



CURRICULUM COMMITTEE | AGENDA

Wednesday, November 18, 2015 | 3:00 p.m.
Loft Conference Room – Drescher Hall 300-E

Members:

- | | | | |
|---------------------------------------|----------------------|--------------------|-------------------|
| Guido Davis Del Piccolo, <i>Chair</i> | Helen LeDonne | Emin Menachekanian | David Shirinyan |
| Jennifer Merlic, <i>Vice Chair</i> | Karen Legg | Estela Narrie | Mark Tomasic |
| Brenda Antrim (non-voting) | Emily Lodmer | Darryl-Keith Ogata | Odemaris Valdivia |
| Ida Danzey | Georgia Lorenz | James Pacchioli | |
| Sandra Hutchinson | Walt Louie | Rachel Petrocelli | |
| Maral Hyeler | Kymia Mahjouri (AS) | Elaine Roque | |
| William Konya | Steve Maldonado (AS) | Gita Runkle | |

Interested Parties:

- | | | | |
|-----------------|--------------------|---------------|----------------|
| Maria Bonin | Jonathan Eady (AS) | Pete Morris | Linda Sinclair |
| Patricia Burson | Kiersten Elliott | Steven Myrow | Esau Tovar |
| Vicki Drake | Erica LeBlanc | Estela Ruezga | Julie Yarrish |

Ex-Officio Members:

- | | |
|---------------|--------------|
| Fran Chandler | Jesse Randel |
|---------------|--------------|

AGENDA

(Items for action are listed alphabetically; items for information are listed numerically)

- I. Call to order
- II. Public Comments*
- III. Approval of Minutes3
- IV. Chair’s report:

- V. Information Items:
 - (Course Updates)*
 - I. BUS 45/ACCTG 45 Individual Financial Planning

- VI. Action Items:
 - (Course Revisions)*
 - a. TH ART 15B Advanced Stage Movement For The Actor (course update and increase in units from 1 to 2)6
 - (New Courses; Upper Division)*
 - b. IxD 410 Project Management for Design (prerequisite: admission to the Bachelor of Science in Interaction Design)9
 - c. IxD 450 Interaction Design Portfolio (prerequisite: IxD 430)..... 13
 - d. IxD 470 Interaction Design Senior Studio (prerequisite: IxD 430; pre/corequisite: IxD 410) 19
 - e. IxD 490A Interaction Design Internship (prerequisite: admission to the Bachelor of Science in Interaction Design)27
 - f. IxD 490B Interaction Design Internship (prerequisite: admission to the Bachelor of Science in Interaction Design)30

**Five minutes is allotted to any member of the public who wishes to address the Curriculum Committee on a specific agenda item, for general public comments, or non-agenda items.*

- g. IXD 490C Interaction Design Internship (prerequisite: admission to the Bachelor of Science in Interaction Design)33
- (Program Revisions)
- h. Theatre Associate in Arts (AA) (restructuring and increase in units).....36
- i. Changes to degrees and certificates as a result of courses considered on this agenda

VII. Adjournment

Please advise Guido Davis Del Piccolo (x. 3561), Jennifer Merlic (x. 4616) or Irena Zugic (x. 4403) if you are unable to attend this meeting.



CURRICULUM COMMITTEE I MINUTES

Wednesday, November 4, 2015 / 3:00 p.m.

Loft Conference Room – Drescher Hall 300-E

Members Present:

Guido Davis Del Piccolo, <i>Chair</i>	William Konya	Walt Louie	Elaine Roque
Jennifer Merlic, <i>Vice Chair</i>	Helen LeDonne	Kymia Mahjouri (AS)	Gita Runkle
Brenda Antrim (non-voting)	Karen Legg	Emin Menachekanian	David Shirinyan
Sandra Hutchinson	Emily Lodmer	Estela Narrie	Odemaris Valdivia
Maral Hyeler	Georgia Lorenz	James Pacchioli	

Members Absent:

Ida Danzey	Darryl-Keith Ogata	Mark Tomasic
Steve Maldonado (AS)	Rachel Petrocelli	

Others Present:

Garen Baghdasarian	Jamie Cavanaugh	Jonathan Hughes (AS)
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MINUTES

(Items for action are listed alphabetically; items for information are listed numerically)

I. Call to order:

The meeting was called to order at 3:14pm.

II. Public Comments*:

None.

III. Approval of Minutes:

The minutes of October 21, 2015 were approved as presented.

IV. Chair's report:

- Guido reported that all approved action items from the previous meeting, including our first 3 upper division courses, were approved by the Academic Senate on November 3, 2015.
- Guido welcomed our new Associated Students representatives, Kymia Mahjouri and Jonathan Hughes, who was filling in for Steve Maldonado.
- Guido announced that all the upper division courses that do not have a prerequisite of another upper division course will have a prerequisite that will state either "Admission to the SMC Baccalaureate program" or "Admission to the Bachelor of Science in Interaction Design" (i.e. PSYCH 320, IXD 310, IXD 350, etc.).
- Bachelor's Degree Taskforce team continues to meet and submission of materials target launch date is by November 15, 2015.

V. Information Items:

(Course Updates)

- I. PSYCH 19 Lifespan Human Development

VI. Action Items:

(New Courses)

- a. COSM 50E Written Preparation For Esthetician State Board Exam (prerequisite: 400 hours of Esthetician coursework) – presented by Helen LeDonne (Approved with minor edits to phrasing.)

Motion made by: Elaine Roque

Seconded by: David Shirinyan

The motion passed unanimously.

- b. COSM 50N Written Preparation For Nail Care State Board Exam (prerequisite: 300 hours of Nail Care coursework) – presented by Helen LeDonne
(Approved with minor edits to phrasing.)

Motion made by: Elaine Roque

Seconded by: David Shirinyan

The motion passed unanimously.

- c. KIN PE 34B Intermediate Karate (prerequisite: KIN PE 34A) – presented by Garen Baghdasarian
(Approved with minor edits to phrasing.)

Motion made by: Georgia Lorenz

Seconded by: James Pacchioli

The motion passed unanimously.

Prerequisite KIN PE 34A:

Motion made by: Maral Hyeler

Seconded by: Helen LeDonne

The motion passed unanimously.

(New Courses; Upper Division)

- d. PSYCH 320 Cognitive Psychology (prerequisite: PSYCH I, MATH 54, ENGL I, and admission to the SMC Baccalaureate program) – presented by David Shirinyan
(Approved with minor edits to phrasing.)

Motion made by: Odemaris Valdivia

Seconded by: Emin Menachekanian

The motion passed unanimously.

Prerequisite: PSYCH I, MATH 54, ENGL I, and admission to the Baccalaureate program:

Motion made by: Maral Hyeler

Seconded by: Kymia Mahjouri (AS)

The motion passed unanimously.

- e. IXD 350 Interactive Storytelling – presented by Jamie Cavanaugh
(Approved with minor edits to phrasing.)

Motion made by: Elaine Roque

Seconded by: William Konya

The motion passed unanimously.

