriting and Storyboarding I	3
MMART 120	Media and Communications	3
MMART 121	Digital Culture	3
MMART 122B	From Movies to Multimedia	3
	Total Units	12

Certificate of Proficiency: Foundation for Animation

ART 20	Beginning Drawing	3
ART 25	Beginning Figure Drawing and Composition	2
ART 41	Basic Design	2
MMART 131A/131LA	Photoshop I and Lab	3
	Total Units	10

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Multimedia Arts Certificates of Proficiency

<i>Courses</i>	<i>Units</i>
Certificate of Proficiency: Basic Animation	
MMART 110 Scriptwriting and Storyboarding I	3
MMART 116 Storytelling in Animation	3
MMART 178/178L Drawing for Animation and Lab	3
Total Units	9
Certificate of Proficiency: Intermediate Animation	
MMART 148A/148LA Sound Design I and Lab	3
MMART 152A/152LA Motion Graphics/ After Effects I and Lab	3
MMART 177/177L Introduction to Animation Principles and Lab	3
MMART 186/186L Flash 2D Animation and Lab	3
Total Units	12
Certificate of Proficiency: Advanced Animation	
MMART 181/181L Experimental Animation and Lab	3
MMART 187/187L Animation Practices I and Lab	3
MMART 197/197L Multimedia Portfolio/ Sample Reel Development and Lab	3
Total Units	9
Certificate of Proficiency: Basic Digital Imaging	
ART 41 Basic Design	2
MMART 130/130L Survey of Digital Imaging and Lab	3
MMART 200 Digital Media Literacy	3
Total Units	8
Certificate of Proficiency: Intermediate Digital Imaging	
MMART 129/129L Contemporary Color and Lab	3
MMART 131A/131LA Photoshop I and Lab	3
Or	
MMART 132A/132LA Illustrator I and Lab (3)	3
MMART 133A/133LA Digital Photography I and Lab	3
Total Units	9
Certificate of Proficiency: Advanced Digital Imaging	
MMART 132A/132LA Illustrator I and Lab	3
MMART 134A/134LA Digital Printmaking I and Lab	3
MMART 185A/185LA 3-D Illustration/ Cinema 4D I and Lab	3
Total Units	9
Certificate of Proficiency: Basic Digital Photography	
MMART 133A/133LA Digital Photography I and Lab	3
MMART 133B/133LB Digital Photography II and Lab	3
MMART 133C/133LC Digital Photography III and Lab	3
Total Units	9





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<i>Courses</i>	<i>Units</i>
Certificate of Proficiency: Intermediate Digital Photography	
MMART 155A/155LA Special Projects in Digital Photography A and Lab	3
MMART 155B/155LB Special Projects in Digital Photography B and Lab	3
MMART 155C/155LC Special Projects in Digital Photography C and Lab	3
Total Units	9
Certificate of Proficiency: Advanced Digital Photography	
MMART 136/136L Digital Printing for Photographers and Lab	3
MMART 155D/155LD Special Projects in Digital Photography D and Lab	3
MMART 196A/196LA Art Marketing and Portfolio Management and Lab	3
Total Units	9
Certificate of Proficiency: Basic Digital Printmaking	
MMART 129/129L Contemporary Color and Lab	3
MMART 130/130L Survey of Digital Imaging and Lab	3
MMART 134A/134LA Digital Printmaking I and Lab	3
Total Units	9
Certificate of Proficiency: Intermediate Digital Printmaking	
MMART 131A/131LA Photoshop I and Lab	3
MMART 134B/134LB Digital Printmaking II and Lab	3
Select 3 units from the following:	
MMART 135A/135LA Advanced Practices for Digital Printmaking I and Lab	3
MMART 135B/135LB Advanced Practices for Digital Printmaking II and Lab	3
MMART 137A/137LA Applications of Large Scale Print I and Lab	3
MMART 137B/137LB Applications of Large Scale Print II and Lab	3
Total Units	9
Certificate of Proficiency: Advanced Digital Printmaking	
MMART 133A/133LA Digital Photography I and Lab	3
MMART 196A/196LA Art Marketing and Portfolio Management and Lab	3
Select 3 units from the following:	
MMART 135C/135LC Advanced Practices for Digital Printmaking III and Lab	3
MMART 135D/135LD Advanced Practices for Digital Printmaking IV and Lab	3
MMART 137C/137LC Applications of Large Scale Print III and Lab	3
MMART 137D/137LD Applications of Large Scale Print IV and Lab	3
Total Units	9
Certificate of Proficiency: Basic 3D Illustration	
MMART 110 Scriptwriting and Storyboarding I	3
MMART 131A/131LA Photoshop I and Lab	3
MMART 185A/185LA 3-D Illustration/ Cinema 4D I and Lab	3
Total Units	9
Certificate of Proficiency: Advanced 3d Illustration	
MMART 152A/152LA Motion Graphics/ After Effects I and Lab	3
MMART 185B/185LB 3-D Illustration/ Cinema 4D I and Lab	3
MMART 197/197L Multimedia Portfolio/ Sample Reel Development and Lab	3
Total Units	9





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Multimedia Arts Certificates of Proficiency

