

**THE ART INSTITUTE OF CALIFORNIA – INLAND EMPIRE
THE ART INSTITUTE OF CALIFORNIA – SAN DIEGO**

**ADDENDUM TO THE
2011-2012 CATALOG
Fall 2011**

See [AiPrograms.info](#) for program duration, tuition, fees, other costs, median debt, federal salary data, alumni success, and other important info.

TABLE OF CONTENTS

Campus Administration	3
Inland Empire	3
San Diego	3
Faculty Profiles	4
Inland Empire	4
San Diego	14
Revised Program Information	21
Advertising, AS – San Diego	21
Advertising, BS – San Diego	22
Art of Cooking, Diploma – Inland Empire	24
Art of Cooking, Diploma – San Diego	25
Audio Production, BS – Inland Empire	26
Audio Production, BS – San Diego	28
Baking & Pastry, Diploma	30
Baking & Pastry, AS – Inland Empire	31
Baking & Pastry, AS – San Diego	32
Culinary Arts, AS – Inland Empire	33
Culinary Arts, AS – San Diego	34
Culinary Management, BS – Inland Empire	35
Culinary Management, BS – San Diego	37
Fashion Design, BFA – Inland Empire	39
Fashion Design, BFA – San Diego	41
Fashion Marketing & Management, BS	43
Fashion & Retail Management, BS	45
Game Art & Design, BS - Inland Empire	47
Game Art & Design, BS – San Diego	49
Graphic Design, AS – Inland Empire	51
Graphic Design, AS - San Diego	52
Graphic Design, BS - Inland Empire	53
Graphic Design, BS - San Diego	55
Hospitality Food & Beverage Management, BS	57
Interior Design, BS - Inland Empire	59
Interior Design, BS - San Diego	61
Media Arts & Animation, BS - Inland Empire	63
Media Arts & Animation, BS - San Diego	65
Visual & Game Programming, BS	67
Web Design & Interactive Media, BS - Inland Empire	69
Web Design & Interactive Media, BS - San Diego	71
New Program Information	73
Fashion Retailing, Diploma	73
Web Design & Interactive Communications, Diploma	74
Course Descriptions	75
Academic Calendar & Campus Holidays	77
Tuition and Fees	78
Polices & Procedures	81

CAMPUS ADMINISTRATION

THE ART INSTITUTE OF CALIFORNIA – INLAND EMPIRE

Emam ElHout President
Lawrence Cohen Dean of Academic Affairs
Matthew Madrid Senior Director of Admissions
Robin Rosenberg Director of Career Services
Michele Ferren Director of Human Resources
Haroon Ahmed Director of Administrative & Financial Services
Vacant Dean of Student Affairs
Kay Wachuku Associate Dean of Academic Affairs
Jason Diehl Assistant Academic Department Director: Web Design & Interactive Media and Foundation Studies
Sherry West Academic Department Director: Fashion Design & Fashion Retail Management
James Kellenberger Academic Department Director: Culinary Arts and Culinary Management
Stephen Bautista Assistant Academic Department Director: Foundation Studies, Interim Academic Department Director: Game Art & Design, Media Arts & Animation
Ray Jones Academic Department Director: General Education
Jana Rawlings Academic Department Director: Graphic Design
Sara Sandoval Academic Department Director: Interior Design
Mario Alcazar Director of Admissions
Bola Soyemi Director of Student Financial Services
Trevor Garrett Director of Student Accounts
Christine Booker Registrar

THE ART INSTITUTE OF CALIFORNIA – SAN DIEGO

Elizabeth Erickson President
Rebecca Browning Dean of Academic Affairs
Melissa Carrillo Senior Director of Admissions
Jean Branan Director of Career Services
Carol Campo Director of Human Resources
Beverly Miller Director of Administrative and Financial Services
Jennifer Donaldson Dean of Student Affairs
Kim Y. Varey Associate Dean of Academic Affairs
Chef Mark Blaauboer Academic Department Director: Culinary Programs
Christian Bradley Academic Department Director: Game Art & Design and Visual & Game Programming
Jaye Brown Academic Department Director: Fashion Design and Fashion Marketing & Management
Dr. Donna DiGioia Academic Department Director: Advertising
Joe Godfrey Academic Department Director: Audio Production and Web Design & Interactive Media
Aleyenne S. Johnson-Jonas Academic Director: General Education
Jason Katsoff Academic Department Director: Media Arts & Animation
Chef John Miller Assistant Academic Department Director: Culinary Programs
Tricia Murray Academic Department Director: Interior Design
Amin Rudaina Khalil Academic Department Director: Graphic Design
John Thomas "JT" Kerns IV Director of Admissions
Hector Verdugo Director of Admissions
Jacque Furtado Director of Institutional Effectiveness
Beverly Miller Director of Student Financial Services
Geraldine Lee Director of Accounting
Jesse Rogers Registrar

FACULTY PROFILE

THE ART INSTITUTE OF CALIFORNIA – INLAND EMPIRE

DEAN OF ACADEMIC AFFAIRS

LAWRENCE COHEN

- MBA - New York University - Business Administration
- BA - University of Rhode Island – Business Administration
- BFA – New York School of Interior Design – Interior Design

KAY WACHUKU, PHD

ASSOCIATE DEAN OF ACADEMIC AFFAIRS

- Dr.AD, Addictive Disorders, Breining Institute
- M.A., Education, Southern University
- B.A., Mass Communication, Hampton University

ACADEMIC DEPARTMENT DIRECTORS

STEPHAN BAUTISTA

ASSISTANT ACADEMIC DEPARTMENT DIRECTOR: FOUNDATION STUDIES

INTERIM ACADEMIC DEPARTMENT DIRECTOR: GAME ART & DESIGN, MEDIA ARTS & ANIMATION

- BFA - Art Center - Illustration

JASON DIEHL

ASSISTANT ACADEMIC DEPARTMENT DIRECTOR: WEB DESIGN & INTERACTIVE MEDIA

- MBA - Argosy University, Information Systems
- BA - California State University, American Studies