Prerequisite: Admission to the Bachelor of Science in Interaction Design:

Motion made by: Estela Narrie

Seconded by: David Shirinyan

The motion passed unanimously.

- f. IXD 360 Product Design (prerequisite: IXD 350) – presented by Jamie Cavanaugh
(Approved with minor edits to phrasing.)

Motion made by: Walt Louie

Seconded by: Maral Hyeler

The motion passed unanimously.

Prerequisite IXD 350:

Motion made by: Estela Narrie

Seconded by: Karen Legg

The motion passed unanimously.

- g. IXD 370 Design for Community Change (prerequisite: IXD 330) – presented by Jamie Cavanaugh
(Approved with minor edits to phrasing and spelling.)

Motion made by: Helen LeDonne

Seconded by: Estela Narrie

The motion passed unanimously.

Prerequisite IXD 330:

Motion made by: Maral Hyeler

Seconded by: Karen Legg

The motion passed unanimously.

- h. IXD 460 Tangible Interaction (prerequisite: IXD 360) – presented by Jamie Cavanaugh
(Approved with minor edits to phrasing.)

Motion made by: Emily Lodmer

Seconded by: Gita Runkle

The motion passed unanimously.

Prerequisite IXD 360:

Motion made by: James Pacchioli

Seconded by: David Shirinyan

The motion passed unanimously.

(Program Revisions)

- i. Cosmetology Associate in Science (AS) / Certificate of Achievement (restructuring and reduction in units) – presented by Helen LeDonne
Motion made by: James Pacchioli **Seconded by:** Emily Lodmer
The motion passed unanimously.
- j. Esthetician Department Certificate (restructuring and reduction in units) – presented by Helen LeDonne
Motion made by: James Pacchioli **Seconded by:** Emily Lodmer
The motion passed unanimously.
- k. Nail Care Department Certificate (restructuring and reduction in units) – presented by Helen LeDonne
Motion made by: James Pacchioli **Seconded by:** Emily Lodmer
The motion passed unanimously.

VII. Adjournment

The meeting adjourned at 5:30pm.

Santa Monica College

Course Outline For THEATRE ARTS 15B, Advanced Stage Movement For The Actor

Course Title: Advanced Stage Movement For The Actor Units: 2.00
Total Instructional Hours (usually 18 per unit): 54
Hours per week (full semester equivalent) in 1.50 In-Class Lab: 1.50 Arranged:
Lecture:

Date Submitted: May 2011
Date Updated: November 2015
Transferability: Transfers to CSU
IGETC Area: Does NOT satisfy any area of IGETC:
CSU GE Area: Does NOT satisfy any area of CSU GE:
SMC GE Area: Does NOT satisfy any area of SMC GE:

Degree Applicability: Credit - Degree Applicable
Prerequisite(s): None
Pre/Corequisite(s): None
Corequisite(s): None
Skills Advisory(s): None

I. Catalog Description

This course enhances the student's awareness of the physical self as a means of communication in Theatre. Techniques from Flamenco movement are incorporated to help the student develop coordination, poise, rhythm and passion that are inherent in this art form. Adopting this technique, students perform scenes and monologues from various genres including works of Shakespeare, Lorca and Oscar Wilde. Attendance at theatre productions for which students must purchase tickets is required.

II. Examples of Appropriate Text or Other Required Reading: (include all publication dates; for transferable courses at least one text should have been published within the last five years)

1. The Art of Flamenco, Society of Spanish Studies, 6th, Pohren, Donn E., Finca Espartero, Moron de la Frontera, Sevilla © 2007
2. Becoming the Dance Flamenco Spirit, Morca, Teodoro, Kendall/Hunt Publishing Co. © 1990
3. The Language of Spanish Dance, Matteo with Goya, Carla, University of Oklahoma Press © 1990
4. The Art of Flamenco, Basic Elements, Terminology, Luna, Carla, Dance Arts Academy © 2008
5. On the Technique of Acting, Chekhov, Michael, Harper Collins Publishing Co © 1993

6. Thinking Shakespeare, Edelstein, Barry, Spark Pub Group © 2007, ISBN: 1411498720
7. Acting With Style, Harrop, J; Epstein, S, Allyn and Bacon © 1999, ISBN: 0205295827
8. Luna, Carla. The Art of Flamenco, Basic Elements, Terminology, ed. Los Angeles, CA: Dance Arts Academy, 2015

III. Course Objectives

Upon completion of this course, the student will be able to:

1. Create the line, carriage, physical form and passion inherent in Flamenco and other Spanish-based movement forms that can be incorporated in theatrical scenes.
2. Develop and create advanced movement skills that can be applied to any theatrical performance.
3. Demonstrate physical and stylistic forms that will give the student actor an advantage in performance situations.
4. Embody creative expression.

IV. Methods of Presentation:

Other (Specify) , Lab , Lecture and Discussion

Other Methods: Lecture/demonstration of movement form with instructor in particular specialty field. Student warm-ups and practicing of the skills being taught. Discussion of how these skills can be transferred to acting scenes and monologues from various styles and time periods. Physical exploration of text work using techniques and skills taught. Performance of scenes and monologues bases on skills learned. Observation of films using techniques to achieve similar results. Written papers, examinations and journals to track progress and learning retention of each student.

V. Course Content

<u>% of course</u>	<u>Topic</u>
25%	Flamenco technique, terminology
30%	Character work, script explorations
25%	Discussion and Critique of Performance Presentations
20%	Stylistic differences in acting and stage movement techniques among theatrical genres
100%	Total

Vb. Lab Content:

<u>% of</u>	<u>Topic</u>

<u>course</u>	
50%	Flamenco technique practice and explorations.
50%	Script scansion, analysis and exploration
100%	Total

VI. Methods of Evaluation: (Actual point distribution will vary from instructor to instructor but approximate values are shown.)

<u>Percentage</u>	<u>Evaluation Method</u>
30 %	Papers - Production Papers and assignments
40 %	Oral Presentation - Performance Presentations
20 %	Class Participation - (includes skill level, improvement, active participation, and journal maintenance)
10 %	Final exam
100 %	Total

Additional Assessment Information:

VII. Sample Assignments:

1. Write a critique of the current Theatre Arts Main Stage production based on any three physical movement and acting elements you have studied in class. Eg: Rhythm, Compas, Compression, Physical Resistance, etc. Analyse each element in depth using appropriate examples.
2. Perform a pre-approved scene from Shakespeare. Make strong physical and emotional choices, based on clues presented by the scansion of the piece into the requisite rhythms.

VIII. Student Learning Outcomes

1. Identify discrete theatrical genres, recognizing the inherent performance and movement differences of each, and analyze and reconstruct a character using specific tools based on Flamenco techniques provided in class, breaking it down into actable components.
2. Explore and practice multi-cultural and diverse movement forms and apply physical and theatrical concepts such as Compression, Resistance, Timing, Rhythm, Weight, Color, Intensity and Texture through the discipline of Flamenco in order to enrich their work.