<i>Courses</i>	<i>Units</i>
Certificate of Proficiency: Intermediate Video Production	
MMART 148A/148LA Sound Design I and Lab	3
MMART 151B/151LB Digital Video Production II and Lab	3
MMART 153 Digital Cinematography Basics	1.5
MMART 157 Beginning Motion Picture Lighting	1.5
Total Units	9
Certificate of Proficiency: Advanced Digital Video Production	
MART 151C/151LC Digital Video Production III and Lab	3
MMART 197/197L Multimedia Portfolio/ Sample Reel Development and Lab	3
Total Units	6
Certificate of Proficiency: Basic Editing	
MMART 150B/150LB Video Editing II and Lab	3
MMART 151A/151LA Digital Video Production I and Lab	3
MMART 152B/152LB Motion Graphics/ After Effects II and Lab	3
Total Units	9
Certificate of Proficiency: Intermediate Editing	
MMART 148A/148LA Sound Design I and Lab	3
MMART 150C/150LC Video Editing III and Lab	3
Total Units	6
Certificate of Proficiency: Advanced Editing	
MMART 129/129L Contemporary Color and Lab	3
MMART 150D/150LD Video Editing IV and Lab	3
MMART 197/197L Multimedia Portfolio/ Sample Reel Development and Lab	3
Total Units	9
Certificate of Proficiency: Basic Motion Graphics	
MMART 131A/131LA Photoshop I and Lab	3
MMART 150A/150LA Video Editing I and Lab	3
MMART 152A/152LA Motion Graphics/ After Effects I and Lab	3
MMART 152B/152LB Motion Graphics/ After Effects II and Lab	3
Total Units	12

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<i>Courses</i>		<i>Units</i>
Certificate of Proficiency: Cinematography I		
MMART 133A/133LA	Digital Photography I and Lab	3
Or		
MMART 133B/133LB	Digital Photography II and Lab (3)	
MMART 151B/151LB	Digital Video Production II and Lab	3
MMART 153	Digital Cinematography Basics	1.5
MMART 157	Beginning Motion Picture Lighting	1.5
	Total Units	9
Certificate of Proficiency: Cinematography II		
MMART 133B/133LB	Digital Photography II and Lab	3
MMART 151C/151LC	Digital Video Production III and Lab	3
MMART 197/197L	Multimedia Portfolio/ Sample Reel Development and Lab	3
	Total Units	9
Certificate of Proficiency: Advanced Cinematography		
MMART 151C/151LC	Digital Video Production III	3
MMART 197/197L	Multimedia Portfolio/Sample Reel Development	3
Select one of the following to finish the certificate:		
COPEd 468B	Occupational Work Experience in Multimedia Arts	1-4
MMART 133B/133LB	Digital Photography II and Lab	3
MMART 149/149L	The Music Video and Lab	3
MMART 156	Documentary Production Intensive	3
	Total Units	7-10
Certificate of Proficiency: Documentary Production		
MMART 101	Writing Basics for Multimedia	3
MMART 123	The Documentary Tradition	3
MMART 156	Documentary Production Intensive	3
	Total Units	9
Certificate of Proficiency: Foundations of Video		
MMART 110	Scriptwriting and Storyboarding I	3
MMART 150A/150LA	Video Editing I and Lab	3
MMART 151A/151LA	Digital Video Production I and Lab	3
	Total Units	9
Certificate of Proficiency: Video Editing		
MMART 150A/150LA	Video Editing I and Lab	3
MMART 150B/150LB	Video Editing II and Lab	3
MMART 150C/150LC	Video Editing III and Lab	3
MMART 150D/150LD	Video Editing IV and Lab	3
	Total Units	12





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<i>Courses</i>	<i>Units</i>
Certificate of Proficiency: Video Production	
MMART 151A/151LA Video Production I and Lab	3
MMART 151B/151LB Digital Video Production II and Lab	3
MMART 151C/151LC Digital Video Production III and Lab	3
Total Units	9
Certificate of Proficiency: Music Video Production	
MMART 148A/148LA Sound Design I and Lab	3
MMART 149/149L The Music Video and Lab	3
MMART 151B/151LB Digital Video Production II and Lab	3
Or	
MMART 133B/133LB Digital Photography II and Lab (3)	
Total Units	9
Certificate of Proficiency: Basic Web Design	
MMART 164/164L Introduction to Web Design and Lab	3
MMART 165/165L Fundamentals of Graphic Visualization and Lab	3
MMART 166/166L User Experience and Interface Design and Lab	3
Total Units	9
Certificate of Proficiency: Intermediate Web Design	
MMART 167/167L Mobile and Cross-Platform Web Design	3
MMART 168/168L Online Games & Interactivity	3
Select 3-5 units from the following:	
CIS 6 Introduction to Computer Programming	5
MMART 171/171L Web Commerce & Internet Start Up and Lab	3
MMART 175B Game Design	3
Total Units	9-11
Certificate of Proficiency: Advanced Web Design	
MMART 169/169L Social & Emergent Media and Lab	3
MMART 170/170L Creative Design Industry Projects and Lab	3
MMART 197/197L Multimedia Portfolio/Sample Reel Development and Lab	3
Total Units	9
Certificate of Proficiency: Writing For Multimedia	
MMART 101 Writing Basics for Multimedia	3
MMART 110 Scriptwriting and Storyboarding	3
MMART 111A Narrative Scriptwriting I	3
MMART 111B Narrative Scriptwriting II	3
Total Units	12

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