CHEF JAMES KELLENBERGER (FT)

ACADEMIC DEPARTMENT DIRECTOR: CULINARY ARTS / CULINARY MANAGEMENT / BAKING & PASTRY

- BS - University Nevada – Las Vegas, Hotel Administration
- AOS - Johnson & Wales, Culinary Arts

RAY JONES

ACADEMIC DEPARTMENT DIRECTOR: GENERAL EDUCATION

- MA - California State University, Dominguez Hills, Humanities
- BS - University of the State of New York, Albany, Liberal Studies

JANA RAWLING

ACADEMIC DEPARTMENT DIRECTOR: GRAPHIC DESIGN

- BS - University of Phoenix, Business Management
- AAS - Westwood College, - Graphic Design & Multimedia

SARA SANDOVAL

ACADEMIC DEPARTMENT DIRECTOR: INTERIOR DESIGN

- MA - Argosy University, Educational Leadership
- BA - Bauhaus School of Art, Architecture

CHEF CLYDE TANNER

ASSISTANT ACADEMIC DEPARTMENT DIRECTOR: CULINARY ARTS/CULINARY MANAGEMENT/BAKING & PASTRY

- MS – Colorado Tech University, Management/Project Management
- BA – American Continental University, Information Technology
- AAS - American Continental University, Business Administration

SHERRY WEST

ACADEMIC DEPARTMENT DIRECTOR: FASHION DESIGN / FASHION & RETAIL MANAGEMENT

- BFA - Moore College of Art, Fashion Design

FACULTY MEMBERS

AUDIO PRODUCTION

GLENN BACH

- MFA – California State University, Long Beach – Art
- MA - California State University, Long Beach – Art
- AA – Ventura County Community College, General Liberal Arts & Sciences

REBECCA RAMON

- MFA – Chapman University, Film Production
- BA – Western Michigan University, Broadcast & Cable Production

ROMEO WILLIAMS

- BA – Farleigh Dickinson University, Music Education

CULINARY

ENRIQUE ACUNA

- AOS – LeCordon Bleu College of Culinary Arts, Culinary Arts

FREDRICK AGYIN

- MA – University of Redlands, Management
- BS – California State University, Biochemistry

LAURENT BAILLON

- Industry Experience

BRIAN BURTON

- AOS - California School of Culinary Arts, Culinary Arts

MATTHIEU CHAMUSSY

- Industry Experience

ALYSON COOK

- AOS – City of Guilds, London, England – Hotel & Catering

GERALD EGGER

- AOS - Scottsdale Culinary Institute, Culinary Arts

MATTHEW GREEN

- BS – Northern Arizona University, Hotel & Restaurant Management
- AOS – The Culinary Institute of America, Culinary Arts

DINA HANNA

- BA – California State University, San Bernardino, Sociology, Social Work Program
- AS – The Art Institute of California – Orange County, – Culinary Arts

DARAGH MATHESON

- Industry Experience

ERIN MCCALED

- AOS – California School of Culinary Arts, Le Cordon Bleu Culinary Arts

GEORGE TUCKER

- Industry Experience

BASTAIN VAN SOLINGEN

- BS – University of Phoenix, Business Management

DENNIS VASQUEZ

- Industry Experience

GARY WALKER

- MA – Seattle University, English
- Med - Seattle University, Counseling & Guidance
- BA – Portland State University, Humanities

KURT WALKER

- Industry Experience

MICHAEL WOODS

- PhD - Capella University, Leadership & Ethics
- MBA – Pepperdine University, Finance
- BS - Xavier University, Finance

FASHION DESIGN & FASHION RETAIL MANAGEMENT

CARLOS CANEDO

- MA – Chapman University, Organizational Leadership
- BS – California State Polytechnic University, Pomona, Business Administration

PHYLLIS CLARK

- BS - University of Redlands, Redlands, CA - Business Management

TED DALTON

- DBA – Argosy University, Management Information Systems
- MS – Devry University, Keller Graduate School of Management, Project Management
- MBA - Devry University, Keller Graduate School of Management, Management Information Systems
- BS – Devry University, Information Technology
- BS – San Sebastian College, Commerce

JULIANA DAVIDSMEIER

- BFA – Otis College of Art & Design, Fashion Design

TONIA DOZIER

- MBA – University of Phoenix, Business Administration
- BS - University of Phoenix, Business/Management

RICHARD ESTRADA

- MBA – University of Phoenix, Business Administration
- BS - University of Phoenix, Business/Management

LAURALYNN HAKE

- BS - Brigham Young University, Home & Family Living

MORRISON JACKSON

- MFA – University of Southern California, Drama
- BFA – Stephens College, Theatre

DAWN KNAPP,

- Industry Experience

JALEH NAASZ

- MFA – Academy of Art University, Fashion Design
- BS – San Diego State University, Business Administration

CECILIA NG

- BS - California State Polytechnic University, Pomona, Apparel Merchandising & Management

NARINDER SANGHA

- MA – Central St. Martin’s College of Art & Design, Apparel Design
- BA - Central St. Martin’s College of Art & Design, Apparel Design

DEBRA SPENCER,

- BS - California State Polytechnic University, Pomona, Home Economics

CARL THOMPSON

- MS – University of Tennessee, Advertising/Public Relations
- BFA - University of Tennessee, Theatre
- BFA – Roosevelt University, Theatre

MINNIE WALTERS

- MFA - California State University, Fullerton, Theatre Arts
- MA - Oklahoma State University, Speech
- BA - Washington State University, Home Economics