Santa Monica College New SMC Course

Expanded Course Outline for IXD 410 - Project Management for Design

Course Cover	
Discipline	IXD-INTERACTION DESIGN
Course Number	410
Full Course Title	Project Management for Design
Catalog Course Description	This course contextualizes project management for interaction designers. Project Management for Design provides a comprehensive overview of current design development processes and tools used to successfully deliver a high-quality project on time. Students will learn to clearly communicate with clients and manage the design process while integrating design objectives into the overall development timeline. Students will develop leadership skills, learn to plan, organize, motivate, and control resources based on project goals.
Rationale	This is a new course for the Interaction Design Bachelor of Science Degree. It ensures that students' projects are designed to produce a unique product, service, or result with a strategically defined beginning and end.
Proposal Information	
Proposed Start	Year: 2016 Semester: Fall
Proposed for Distance Ed	No
Proposed for Global Citizenship	No
Course Unit/Hours	
Variable Hour Exist	NO
Credit Hours	Min: 2.00
Weekly Lecture Hours	Min: 1.00 (Sem: 18)
Weekly Laboratory Hours	Min: 2.00 (Sem: 36)
Weekly Arranged Hours	Min: 2.00 (Sem: 36)
Total Semester Instructional Hours	90.00
Repeatability	May be repeated 0 time(s)
Grading Methods	Letter Grade Only (upper div major)
Transfer/General Ed	
Transferability	
Transfers to CSU	
IGETC Area:	

Does NOT satisfy any area of IGETC:	
CSU GE Area:	
Does NOT satisfy any area of CSU GE:	
SMC GE Area:	
Does NOT satisfy any area of SMC GE:	
Program Applicability	
Designation	Credit - Degree Applicable
Proposed For	BS Degree -Interaction Design
Course Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Demonstrate a comprehensive knowledge of different software development processes, such as agile and continuous.	
2. Exhibit a strong understanding of major milestones within the design process and articulate them clearly to a broad audience.	
3. Utilize project management tools to plan and execute a design project.	
4. Identify and articulate project objectives.	
5. Translate project goals into a plan and process for design.	
6. Write a project proposal, including a project brief, major milestones, expected outcomes, and proposed budget.	
7. Negotiate and collaborate with clients and partners, recognizing their different objectives.	
Arranged Hours Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Interview a potential client to create a project proposal.	
Course Content	
30%	Project Management processes and methodologies
30%	Design and software development processes
10%	Design and software development people and priorities
20%	Developing and writing project plans and proposals
10%	Presentations and in-class discussion of assignments and project plans
Total: 100%	
Lab Content	
50%	Critiques
50%	Team Exercises
Total: 100%	
Arranged Hours Instructional Activities	
Methods	Online instructor provided resources
Other Methods	Build an understanding of how to successfully interview a client through video materials and instructor online resources.

Methods of Presentation	
Methods	Critique Lecture and Discussion Observation and Demonstration Projects
Methods of Evaluation	
Methods	<ul style="list-style-type: none"> • 10% - Class Participation • 30% - Homework Assignments • 10% - Oral Presentation • 50% - Projects 20% Midterm 30% Final • 100% - Total
Appropriate Textbooks	
Textbooks such as the following are appropriate:	
Formatting Style	APA
Textbooks	
1. Stellman, Andrew; Green, Jennifer. <i>Applied Software Project Management</i> , ed. O'Reilly Media, 2005, ISBN: 978-0596009489.	
2. Ratcliffe, Lindsay; McNeill, Marc, . <i>Agile Experience Design: A Digital Designer's Guide to Agile, Lean and Continuous</i> , ed. New Riders Press, 2011, ISBN: 978-0321804815.	
Assignments	
Sample Assignment	
<p>Assignment 1: Write a project proposal. Select a particular project and contact the client. Interview the client to establish the project goals and objectives. Based on that project, write a detailed project proposal. Include a project description, objectives, schedule, tasks, resources, skills, and cost.</p> <p>Present project proposal to client and receive feedback.</p> <p>Assignment 2: Create a project schedule based on a provided project brief. Based on the provided project brief, create an outline of key design milestones. Within each milestone provide a description of work, assign the types of designers needed, major deliverables, estimated time, and cost.</p>	
Student Learning Outcomes	
1. Demonstrate a comprehensive knowledge of different design and software development processes such as agile and continuous.	
2. Utilize Project Management methodologies to accurately manage project expectation, collaborate with clients, and clearly articulate design processes and outcomes in both oral and written form.	

Minimum Qualification	
Minimum Qualifications:	Other - A Master?s degree in Graphic Design, Interaction Design, New Media, Design, or related design or media field; plus 2 years professional experience in UX/Interaction design. OR, A Bachelor?s degree in Graphic Design, Interaction Design, or related design or media field, and 6 years of professional experience in UX/Interaction Design.
Library	
List of suggested materials has been given to librarian?	No
Library has adequate materials to support course?	Yes

Santa Monica College New SMC Course

Expanded Course Outline for IXD 450 - Interaction Design Portfolio

Course Cover	
Discipline	IXD-INTERACTION DESIGN
Course Number	450
Full Course Title	Interaction Design Portfolio
Catalog Course Description	This course provides the interaction design student the opportunity to develop work under the supervision of the instructor on a one-to-one basis and to develop the skill to talk about their body of work in a professional setting. Emphasis is placed on developing a portfolio that displays a comprehensive understanding of industry expectations for a UX/interaction designer.
Rationale	This is a new courses proposed as part of the Bachelor of Science in Interaction Design. In this course, the student will focus on the development of a UX/interaction design portfolio that meets the current professional industry standards for presenting work to potential employers and clients.
Proposal Information	
Proposed Start	Year: 2016 Semester: Fall
Proposed for Distance Ed	No
Proposed for Global Citizenship	No
Course Unit/Hours	
Variable Hour Exist	NO
Credit Hours	Min: 2.00
Weekly Lecture Hours	Min: 1.00 (Sem: 18)
Weekly Laboratory Hours	Min: 2.00 (Sem: 36)
Weekly Arranged Hours	Min: 2.00 (Sem: 36)
Total Semester Instructional Hours	90.00
Repeatability	May be repeated 0 time(s)
Grading Methods	Letter Grade Only (upper div major)
Transfer/General Ed	
Transferability	
Transfers to CSU	
IGETC Area:	
Does NOT satisfy any area of IGETC:	