FOUNDATIONS STUDIES

SCOTT BOYER

- BA - San Jose State University - Computer in Art, Design, Research and Education

GEISLER, GEORGE

- MA - Concordia University, Curriculum & Instruction
- BFA - Wayne State University, Art
- AA – Macomb Community College, Arts & Sciences

SHIPMAN, HEATHER

- BFA - School of Visual Art, Illustration
- AST – Art Institute of Pittsburgh, Computer Animation

SIU, KWOKWAI

- MFA - California State University Fullerton, Art
- BFA - California State University Fullerton, Art

TAPIA-ATHA, MACARENA

- MFA - Academy of Art University, Fine Art
- BFA - La Sierra University, Studio Art/Graphic Design

GAME ARTS & DESIGN

ANDY CLAYTON

- BS – The Art Institute of California – Los Angeles, Game Art & Design

BRAD BRADBURY

- BFA – Kansas City Art Institute, Illustration

KENNETH KINOSHITA

- BA - Cal State University Fullerton, Art
- AA - Mt. San Antonio College, Liberal Arts

CHRISTOPHER O'BESO

- BS – The Art Institute of California – Los Angeles, Game Art & Design

MICHAEL SWANIGAN

- Industry Experience

POE TAN

- BFA – Massart Massachusetts College of Art & Design, Illustration

LOUIS WEINER

- BA – Brooks Institute, Still Photo

GENERAL EDUCATION

DAVID BASHORE

- MBA – Golden State University, Human Resource Management
- MS – Illinois State University, Communication
- BS – State University College, Speech

LOREN BIVENS

- MFA – University of Iowa, English
- BA - University of Iowa, English

MARLIN DOLINSKY

- MDiv - Andrews University, Divinity
- BA - Columbia union College, Religion

RUPERT FRANCIS

- MA - Argosy University, Education Leadership
- BA - Argosy University, Psychology
- AS - Everest College, Criminal Justice

AUDREE GARAZA

- JD – Southwestern Law School
- BA – California State University, San Bernardino, Criminal Justice

JEFF EDMUNDS

- MS – Texas Women’s University, Exercise & Sports
- BS – Stephen F. Austin State University, Food & Nutrition Dietetics

CAMMIE HSU

- Ed.D - Argosy University, Educational Leadership
- MS - Prairie View A&M, Business Administration
- BS - California University Of Pennsylvania, Business Administration

DALE JONES

- Ed. D – Argosy University, Educational Leadership
- MS - Cal Poly Pomona, Agriculture
- BS - Cal Poly Pomona, Agronomy

CHRISTINE KEUPER

- PhD – Nova Southeastern University, Computer Science
- MS - Nova Southeastern University, Computer Science
- BS – California State Polytechnic Computer Science

MONICA KHALAJ

- MA - Universite de Bretagne Occidentale, English
- BA - Universite de Bretagne Occidentale, English

GINA KIM

- MA – University of California, Riverside, Sociology
- BA – University of California, Riverside, Political Science

DANNA KOBER

- MA - California State Polytechnic University, Pomona, English
- BA – University of California, Riverside, English

LUCIA LEVERS

- MS – University of California, Riverside, Environmental Sciences
- BA – Stanford University, Human Biology

PANCOO LIU

- MA – California State University, Fullerton, Mathematics
- BS – Devry University, Electronics Engineering Technology

DANIEL MCINTYRE

- MA – California State University, Northridge, Screenwriting
- BA – University of Redlands, English

WILLIAM MCINTYRE

- Ed.D - University of Southern California, Education
- MA- San Francisco State University, English (Creative Writing)
- BA -University of California, Berkeley, English

TODD MENZING

- MA – University of California, San Diego, History
- BA - California State Polytechnic University, Pomona, History
- AA – Mt. San Antonio College, Liberal Arts

MARK NAZZAL

- MA - California State University, San Bernardino, English
- BS - California State University, San Bernardino, English

JOSEPH NERENBERG

- MBA – University of Minnesota, Business Administration
- BA – University of California, San Diego, Political Science

NANCY NICHOLS

- MFA – Academy of Art University, Fine Art
- BA - California State Polytechnic University, Pomona, Fine Art

RAFAEL SANCHEZ

- MBA – Pepperdine University, Business Administration
- JD – Western State University, Law
- BS - Western State University, Law

MARTHA SHORT

- MA – Azusa Pacific University, Psychology
- BA – California State University, San Bernardino, Sociology
- AS – Riverside City College, Riverside, Sociology

ANGELICA TORRES

- MS – California State University, Los Angeles, Nutritional Science
- BS - California State University, Los Angeles, Nutritional Science

SANDRO VILLA

- MSW – California State University, Long Beach, Social Work
- BS – California State University, Fullerton, Human Services
- AS – Rancho Santiago College, Mathematics

GRAPHIC DESIGN

RENEE BRANDENBURG

- MA – University of Redlands, Education
- BA – California State University, San Bernardino, Art
- AAS – The Sage College of Albany, Graphic Design

ROOSEVELT BROWN

- BS – Art Center of Design, Industrial Design
- AS – Pasadena City College, Mechanical Design

VELVETTE DE LANEY

- MA – Ohio State University, Industrial Design
- BS – Florida A&M University, Graphic Design

ROBERT DELGADILLO

- BS - The Art Institute of California - Orange County, Graphic Design

FRANK HOULIHAN

- MFA - California State University Fullerton, Design
- BA - State University of New York at Buffalo, Graphic Design

LISA GUSTAFSON

- BA – California State Polytechnic University, Pomona, Art

RONALD LANA

- PhD – Bryson University, Art History
- MFA - Marywood University, Visual Arts
- BFA - Oklahoma University, Commercial Art

ROBIN LINDBLOM

- BA – California State University, San Bernardino, Graphic Design

DEREK KOSOL

- BS – Art Center College of Design, Transportation Design

JOHN LUER

- MA - Argosy University, Educational Leadership
- BS - The Art Institute of California - Orange County, Graphic Design
- BS – Southwest Missouri State University, Agricultural Business
- BS - Southwest Missouri State University, Plant & Soil Science

ANDREW OAKES

- BA - California State University, San Bernardino, CA – Graphic Design

DORREEN PETERSEN DAVIS

- BFA – Art Center College of Design, Advertising Illustration
- BA – University of Wyoming, Art

PATRICK SCULLIN

- MFA – California State University, Fullerton, Art (Design)
- BA – Brigham Young University, Design

DONNA TRACY

- MFA – Miami International University of Art & Design, Graphic Design
- BFA – University of North Texas, Communication Design

INTERIOR DESIGN

SARAH ANGNE

- MA – Savannah College of Art & Design, Interior Design
- BS - University of Cincinnati, Interior Design

LINDA HAHN

- AA - Brooks College, Interior Design

KYOKO MIYAMURA

- MA - Washington State University, Interior Design
- BA - University of Mississippi, Anthropology
- AA - Tokyo School of Business, Business Administration

DIANE SHARP

- BFA – California State University, Long Beach, Interior Design
- AS – Chaffey College, Interior Design

ANHDAI TRAN

- MA – University of Maryland, Real Estate Development
- BS – University of Virginia, Architecture

MEDIA ARTS & ANIMATION

JIM BUSIKE

- BFA – California College of the Arts, Illustration

STEVEN HAMPTON

- MFA - Claremont Graduate University, Painting
- BFA - Art Center College of Design, Illustration

JORDAN HARRIS

- MFA – California State University, Los Angeles, Film, Video and Computer Animation
- BA – University of Colorado, Art History

CHAD MORGAN

- Industry Experience

CHRISTIAN NACORDA

- BS – The Art Institute of California – Los Angeles, Media Arts & Animation

JACOB PATRICK

- BFA – Academy of Art University, Computer Arts

JESSIAH RUIZ

- BA – California State University, San Bernardino, Computer Systems
- AS – Riverside Community College, Computer Information Systems
- AA - Riverside Community College, Liberal Studies

ALICIA SEDWICK

- MFA – American Conservatory Theater, Acting
- BFA – Humboldt State University, Theatre Arts

SUNIL THANKAMUSHY

- MFA – University of California, Los Angeles, Animation
- BS – Mahatma Gandhi University, Physics & Electronics

TODD TOMLINSON

- BFA – Art Center College of Design, Illustration

MICHEL WILLIAMS

- BS - The Art Institute of California - Los Angeles, Media Arts & Animation

WEB DESIGN & INTERACTIVE MEDIA

ALLEN ATHA

- BFA - Academy of Art University, Motion Pictures & Television

SUSAN ANDERSON

- MBA – University of Southern Mississippi, Marketing/Finance
- BS - University of Southern Mississippi, Economics

JASON BEERS

- MA – California State Polytechnic University, Pomona, Education Multimedia
- BA – California State University, San Bernardino, Graphic Design

HEATH MEYETTE

- BFA – California State University, Fullerton, Graphic Design

ADRIENNE MARTIN

- MA - California State Polytechnic University, Pomona, Education
- BA - California State Polytechnic University, Pomona, Graphic Design

THOMAS MILAZZO

- MISM - Keller Graduate School of Management, Information Systems
- MPM - Keller Graduate School of Management, Project Management
- MBA - Keller Graduate School of Management, Business Administration
- MPA - Keller Graduate School of Management, Public Administration

- BS - DeVry Institute of Technology, Computer Information Systems

SCOTT TRODICK

- BFA – Florida Atlantic University, Art
- AS – Broward College, General Studies

CARLOS URIAS

- MBA- Argosy University, Business Administration
- BS - Mt. Sierra College, Computer Information Technology

THE ART INSTITUTE OF CALIFORNIA – SAN DIEGO

DEAN OF ACADEMIC AFFAIRS

REBECCA BROWNING

- Case Western Reserve University; M.A. Education
- The Cleveland Institute of Art; B.F.A

DR. KIM Y. VAREY

ASSOCIATE DEAN OF ACADEMIC AFFAIRS

- Ph.D. Interpersonal Communication, Ohio University
- M.S. Communication, Illinois State University
- B.A. Speech Communication – SDSU

ACADEMIC DEPARTMENT DIRECTORS

CHEF MARK BLAAUBOER, CEC, ACE

ACADEMIC DEPARTMENT DIRECTOR: CULINARY PROGRAMS

- B.S., Business Education food Service, Johnston and Wales University
- A.S., Culinary Arts, Johnston & Wales University

CHRISTIAN BRADLEY

ACADEMIC DEPARTMENT DIRECTOR: GAME ART & DESIGN AND VISUAL & GAME PROGRAMMING

- B.A. Art, California State University, Fullerton

JAYE BROWN

ACADEMIC DEPARTMENT DIRECTOR: FASHION DESIGN AND FASHION MARKETING & MANAGEMENT

- M.S., Textiles, Merchandising & Interiors, The University of Georgia - Athens
- B.S., Fashion Merchandising, The University of Georgia - Athens

DR. DONNA DIGIOIA

ACADEMIC DEPARTMENT DIRECTOR: ADVERTISING

- Ed.D., Educational Leadership, Argosy University
- M.A., Organizational Management, University of Phoenix

- B.A., Advertising, The Advertising Arts College

JOE GODFREY

ACADEMIC DEPARTMENT DIRECTOR: AUDIO PRODUCTION AND WEB DESIGN & INTERACTIVE MEDIA

- M.Ed., Educational Leadership, Argosy University
- B.S., Business Administration, Argosy University
- B.S., Marketing, Pacific Western University