CSU GE Area:	
Does NOT satisfy any area of CSU GE:	
SMC GE Area:	
Does NOT satisfy any area of SMC GE:	
Program Applicability	
Designation	Credit - Degree Applicable
Proposed For	BS Degree -Interaction Design
Pre/Corequisites & Advisories	
Prerequisite IXD 430	
Content Review	
IXD 430 - Prerequisite (Content to Objective)	
Course Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Produce and present a professional portfolio that meets IxD program expectations and industry standards.	
2. Create presentation materials and promotional strategies to support portfolio.	
3. Demonstrate knowledge of industry trends and professional practices related to UX/interaction design.	
4. Contribute to group critiques and in-class discussions.	
5. Communicate professionally using visual and verbal presentation skills.	
6. Effectively produce and give presentations that clearly communicate to a range of audiences.	
Arranged Hours Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Present portfolio of work effectively in a professional setting.	
Course Content	
40%	Produce a cohesive portfolio that reflects current trends in UX/interaction design while reflecting the student's body of work.
35%	Develop and present 2 case studies that visually represent your work, design process, and outcomes. Produce a portfolio website highlighting these case studies.
25%	Communicate professionally using both visual and verbal skills to present design portfolio.
Total: 100%	
Lab Content	
50%	Critiques
50%	Team Exercises
Total: 100%	

Arranged Hours Instructional Activities	
Methods	Online instructor provided resources
Other Methods	Build skill set in presenting portfolio of work through video materials and instructor online resources.
Methods of Presentation	
Methods	Critique Lecture and Discussion Projects
Methods of Evaluation	
Methods	<ul style="list-style-type: none"> • 10% - Class Participation • 25% - Oral Presentation • 35% - Portfolios • 30% - Projects • 100% - Total
Appropriate Textbooks	
Textbooks such as the following are appropriate:	
Formatting Style	APA
Textbooks	
1. McDowell, Wes, and Bergess, Joseph. <i>Rock Your Portfolio Website</i> , ed. The Deep End Publishing, 2013, ISBN: B00D8K7LRE.	
Assignments	
Sample Assignment	
<p>Assignment 1: Research future employers</p> <p>Research future employers that may need or already have a need for UX/Interaction Designers. Create a list of places where you can apply for work. It can be a creative studio, entertainment company, an advertising agency, technology company, or client. The more thorough you are, the better this information will be for your future use.</p> <p>Assignment 2: Self-evaluation</p> <p>For each of your projects, answer the following questions: What is the project? Why should we care? What is the problem? What is the solution? How did you get to this outcome? Who are you as a designer? Do you consider yourself a Generalist or Specialist?</p>	
Student Learning Outcomes	
1. Assess, produce and present a professional portfolio that meets department expectations and industry standards.	
2. Discuss and evaluate portfolios using visual and verbal presentation skills, and demonstrate ability to discuss body of work in a professional setting.	
Minimum Qualification	
Minimum	Other

Qualifications:	- A Master's degree in Graphic Design, Interaction Design, New Media, Design, or related design or media field; plus 2 years professional experience in UX/Interaction design. OR, A Bachelor's degree in Graphic Design, Interaction Design, or related design or media field, and 6 years of professional experience in UX/Interaction Design.	
Library		
List of suggested materials has been given to librarian?	No	
Library has adequate materials to support course?	Yes	
Additional Comments/Information		
Attached Files		
Prerequisite Form IXD-450		

Prerequisite / Corequisite Checklist and Worksheet

IXD 450, Interaction Design Portfolio

Prerequisite: IXD 430, Interaction Design Studio 3

SECTION 1 - CONTENT REVIEW: If any criterion is not met, the prerequisite will be disallowed.

Criterion	Met	Not Met
1. Faculty with appropriate expertise have been involved in the determination of the prerequisite, corequisite or advisory.	X	
2. The department in which the course is (will be) taught has considered course objectives in accordance with accreditation standards.	X	
3. Selection of this prerequisite, corequisite or advisory is based on tests, the type and number of examinations, and grading criteria.	X	
4. Selection of this prerequisite, corequisite or advisory is based on a detailed course syllabus and outline of record, related instructional materials and course format.	X	
5. The body of knowledge and/or skills which are necessary for success before and/or concurrent with enrollment have been specified in writing.	X	
6. The course materials presented in this prerequisite or corequisite have been reviewed and determined to teach knowledge or skills needed for success in the course requiring this prerequisite.	X	
7. The body of knowledge and/or skills necessary for success in the course have been matched with the knowledge and skills developed by the prerequisite, corequisite or advisory.	X	
8. The body of knowledge and/or skills taught in the prerequisite are not an instructional unit of the course requiring the prerequisite.	X	
9. Written documentation that steps 1 to 8 above have been taken is readily available in departmental files.	X	

SECTION II - ADDITIONAL LEVEL OF SCRUTINY:

In addition to the affirmation of content review listed in section I, an additional level of scrutiny is also required. The level of scrutiny depends on which type of prerequisite is involved. There are six types and each is listed below. Please identify which one is being used to justify the proposed prerequisite. The additional level of scrutiny corresponding to each type of prerequisite is identified below.

x Type 2: Sequential within and across disciplines (e.g., Physics 7, 8, 9, ...)

Complete the Prerequisite Worksheet

Prerequisite Worksheet

ENTRANCE SKILLS FOR IXD 450, Interaction Design Portfolio

(What the student needs to be able to do or understand BEFORE entering the course in order to be successful)

A)	Design large scale systems, services, and digital networks.
B)	Understand current interaction design topics such as new digital services, social networking, and The Internet of Things.
C)	Create information architectures, user narratives, mental models, network maps, and system flows.
D)	Effectively produce and give presentations that clearly communicate to a range of audiences.
E)	
F)	
G)	
H)	

EXIT SKILLS (objectives) FOR IXD 430, Interaction Design Studio 3

(What the student has the demonstrated ability to do or understand AFTER successful completion of this course)

1.	Design large scale systems, services, and digital networks.
2.	Understand current interaction design topics such as new digital services, social networking, and The Internet of Things.
3.	Create information architectures, user narratives, mental models, network maps, and system flows.
4.	Effectively produce and give presentations that clearly communicate to a range of audiences.
5.	
6.	
7.	
8.	

		ENTRANCE SKILLS FOR IXD 450)							
		A	B	C	D	E	F	G	H
EXIT SKILLS FOR (IXD 430)	1	x							
	2		x						
	3			x					
	4				x				
	5								
	6								
	7								
	8								

Santa Monica College New SMC Course

Expanded Course Outline for IXD 470 - Interaction Design Senior Studio

Course Cover	
Discipline	IXD-INTERACTION DESIGN
Course Number	470
Full Course Title	Interaction Design Senior Studio
Catalog Course Description	This course focuses on an industry sponsored project in which students use their integrated skills to create a forward looking design in response to a real-world brief provided by the industry partner in collaboration with the faculty. This is a capstone course where students work in small teams and build on the knowledge and skills they acquired in earlier course work. The course is organized around a project that requires student teams to explore various design concepts and alternatives as well as explore recent practices, tools, and systems that may be related to the project. Students will design and produce a prototype as part of a team. Considering the pace of the development of the project, this requires students to engage in a considerable amount of independent as well as team-based learning.
Proposal Information	
Proposed Start	Year: 2016 Semester: Fall
Proposed for Distance Ed	No
Proposed for Global Citizenship	No
Course Unit/Hours	
Variable Hour Exist	NO
Credit Hours	Min: 3.00
Weekly Lecture Hours	Min: 2.00 (Sem: 36)
Weekly Laboratory Hours	Min: 1.00 (Sem: 18)
Weekly Arranged Hours	Min: 2.00 (Sem: 36)
Total Semester Instructional Hours	90.00
Repeatability	May be repeated 0 time(s)
Grading Methods	Letter Grade Only (upper div major)
Transfer/General Ed	
Transferability	