ALEYENNE S. JOHNSON-JONAS

ACADEMIC DIRECTOR: GENERAL EDUCATION

- M.A., Management, National University
- B.A., Psychology, National University

JASON KATSOFF

ACADEMIC DEPARTMENT DIRECTOR: MEDIA ARTS & ANIMATION

- B.F.A. Computer Graphics, Syracuse University

CHEF JOHN MILLER

ASSISTANT ACADEMIC DEPARTMENT DIRECTOR: CULINARY PROGRAMS

- B.A., East Asian Studies, Washington and Lee University
- A.S., Culinary Arts, Culinary Institute of America

TRICIA MURRAY

ACADEMIC DEPARTMENT DIRECTOR: INTERIOR DESIGN

- M.Ed. Cross-Cultural Teaching, National University
- B.A., Interior Design, San Diego State University

AMIN RUDAINA KHALIL

ACADEMIC DEPARTMENT DIRECTOR: GRAPHIC DESIGN

- M.F.A. Visual and Performing Arts, United States International University
- B.F.A., Environmental Architecture and Design, Parsons School of Design

FULL TIME FACULTY MEMBERS

ADVERTISING

ROBERT ESPERTI

- B.A., Advertising Arts The Advertising Arts College

GINA GRECO

- M.Ed., Educational Leadership, Argosy University
- B.A., Communication - Visual Arts, University of California, San Diego

HENRY HIKIMA

- B.F.A., Advertising, The Art Center College of Design

AUDIO PRODUCTION

DAVID COLE

- B.S., Engineering Technology, California State Polytechnic University Pomona

DANIEL MAIER

- B.A., Liberal Arts, The Evergreen State College

CULINARY

JOE COCHRAN

- Diploma, Culinary Arts, American Culinary Federation

BILL COLLELA

- B.A., History, University of New Hampshire
- A.S., Culinary Arts, Newbury College

MURAT DAY

- B.S., Economics and Insurance, Istanbul Institute of Economics
- Diploma, Culinary Arts, Hotel and Restaurant Mgmt., Hotel Management School, Turkey

AXEL DIROLF

- Diploma, Culinary Arts, Culinary Institution, Germany

SHAWN ENTRIKIN

- M.A., HR Management, National University
- B.S., Education Training and Development, Southern Illinois University

KELLY FUNES

- B.S., Food Science & Nutrition, University of Hawaii at Manoa
- AOS, Culinary Arts, The Culinary Institute of America

RUDY KLOEBLE

- Masters Certificate, Culinary Arts, Culinary Institute, Germany

TINA LUU

- M.Ed., Educational Leadership, Argosy University
- B.A., Psychology, University of California, Santa Cruz
- AOS, Culinary Arts, California Culinary Academy

KEVIN RHODES

- B.S., Business/Finance, San Diego State University

MICHAEL ZONFRILLI

- B.A., English/Philosophy, University of Tampa
- A.S., Culinary Arts, Johnston & Wales University

FASHION DESIGN/MARKETING

SHEENA GAO

- M.S., Apparel and Textile, North Dakota State University
- B.A., Music, Nanjing Institute of Fine Arts, China

JACQUEE LEAHY

- B.F.A., Art History/Fashion Design, School of the Art Institute of Chicago

DENISE M. MORANO

- B.S., Marketing, Fashion Institute of Technology State University of New York

DARLENE RITZ

- M.B.A., Argosy University
- B.S., Apparel & Merchandising, Colorado State University- Fort Collins

WENDIE J. SOUCIER

- B.A., English, New York Institute of Technology
- A.A., Fashion Design, Fashion Institute of Design and Technology

KATHIE L. TAYLOR

- B.A., Telecommunications/Journalism, San Diego State University
- Diploma, Fashion, Fashion Institute of Design and Technology

FOUNDATION STUDIES

LARRY CAVENEY

- M.F.A., Visual Art, Vermont College
- B.A., Business Administration, Montreat College

ANN DUNHAM

- M.F.A., Product Design, Art Center College of Design
- B.F.A, Industrial Design, University of Michigan

ROBERT HANON

- B.A., Theatre Arts, California State University, Fullerton
- A.A., Anthropology, Chaffey Community College

MARY MCDERMOTT

- Ph.D., Fine Art Painting, De Montfort University
- M.A., Humanities, California State University

- B.A., Anthropology, Queens College

GAME ART & DESIGN/VISUAL & GAME PROGRAMMING

ASA ENOCHS

- B.A., Architecture, University of California at Berkeley

EMERLITO L. TANCATCO

- B.S., Game Art and Design, The Art Institute of California — San Diego
- A.S., Graphic Design, Platt College

LYNN VAN DALL

- B.A., Fine Art, San Diego State University

WEI XU

- Ph.D, Computer Graphics & Applied Mathematics, University of Texas at Austin
- M.S., CAGD & Computer Graphics, Zhe Jiang University, China
- B.S., Computational Mathematics, FuDan University, China

GENERAL EDUCATION

DAWN EASTER

- M.B.A., Business Administration, University of Iowa
- B.A., Economics & Business, Cornell College

TERESA MERCSAK

- M.A., English, University of Akron
- B.A., English, University of Akron

DEBRA MILLER

- M.A., Speech, Kansas State University
- B.S., Theatre, Kansas State University

PHILOMENA SEFRANEK

- M.S., Applied Mathematics, San Diego State University
- B.S., Applied Mathematics, University of California — San Diego
- B.A., French, Penn State University

DONALD STELL

- M.S., Systems Management, University of Southern California
- B.S., Analytical Management, U.S. Naval Academy