Transfers to CSU	
IGETC Area:	
Does NOT satisfy any area of IGETC:	
CSU GE Area:	
Does NOT satisfy any area of CSU GE:	
SMC GE Area:	
Does NOT satisfy any area of SMC GE:	
Program Applicability	
Designation	Credit - Degree Applicable
Proposed For	BS Degree -Interaction Design
Pre/Corequisites & Advisories	
Prerequisite IXD 430	
Pre/Corequisite IXD 410	
Content Review	
IXD 410 - Pre/Corequisite (Content to Objective)	
IXD 430 - Prerequisite (Content to Objective)	
Course Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Synthesize and apply prior UX/interaction design knowledge to designing and implementing solutions to design problems while considering multiple constraints.	
2. Successfully evaluate design concepts and alternatives.	
3. Conduct design research.	
4. Research and assess tools and practices for solving given problems.	
5. Analyze quality for each iteration of the project.	
6. Demonstrate competency with deadline driven projects in a team setting.	
7. Solve project management issues, such as teamwork, project scheduling, individual and group time management.	
8. Produce design presentations to a range of audiences and group of peers.	
9. Construct techniques for effective written communication for a range of purposes (user research, design documentation, storyboards etc.)	
Arranged Hours Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Make a professional design presentation effectively as part of a team.	
Course Content	
20%	Design research, documentation, summary of observations and insights,

	concept development.
20%	System audits, task-flow analysis, flow diagrams, user narratives, mental models, network maps, and system flows.
30%	Digital and paper prototyping methods and iteration.
30%	Presentation and critique of projects
Total: 100%	
Lab Content	
50%	Critiques
50%	Team Exercises
Total: 100%	
Arranged Hours Instructional Activities	
Methods	Online instructor provided resources
Other Methods	Build skill set in making professional presentations through video materials and instructor online resources.
Methods of Presentation	
Methods	Critique Group Work Lecture and Discussion Projects
Methods of Evaluation	
Methods	<ul style="list-style-type: none"> • 10% - Class Participation • 50% - Group Projects Final Project • 20% - Projects • 20% - Research Projects • 100% - Total
Appropriate Textbooks	
Textbooks such as the following are appropriate:	
Formatting Style	APA
Textbooks	
1. Claire Rowland, Elizabeth Goodman, Martin Charlier, Ann Light, Alfred Lui. <i>Designing Connected Products: UX for the Consumer Internet of Things</i> , ed. O'Reilly Media, 2015, ISBN: 978-1449372569.	
Assignments	
Sample Assignment	
Assignment 1: Conduct design research.	
Based on the brief provided by the industry partner; conduct effective design research to facilitate the understanding of the problem and to help develop the concept for the design solution.	

Assignment 2: Produce midterm presentation to industry partners.	
Create a team presentation to communicate to industry partner the following milestones: research insights, user experience documentation, design concept, prototyping outcomes, etc.	
Student Learning Outcomes	
1. Successfully conceptualize, research, analyze, design, prototype and iterate a design solution from beginning to end.	
2. As part of a team, solve complex design problem and justify design solution to a group.	
Minimum Qualification	
Minimum Qualifications:	Other - A Master's degree in Graphic Design, Interaction Design, New Media, Design, or related design or media field; plus 2 years professional experience in UX/Interaction design. OR, A Bachelor's degree in Graphic Design, Interaction Design, or related design or media field, and 6 years of professional experience in UX/Interaction Design.
Library	
List of suggested materials has been given to librarian?	No
Library has adequate materials to support course?	Yes
Additional Comments/Information	
Attached Files	
Prerequisite Form IXD-470 Coreq-Prerequisite Form IXD-470	

Prerequisite / Corequisite Checklist and Worksheet

IXD 470, Interaction Design Senior Studio

Prerequisite: IXD 430, Interaction Design Studio 3

Other prerequisites, corequisites, and advisories also required for this course:
(Please note that a separate sheet is required for each prerequisite, corequisite, or advisory)

IXD 410, Project Management for Design

SECTION 1 - CONTENT REVIEW: If any criterion is not met, the prerequisite will be disallowed.

Criterion	Met	Not Met
1. Faculty with appropriate expertise have been involved in the determination of the prerequisite, corequisite or advisory.	X	
2. The department in which the course is (will be) taught has considered course objectives in accordance with accreditation standards.	X	
3. Selection of this prerequisite, corequisite or advisory is based on tests, the type and number of examinations, and grading criteria.	X	
4. Selection of this prerequisite, corequisite or advisory is based on a detailed course syllabus and outline of record, related instructional materials and course format.	X	
5. The body of knowledge and/or skills which are necessary for success before and/or concurrent with enrollment have been specified in writing.	X	
6. The course materials presented in this prerequisite or corequisite have been reviewed and determined to teach knowledge or skills needed for success in the course requiring this prerequisite.	X	
7. The body of knowledge and/or skills necessary for success in the course have been matched with the knowledge and skills developed by the prerequisite, corequisite or advisory.	X	
8. The body of knowledge and/or skills taught in the prerequisite are not an instructional unit of the course requiring the prerequisite.	X	
9. Written documentation that steps 1 to 8 above have been taken is readily available in departmental files.	X	

SECTION II - ADDITIONAL LEVEL OF SCRUTINY:

In addition to the affirmation of content review listed in section I, an additional level of scrutiny is also required. The level of scrutiny depends on which type of prerequisite is involved. There are six types and each is listed below. Please identify which one is being used to justify the proposed prerequisite. The additional level of scrutiny corresponding to each type of prerequisite is identified below.

x Type 2: Sequential within and across disciplines (e.g., Physics 7, 8, 9, ...)

Complete the Prerequisite Worksheet

Prerequisite Worksheet

ENTRANCE SKILLS FOR IXD 470, Interaction Design Senior Studio

(What the student needs to be able to do or understand BEFORE entering the course in order to be successful)

A)	Design large scale systems, services, and digital networks.
B)	Conduct ethnographic research through site visits and shadowing to discover new user needs and product opportunities.
C)	Create information architectures, user narratives, mental models, network maps, and system flows.
D)	Design network systems to solve a user's need or want.
E)	Collaborate effectively and efficiently on a large scale, team project.

EXIT SKILLS (objectives) FOR IXD 430, Interaction Design Studio 3

(What the student has the demonstrated ability to do or understand AFTER successful completion of this course)

1.	Design large scale systems, services, and digital networks.
2.	Conduct ethnographic research through site visits and shadowing to discover new user needs and product opportunities.
3.	Create information architectures, user narratives, mental models, network maps, and system flows.
4.	Design network systems to solve a user's need or want.
5.	Collaborate effectively and efficiently on a large scale, team project.

		ENTRANCE SKILLS FOR IXD 470)							
		A	B	C	D	E	F	G	H
EXIT SKILLS FOR (IXD 430)	1	x							
	2		x						
	3			x					
	4				x				
	5					x			
	6								
	7								
	8								

Prerequisite / Corequisite Checklist and Worksheet

IXD 470, Interaction Design Senior Studio

Corequisite/Prerequisite: IXD 410, Project Management for Design

Other prerequisites, corequisites, and advisories also required for this course:
(Please note that a separate sheet is required for each prerequisite, corequisite, or advisory)

IXD 430, Interaction Design Studio 3

SECTION 1 - CONTENT REVIEW: If any criterion is not met, the prerequisite will be disallowed.

Criterion	Met	Not Met
1. Faculty with appropriate expertise have been involved in the determination of the prerequisite, corequisite or advisory.	X	
2. The department in which the course is (will be) taught has considered course objectives in accordance with accreditation standards.	X	
3. Selection of this prerequisite, corequisite or advisory is based on tests, the type and number of examinations, and grading criteria.	X	
4. Selection of this prerequisite, corequisite or advisory is based on a detailed course syllabus and outline of record, related instructional materials and course format.	X	
5. The body of knowledge and/or skills which are necessary for success before and/or concurrent with enrollment have been specified in writing.	X	
6. The course materials presented in this prerequisite or corequisite have been reviewed and determined to teach knowledge or skills needed for success in the course requiring this prerequisite.	X	
7. The body of knowledge and/or skills necessary for success in the course have been matched with the knowledge and skills developed by the prerequisite, corequisite or advisory.	X	
8. The body of knowledge and/or skills taught in the prerequisite are not an instructional unit of the course requiring the prerequisite.	X	
9. Written documentation that steps 1 to 8 above have been taken is readily available in departmental files.	X	

SECTION II - ADDITIONAL LEVEL OF SCRUTINY:

In addition to the affirmation of content review listed in section I, an additional level of scrutiny is also required. The level of scrutiny depends on which type of prerequisite is involved. There are six types and each is listed below. Please identify which one is being used to justify the proposed prerequisite. The additional level of scrutiny corresponding to each type of prerequisite is identified below.

x Type 2: Sequential within and across disciplines (e.g., Physics 7, 8, 9, ...)

Complete the Prerequisite Worksheet

Prerequisite Worksheet

ENTRANCE SKILLS FOR IXD 470, Interaction Design Senior Studio

(What the student needs to be able to do or understand BEFORE entering the course in order to be successful)

A)	Exhibits a strong understanding of major milestones within the design process and can articulate clearly to a broad audience.
B)	Utilize project management tools to plan and execute a design project.
C)	Identify and articulate project objectives.
D)	Translate project goals into a plan and process for design.
E)	Ability to negotiate and collaborate with clients and partners, understanding their different objectives.

EXIT SKILLS (objectives) FOR IXD 410, Project Management for Design

(What the student has the demonstrated ability to do or understand AFTER successful completion of this course)

1.	Exhibits a strong understanding of major milestones within the design process and can articulate clearly to a broad audience.
2.	Utilize project management tools to plan and execute a design project.
3.	Identify and articulate project objectives.
4.	Translate project goals into a plan and process for design.
5.	Ability to negotiate and collaborate with clients and partners, understanding their different objectives.

		ENTRANCE SKILLS FOR IXD 470)							
		A	B	C	D	E	F	G	H
EXIT SKILLS FOR (IXD 410)	1	x							
	2		x						
	3			x					
	4				x				
	5					x			
	6								
	7								
	8								

Santa Monica College New SMC Course

Expanded Course Outline for IXD 490A - Interaction Design Internship

Course Cover	
Discipline	IXD-INTERACTION DESIGN
Course Number	490A
Full Course Title	Interaction Design Internship
Catalog Course Description	This internship program provides students with the opportunity to work with a local firm to apply UX/IxD principles. Students become acquainted with the career fields in user experience design and interaction design by working in a professional design, entertainment, or technology company. Students spend a minimum of 60 hours during the term under the supervision of a design professional. Learning objectives and exit internship evaluation are required. Limited availability.
Rationale	This is a new course for the Interaction Design Bachelor of Science Degree. The Interaction Design Internship program is designed to provide the student with "real life" experience in a UX/Interaction Design environment.
Proposal Information	
Proposed Start	Year: 2016 Semester: Fall
Proposed for Distance Ed	No
Proposed for Global Citizenship	No
Course Unit/Hours	
Variable Hour Exist	NO
Credit Hours	Min: 1.00
Weekly Arranged Hours	Min: 4.00 (Sem: 72)
Total Semester Instructional Hours	72.00
Repeatability	May be repeated 0 time(s)
Grading Methods	Letter Grade Only (upper div major)
Transfer/General Ed	
Transferability	
Transfers to CSU	
IGETC Area:	
Does NOT satisfy any area of IGETC:	
CSU GE Area:	
Does NOT satisfy any area of CSU GE:	
SMC GE Area:	

Does NOT satisfy any area of SMC GE:	
Program Applicability	
Designation	Credit - Degree Applicable
Proposed For	BS Degree -Interaction Design
Pre/Corequisites & Advisories	
Prerequisite Admission to the Bachelor of Science in Interaction Design	
Content Review	
Course Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Gain hands-on experience in UX/interaction design industry practices and activities.	
2. Develop mentorship experiences with design professionals.	
Arranged Hours Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Determine learning objectives and ability to create a successful self-evaluation for internship.	
Course Content	
85%	Students will work under the direction of an internship supervisor at a professional design, entertainment or technology company. Duties may include participating in design conferences and project meetings; shadowing working designers during their work day; research; creating sketches, comps or wireframes; prototyping, and/or other duties that will help the student achieve his or her learning objectives.
15%	Students will establish course objectives for their internship and write a 2-3 page analysis of how these objectives have been achieved.
Total: 100%	
Arranged Hours Instructional Activities	
Methods	Online instructor provided resources
Other Methods	Build an understanding of how to create learning objectives and self-evaluation for internship through video materials and instructor online resources.
Methods of Presentation	
Methods	Work Experience (internship)
Methods of Evaluation	
Methods	<ul style="list-style-type: none"> • 85% - Class Participation Work Experience. Successful completion of learning objectives as judged by design, • 15% - Written assignments Student will establish learning objectives and provide 2-3 page analysis of how those objectives are met.