AYESHA SUNEJA

- M.A., Counseling, Perelandra College
- B.A., English, York University

ROCHELLE WATERS

- M.A., Human Behavior, National University

- B.S. Psychology, University of Laverne

GRAPHIC DESIGN

LINDSEY BAKER

- B.F.A. Fine Arts and communication, University of California — Los Angeles
- A.A., Fine Arts and Communication, Cal State Long Beach

LORA KUENEMAN

- M.A., Educational Leadership, Argosy University
- B.A, Graphic Design, California State University, San Bernardino

MICHAEL LYNCH

- M.Ed., Educational Leadership, Argosy University
- B.A., Advertising Arts, The Advertising Arts College

RICHARD YBARRA

- M.Ed., Educational Leadership, Argosy University
- B.A., Art, San Diego State University

INTERIOR DESIGN

JACK BEDUHN

- M.A., Industrial Design, Wayne State University
- B.A., Industrial Design, Michigan State University

JESSICA NEWMAN

- B.F.A., Interior Design, Fashion Institute of Technology

WENDY SHAMES

- B.A., Interior Design, The Art Institute of Colorado

FOX SUTTON

- B.F.A., Art, University of Iowa

DEBORAH VAN WORMER

- B.F.A., Interior Design, Design Institute of San Diego
- B.A., Management, Marketing, Sonoma State University

MEDIA ARTS & ANIMATION

HARRY HAMERNICK

- B.A. Graphic Design, The Advertising Arts College

WATTANA KHOMMARATH

- B.A. Character Animation, Cal Arts

ERIC VANHAMERSVELD

- B.F.A., Television/Film Product Engineering, Texas Christian University

GRADY WILLIAMS

- B.F.A., Illustration, Art Center College of Design

WEB DESIGN & INTERACTIVE COMMUNICATIONS

COREY FAYMAN

- M.A., Educational Technology, San Diego State University
- B.A., English, University of California, Los Angeles

GENADIJ RADIUL

- M.S., Multimedia Technology, Duquesne University
- M.A., Music, Lithuanian University, Lithuania
- B.A., Music, Vilnius University, Lithuania

DONNA SANDSMARK

- M.S., Computer Science and Information Systems, University of Southern California
- B.S., Engineering/Business, Penn State University

BAHMAN SARRAM

- B.S., Communications, Villanova University

KRISTIAN SECOR

- M.S., E-Media, Quinnipac University
- B.S., Newspaper, Syracuse University

NEW DIPLOMA PROGRAMS

Fashion Retailing

Four 11 week quarters (44 Academic Weeks, 47 credits, 693 hours)

Web Design & Interactive Communications

Four 11 week quarters (44 Academic Weeks, 48 credits, 704 hours)

REVISED PROGRAM INFORMATION

ADVERTISING **ASSOCIATE OF SCIENCE**

SAN DIEGO

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
AD1105	Survey of Advertising	3
FS102	Fundamentals of Design	3
FS103	Color Theory	3
FS131	Typography I – Traditional	3
HU110	College English ♦	4
<u>Quarter 2</u>		
GD1125	Introduction to Photography	3
AD2220	Fundamentals of Marketing	3
FS122	Image Manipulation	3
AD2201	Advertising Design	3
HU111	Effective Speaking ♦	4
<u>Quarter 3</u>		
GD2244	Advanced Image Manipulation	3
FS101	Fundamentals/Observational Drawing	3
GD1134	Digital Illustration	3
AD2230	Introduction to Advertising Campaign	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 4</u>		
GD2241	Concept Design	3
AD2242	Copywriting for Print	3
GD1123	Electronic Layout	3
GD2243	Typography II – Hierarchy	3
	Mathematics Requirement ♦	4
<u>Quarter 5</u>		
AD2205	Illustration & Rapid Visualization	3
GD1133	Digital Grid Systems	3
AD2240	Intermediate Advertising Campaign	3
	General Education Requirement ♦	4
<u>Quarter 6</u>		
AD2250	Web Design	3
FS297	Portfolio I	3
	Elective *	3
	Social & Behavioral Sciences Requirement ♦	4
TOTAL QUARTER CREDITS		90

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses.

* **ELECTIVES:** Elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

ADVERTISING
BACHELOR OF SCIENCE
SAN DIEGO

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
AD1105	Survey of Advertising	3
FS102	Fundamentals of Design	3
FS103	Color Theory	3
FS131	Typography I – Traditional	3
HU110	College English ♦	4
<u>Quarter 2</u>		
GD1125	Introduction to Photography	3
AD2220	Fundamentals of Marketing	3
FS122	Image Manipulation	3
AD2201	Advertising Design	3
HU111	Effective Speaking ♦	4
<u>Quarter 3</u>		
FS101	Fundamentals/Observational Drawing	3
AD2245	Fundamentals of Business	3
GD1134	Digital Illustration	3
AD2230	Introduction to Advertising Campaign	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 4</u>		
GD2244	Advanced Image Manipulation	3
AD2242	Copywriting for Print	3
GD1123	Electronic Layout	3
GD2243	Typography II – Hierarchy	3
	Mathematics Requirement	4
<u>Quarter 5</u>		
GD2241	Concept Design	3
AD2205	Illustration & Rapid Visualization	3
GD1133	Digital Grid Systems	3
WDM1134	Introduction to Video	3
	General Education Requirement ♦	4
<u>Quarter 6</u>		
	1st Elective *	3
GD2262	Message Making	3
FS297	Portfolio I	3
AD2240	Intermediate Advertising Campaign	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 7</u>		
AD3345	Digital Portfolio	2
AD2250	Web Design	3
GD2254	Pre-Print Production	3
GD2251	Branding	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 8</u>		
AD3315	Principles of Marketing Research	3

AD3312	Advertising Media Production	3
	2nd Elective *	3
AD3310	Advanced Advertising Campaign	3
	Humanities Art Requirement ♦	4
<u>Quarter 9</u>		
AD3322	Interactive Advertising	3
	3rd Elective *	3
AD3324	Sales & Persuasive Techniques	3
	General Education Requirement ♦	4
<u>Quarter 10</u>		
AD3340	Copywriting for Broadcast & Interactive	3
AD4400	Advertising Campaign Senior Project I	3
	Humanities Writing Requirement ♦	4
	Humanities Requirement ♦	4
<u>Quarter 11</u>		
AD3325	Art Direction	3
AD3335	Media Planning & Buying	3
AD4495	Advertising Campaign Senior Project II	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 12</u>		
FS497	Portfolio II	2
	4th Elective *	3
	General Education Requirement ♦	4
	Mathematics & Sciences Requirement ♦	4

TOTAL QUARTER CREDITS

180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Advertising must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

ART OF COOKING

DIPLOMA

INLAND EMPIRE

(These changes refer to the program description, program objectives and course requirements found on **page 18 and 19** of the current catalog).

Program Description

Art of Cooking Diploma students obtain a foundational knowledge and skills in the fundamental techniques and theories of the culinary arts and in industry practices. Through applied coursework and hands-on experiences students will build the necessary skills and abilities to confidently meet the challenges of the food service industry. The curriculum is based on classical principles emphasizing modern techniques and trends in both the classroom and the kitchen. Students are prepared for entry-level employment in the culinary industry such as entry-level prep cooks, line attendants, and entry-level pastry assistants.

Program Objectives

Upon successful completion of the program, graduates should be able to:

- Establish and maintain safety and sanitation procedures
- Prepare standardized recipes using a variety of cooking techniques which meet industry quality standards
- Prepare a variety recipes utilizing the correct techniques, ingredients and equipment which meet industry quality standards
- Define and articulate the core values of the culinary professional.
- Seek entry-level positions in commercial and institutional food service settings

Graduation Requirements

To receive a diploma in Art of Cooking, students must: receive a passing grade or credit for all required coursework; earn a minimum of 55 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 Institutes.

Courses		Quarter Credits
<u>Quarter 1</u>		
CUL1105	Concepts & Theories of Culinary Techniques	3
CUL1124	Management, Supervision & Career Development	3
MS135	Nutrition Science ♦	4
CUL1108	Fundamentals of Classical Techniques	6
<u>Quarter 2</u>		
CUL2225	Latin Cuisine	3
CUL1143	World Cuisine	3
CUL1200	Sustainable Purchasing & Controlling Costs	3
CUL1116	American Regional Cuisine	6
<u>Quarter 3</u>		
CUL1126	Introduction to Pastry Techniques & Artistry	6
CUL2227	Food & Beverage Management	3
CUL1146	Garde Manger	6
<u>Quarter 4</u>		
	Elective *	3
CUL2214	Asian Cuisine	3
CUL2216	Classical European Cuisine	3
TOTAL QUARTER CREDITS		55

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses.

***ELECTIVES:** Elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

ART OF COOKING
DIPLOMA
SAN DIEGO

(The following changes were made to the program description & objectives found on **page 18** of the current catalog).

Program Description

Art of Cooking Diploma students obtain a foundational knowledge and skills in the fundamental techniques and theories of the culinary arts and in industry practices. Through applied coursework and hands-on experiences students will build the necessary skills and abilities to confidently meet the challenges of the food service industry. The curriculum is based on classical principles emphasizing modern techniques and trends in both the classroom and the kitchen. Students are prepared for entry-level employment in the culinary industry such as entry-level prep cooks, line attendants, and entry-level pastry assistants.

Program Objectives

Upon successful completion of the program, graduates should be able to:

- Establish and maintain safety and sanitation procedures
- Prepare standardized recipes using a variety of cooking techniques which meet industry quality standards
- Prepare a variety of recipes utilizing the correct techniques, ingredients and equipment which meet industry quality standards
- Define and articulate the core values of the culinary professional.
- Seek entry-level positions in commercial and institutional food service settings

Courses	Quarter Credits
<u>Quarter 1</u>	
CUL1105 Concepts & Theories of Culinary Techniques	3
CUL1124 Management, Supervision & Career Development	3
MS135 Nutrition Science ♦	4
CUL1108 Fundamentals of Classical Techniques	6
<u>Quarter 2</u>	
CUL2225 Latin Cuisine	3
CUL1143 World Cuisine	3
CUL1200 Sustainable Purchasing & Controlling Costs	3
CUL1116 American Regional Cuisine	6
<u>Quarter 3</u>	
CUL1126 Introduction to Pastry Techniques & Artistry	6
CUL2227 Food & Beverage Management	3
CUL1146 Garde Manger	6
<u>Quarter 4</u>	
Elective *	3
CUL2302 Externship	3
CUL2216 Classical European Cuisine	3
TOTAL QUARTER CREDITS	55

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses.

***ELECTIVES:** Elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

AUDIO PRODUCTION
BACHELOR OF SCIENCE
INLAND EMPIRE

(These changes refer to the program course requirements found on **page 21** of the current catalog).