	<ul style="list-style-type: none"> • 100% - Total
Appropriate Textbooks	
Textbooks such as the following are appropriate:	
Formatting Style	APA
Assignments	
Sample Assignment	
<p>Assignment 1: Student shadows interaction designer during a project meeting and follows the designer through the completion of a project.</p> <p>Assignment 2: Student observes behind the scenes functions leading to production of an interactive, software, or product design release.</p>	
Student Learning Outcomes	
1. Relate UX/interaction design principles and techniques to a professional working environment at a design, entertainment, or technology company.	
2. Demonstrate how interaction design professionals work as part of a team in the design workplace.	
Minimum Qualification	
Minimum Qualifications:	Other - A Master's degree in Graphic Design, Interaction Design, New Media, Design, or related design or media field; plus 2 years professional experience in UX/Interaction design. OR, A Bachelor's degree in Graphic Design, Interaction Design, or related design or media field, and 6 years of professional experience in UX/Interaction Design.
Library	
List of suggested materials has been given to librarian?	No
Library has adequate materials to support course?	Yes

Santa Monica College New SMC Course

Expanded Course Outline for IXD 490B - Interaction Design Internship

Course Cover	
Discipline	IXD-INTERACTION DESIGN
Course Number	490B
Full Course Title	Interaction Design Internship
Catalog Course Description	In this internship program, students will work with a local firm to apply UX/IxD principles. Students become acquainted with the career fields in user experience design and interaction design by working in a professional design, entertainment, or technology company. Students spend a minimum of 120 hours during the term under the supervision of a design professional. Learning objectives and exit internship evaluation are required. Limited availability.
Rationale	This is a new course for the Interaction Design Bachelor of Science Degree. The Interaction Design Internship program is designed to provide the student with "real life" experience in a UX/Interaction Design environment.
Proposal Information	
Proposed Start	Year: 2016 Semester: Fall
Proposed for Distance Ed	No
Proposed for Global Citizenship	No
Course Unit/Hours	
Variable Hour Exist	NO
Credit Hours	Min: 2.00
Weekly Arranged Hours	Min: 8.00 (Sem: 144)
Total Semester Instructional Hours	144.00
Repeatability	May be repeated 0 time(s)
Grading Methods	Letter Grade Only (upper div major)
Transfer/General Ed	
Transferability	
Transfers to CSU	
IGETC Area:	
Does NOT satisfy any area of IGETC:	
CSU GE Area:	
Does NOT satisfy any area of CSU GE:	
SMC GE Area:	

Does NOT satisfy any area of SMC GE:	
Program Applicability	
Designation	Credit - Degree Applicable
Proposed For	BS Degree -Interaction Design
Pre/Corequisites & Advisories	
Prerequisite Admission to the Bachelor of Science in Interaction Design	
Content Review	
Course Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Gain hands-on experience in UX/interaction design industry practices and activities.	
2. Develop mentorship experiences with design professionals.	
Arranged Hours Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Determine learning objectives and ability to create a successful self-evaluation for internship.	
Course Content	
85%	Students will work under the direction of an internship supervisor at a professional design, entertainment or technology company. Duties may include participating in design conferences and project meetings; shadowing working designers during their work day; research; creating sketches, comps or wireframes; prototyping, and/or other duties that will help the student achieve his or her learning objectives.
15%	Students will establish course objectives for their internship and write a 2-3 page analysis of how these objectives have been achieved.
Total: 100%	
Arranged Hours Instructional Activities	
Methods	Online instructor provided resources
Other Methods	Build an understanding of how to create learning objectives and self-evaluation for internship through video materials and instructor online resources.
Methods of Presentation	
Methods	Work Experience (internship)
Methods of Evaluation	
Methods	<ul style="list-style-type: none"> • 85% - Class Participation Work Experience. Successful completion of learning objectives as judged by design, • 15% - Written assignments Student will establish learning objectives and provide 2-3 page analysis of how those objectives are met.

	<ul style="list-style-type: none"> • 100% - Total
Appropriate Textbooks	
Textbooks such as the following are appropriate:	
Formatting Style	APA
Assignments	
Sample Assignment	
<p>Assignment 1: Student shadows interaction designer during a project meeting and follows the designer through the completion of a project.</p>	
<p>Assignment 2: Student observes behind the scenes functions leading to production of an interactive, software, or product design release.</p>	
Student Learning Outcomes	
1. Relate UX/interaction design principles and techniques to a professional working environment at a design, entertainment, or technology company.	
2. Demonstrate how interaction design professionals work as part of a team in the design workplace.	
Minimum Qualification	
Minimum Qualifications:	Other - A Master's degree in Graphic Design, Interaction Design, New Media, Design, or related design or media field; plus 2 years professional experience in UX/Interaction design. OR, A Bachelor's degree in Graphic Design, Interaction Design, or related design or media field, and 6 years of professional experience in UX/Interaction Design.
Library	
List of suggested materials has been given to librarian?	No
Library has adequate materials to support course?	Yes

Santa Monica College New SMC Course

Expanded Course Outline for IXD 490C - Interaction Design Internship

Course Cover	
Discipline	IXD-INTERACTION DESIGN
Course Number	490C
Full Course Title	Interaction Design Internship
Catalog Course Description	In this internship program, students will work with a local firm to apply UX/IxD principles. Students become acquainted with the career fields in user experience design and interaction design by working in a professional design, entertainment, or technology company. Students spend a minimum of 180 hours during the term under the supervision of a design professional. Learning objectives and exit internship evaluation are required. Limited availability.
Rationale	This is a new course for the Interaction Design Bachelor of Science Degree. The Interaction Design Internship program is designed to provide the student with "real life" experience in a UX/Interaction Design environment.
Proposal Information	
Proposed Start	Year: 2016 Semester: Fall
Proposed for Distance Ed	No
Proposed for Global Citizenship	No
Course Unit/Hours	
Variable Hour Exist	NO
Credit Hours	Min: 3.00
Weekly Arranged Hours	Min: 12.00 (Sem: 216)
Total Semester Instructional Hours	216.00
Repeatability	May be repeated 0 time(s)
Grading Methods	Letter Grade Only (upper div major)
Transfer/General Ed	
Transferability	
Transfers to CSU	
IGETC Area:	
Does NOT satisfy any area of IGETC:	
CSU GE Area:	
Does NOT satisfy any area of CSU GE:	
SMC GE Area:	

Does NOT satisfy any area of SMC GE:	
Program Applicability	
Designation	Credit - Degree Applicable
Proposed For	BS Degree -Interaction Design
Pre/Corequisites & Advisories	
Prerequisite Admission to the Bachelor of Science in Interaction Design	
Content Review	
Course Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Gain hands-on experience in UX/interaction design industry practices and activities.	
2. Develop mentorship experiences with design professionals.	
Arranged Hours Objectives	
Upon satisfactory completion of the course, students will be able to:	
1. Determine learning objectives and ability to create a successful self-evaluation for internship.	
Course Content	
85%	Students will work under the direction of an internship supervisor at a professional design, entertainment or technology company. Duties may include participating in design conferences and project meetings; shadowing working designers during their work day; research; creating sketches, comps or wireframes; prototyping, and/or other duties that will help the student achieve his or her learning objectives.
15%	Students will establish course objectives for their internship and write a 2-3 page analysis of how these objectives have been achieved.
Total: 100%	
Arranged Hours Instructional Activities	
Methods	Online instructor provided resources
Other Methods	Build an understanding of how to create learning objectives and self-evaluation for internship through video materials and instructor online resources.
Methods of Presentation	
Methods	Work Experience (internship)
Methods of Evaluation	
Methods	<ul style="list-style-type: none"> • 85% - Class Participation Work Experience. Successful completion of learning objectives as judged by design, entertainment, technology company internship supervisor. • 15% - Written assignments Student will establish learning objectives and provide 2-3 page

	analysis of how those objectives are met. <ul style="list-style-type: none"> • 100% - Total
Appropriate Textbooks	
Textbooks such as the following are appropriate:	
Formatting Style	APA
Assignments	
Sample Assignment	
<p>Assignment 1: Student shadows interaction designer during a project meeting and follows the designer through the completion of a project.</p> <p>Assignment 2: Student observes behind the scenes functions leading to production of an interactive, software, or product design release.</p>	
Student Learning Outcomes	
1. Relate UX/interaction design principles and techniques to a professional working environment at a design, entertainment, or technology company.	
2. Demonstrate how interaction design professionals work as part of a team in the design workplace.	
Minimum Qualification	
Minimum Qualifications:	Other - A Master's degree in Graphic Design, Interaction Design, New Media, Design, or related design or media field; plus 2 years professional experience in UX/Interaction design. OR, A Bachelor's degree in Graphic Design, Interaction Design, or related design or media field, and 6 years of professional experience in UX/Interaction Design.
Library	
List of suggested materials has been given to librarian?	No
Library has adequate materials to support course?	Yes

SANTA MONICA COLLEGE PROGRAM OF STUDY

THEATRE

Associate in Arts (AA)

CURRENT

Area of Emphasis

Required Courses: (15 units minimum)

		Units
TH ART 5	History Of World Theatre	3
TH ART 10A	Voice Development For The Stage	3
TH ART 18A	Technical Theatre Production Workshop	1
TH ART 18B	Technical Theatre Production Workshop	2
TH ART 18C	Technical Theatre Production Workshop	3
TH ART 20	Stagecraft	3
TH ART 41	Acting I	3

Select one course from:

		Units
TH ART 21	Scenic Painting Techniques	3
TH ART 22	Stage Lighting	3
TH ART 24	Stage Sound	1
TH ART 25	Introduction to Theatrical Sound	3
TH ART 26	Introduction To Stage Costuming	3
TH ART 28A	Beginning Stage Make-Up	1
TH ART 31	Introduction to Stage Management	3

Select one course from the following:

		Units
TH ART 10B	Advanced Voice Development For The Stage	3
TH ART 15A	Stage Movement For The Actor	1
TH ART 15B	Advanced Stage Movement For The Actor	1
TH ART 34	Advanced Costume Design	2
TH ART 38A	Beginning Stage Direction	3
TH ART 42	Acting II	3
TH ART 43	Acting Historical Styles - Early	3
TH ART 44	Acting Historical Styles - Late	3
TH ART 45 (same as MUSIC 45)	Musical Theatre Workshop	3
TH ART 50	Advanced Production - Full Play	3
TH ART 52	Advanced Production - Musical Theatre	5
TH ART 53 (same as MUSIC 46)	Production For The Younger Audience	3
TH ART 54	Advanced Production - Summer Theatre	6
TH ART 55	Advanced Production - Small Theatre Venue	3

Total Units for Area of Emphasis:

20

PROPOSED

THEATRE Associate in Arts (AA)

(effective Not Specified, Not Specified)

This program provides instruction and training in the field of Theatre Arts. A comprehensive curriculum in areas of Acting, Voice, Movement, Theatrical Styles, Theatre History, Production and Technical Theatre prepares students for university transfer and future careers. The program seeks to empower students at all levels to hone their performance, technical or critical/analytical skills through active and rigorous engagement in their areas of study. The program makes effort to instill a sense of responsibility in students and a desire for excellence in their craft.

The department's curriculum focuses on providing education and experience towards mounting theatrical productions. Performance related classes hone skills enabling the actor to audition and perform with confidence. Technical Theatre classes provide students with the knowledge and skills to tackle various aspects of technical theatre. Department productions are student cast and run by student crews.

This Associate degree involves satisfactory completion of a minimum of 60 semester units with a C average or higher, including the semester units of the area of emphasis (articulated below), fulfillment of the Global Citizenship requirement, and fulfillment of all Santa Monica College general education requirements, CSU GE, or IGETC. At least 50% of the area of emphasis units must be completed at Santa Monica College. Each course in the area of emphasis must be completed with a grade of C or higher. Additional graduation requirements for the Associate degree are available at the Transfer/Counseling Center and online at www.smc.edu/articulation.

Catalog rights dictate that a student may satisfy the requirements of a degree or certificate by completing the general education and area of emphasis requirements in effect at any time of the student's continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

Program Learning Outcomes:

Upon completion of this program, students will be able to evaluate and appreciate a theatrical performance by recognizing the inherent components that go into creating theatre, including the research involved, the collaboration among designers and directors, the rehearsal process and the technical skills involved in making a play come to life. In addition, students will hone performance, design, analytical or technical skills leading to performance in the capacity of at least one of the following: Actor, Director, Stage Manager, Set/Light/Sound/Costume/Make-Up Designer, Stage Technician, Reviewer, Educated Audience Member.

Area of Emphasis

Required Core Courses:

		Units
TH ART 5	History Of World Theatre	3
TH ART 10A	Voice Development For The Stage	3
TH ART 15A	Stage Movement For The Actor	1
TH ART 20	Stagecraft	3
TH ART 28A	Beginning Stage Make-Up	1
TH ART 41	Acting I	3

Required Production Workshop: (3 units minimum)

		Units
TH ART 18A	Technical Theatre Production Workshop	1
TH ART 18B	Technical Theatre Production Workshop	2
TH ART 18C	Technical Theatre Production Workshop	3

List A: Select one course from the following: (3 units)		Units
TH ART 21	Scenic Painting Techniques	3
TH ART 22	Stage Lighting	3
TH ART 25	Introduction to Theatrical Sound	3
TH ART 26	Introduction To Stage Costuming	3
TH ART 31	Introduction to Stage Management	3

List B: Select one course from the following: (2 units minimum)		Units
TH ART 10B	Advanced Voice Development For The Stage	3
TH ART 13	Stage Dialects	2
TH ART 15B	Advanced Stage Movement For The Actor	2
TH ART 38A	Beginning Stage Direction	3
TH ART 42	Acting II	3
TH ART 43	Acting Historical Styles - Early	3
TH ART 44	Acting Historical Styles - Late	3
TH ART 45 (<i>same as MUSIC 45</i>)	Musical Theatre Workshop	3
TH ART 50	Advanced Production - Full Play	3
TH ART 52	Advanced Production - Musical Theatre	5
TH ART 53 (<i>same as MUSIC 46</i>)	Production For The Younger Audience	3
TH ART 55	Advanced Production - Small Theatre Venue	3

Total Units for Area of Emphasis:	22
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