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
AU1101	Fundamentals of Audio	3
AU1111	Survey of the Audio Industry	2
VP1101	Fundamentals of Video Production	3
AU1121	Listening & Analysis	3
HU110	College English ♦	4
<u>Quarter 2</u>		
AU1211	Audio Technology I	3
AU1213	Digital Audio I	3
VP1103	Production Sound	3
AU1411	Science of Sound I	3
HU111	Effective Speaking ♦	4
<u>Quarter 3</u>		
AU1333	Audio Electronics I	3
AU1223	Digital Audio II	3
AU1311	Studio Recording I	3
AU1331	Field Recording I	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 4</u>		
AU1221	Audio Technology II	3
AU2121	Music Theory I	3
AU2203	Post-Production Techniques	3
AU2101	MIDI Systems I	3
MS111	College Algebra ♦	4
<u>Quarter 5</u>		
AU1343	Audio Electronics II	3
AU2311	Studio Recording II	3
AU2233	Digital Audio III	3
AU2131	Live Sound Reinforcement I	3
	General Education Requirement ♦	4
<u>Quarter 6</u>		
AU2111	MIDI Systems II	3
AU2151	Music Editing I	3
AU2431	Sound for Interactive Media	3
	1st Elective *	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 7</u>		
AU2333	Audio Electronics III	3
FS297	Portfolio I	3
DFVP3303	ADR/Foley	3
AU2411	Science of Sound II	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 8

AU3101	Business of Audio	3
MM2214	DVD Authoring	3
AU3431	Sound for New Media	3
AU2141	Live Sound Reinforcement II	3
	Humanities Art Requirement ♦	4

Quarter 9

AU3151	Music Editing II	3
AU3511	Advanced Sound Design	3
	Humanities Writing Requirement ♦	4
	General Education Requirement ♦	4

Quarter 10

AU2243	Digital Audio IV	3
AU3521	Experimental Sound Design	3
	2nd Elective *	3
	Humanities Requirement ♦	4

Quarter 11

MM3313	Streaming Media	3
AU4010	Senior Project I	3
	Mathematics & Science Requirement	4
	Social & Behavioral Sciences Requirement ♦	4

Quarter 12

AU4020	Senior Project II	3
FS497	Portfolio II	2
	3rd Elective *	3
	General Education Requirement ♦	4

TOTAL QUARTER CREDITS **180**

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Audio Production must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

AUDIO PRODUCTION
BACHELOR OF SCIENCE
SAN DIEGO

Courses	Quarter Credits
<u>Quarter 1</u>	
RS091 Portfolio Foundations-Pass/Fail	0
AU1101 Fundamentals of Audio	3
AU1111 Survey of the Audio Industry	2
AU1134 Video Production Basics	3
AU1121 Listening & Analysis	3
HU110 College English ♦	4
<u>Quarter 2</u>	
AU1211 Audio Technology I	3
AU1213 Digital Audio I	3
AU1103 Production Sound Recording	3
AU1411 Science of Sound I	3
HU111 Effective Speaking ♦	4
<u>Quarter 3</u>	
AU1333 Audio Electronics I	3
AU1223 Digital Audio II	3
AU1311 Studio Recording I	3
AU1331 Field Recording I	3
HU130 Visual Language & Culture ♦	4
<u>Quarter 4</u>	
AU1221 Audio Technology II	3
AU2121 Music Theory I	3
AU2203 Post-Production Techniques	3
AU2101 MIDI Systems I	3
Mathematics Requirement	4
<u>Quarter 5</u>	
AU1343 Audio Electronics II	3
AU2311 Studio Recording II	3
AU2233 Digital Audio III	3
AU2131 Live Sound Reinforcement I	3
General Education Requirement ♦	4
<u>Quarter 6</u>	
AU2111 MIDI Systems II	3
AU2151 Music Editing I	3
AU2431 Sound for Interactive Media	3
1st Elective *	3
Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 7</u>	
AU2333 Audio Electronics III	3
FS297 Portfolio I	3
AU3303 Advanced Post-Production	3
AU2411 Science of Sound II	3
Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 8</u>	
AU3101 Business of Audio	3

AU3121	Music Theory II	3
AU3431	Sound for New Media	3
AU2141	Live Sound Reinforcement II	3
	Humanities Art Requirement ♦	4
<u>Quarter 9</u>		
AU3151	Music Editing II	3
AU3511	Advanced Sound Design	3
	Humanities Writing Requirement ♦	4
	General Education Requirement ♦	4
<u>Quarter 10</u>		
AU2243	Digital Audio IV	3
AU3521	Experimental Sound Design	3
	2nd Elective *	3
	Humanities Requirement ♦	4
<u>Quarter 11</u>		
AU3313	Composition & Scoring	3
AU4010	Senior Project I	3
	Mathematics & Science Requirement	4
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 12</u>		
AU4020	Senior Project II	3
FS497	Portfolio II	2
	3rd Elective *	3
	General Education Requirement ♦	4
TOTAL QUARTER CREDITS		180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Audio Production must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

**BAKING & PASTRY
DIPLOMA**

INLAND EMPIRE & SAN DIEGO

(These following changes were made to the program description & objectives found on page 22 of the current catalog).

Program Description

Baking and Pastry Diploma students obtain a foundational knowledge and skills in the fundamental techniques and theories of the baking and pastry arts and in industry practices. Through applied coursework and hands-on experiences students will build the necessary skills and abilities to confidently meet the challenges of the baking, pastry and food service industry. The curriculum is based on classical principles emphasizing modern techniques and trends in both the classroom and the kitchen. Students are prepared for entry-level employment in the culinary industry such as entry-level pastry cooks, entry level bakers, entry prep cooks, and entry level line cooks.

Program Objectives

Upon successful completion of the program, graduates should be able to:

- Establish and maintain safety and sanitation procedures
- Prepare standardized recipes using a variety of cooking, baking and pastry techniques as well as appropriate equipment and tools.
- Produce various baked goods and a variety of international and classical pastries and desserts using basic as well as advanced techniques, which meet industry quality standards.
- Design, produce, assemble and decorate display and wedding cakes using various finishing methods which meet industry quality standards.
- Seek employment in retail, commercial and institutional food service settings in entry-level job positions.

Courses

Quarter Credits

Quarter 1

CUL1105	Concepts & Theories of Culinary Techniques	3
CUL1108	Fundamentals of Classical Techniques	6
MS135	Nutrition Science ♦	4

Quarter 2

CUL1124	Management, Supervision & Career Development	3
CUL1126	Introduction to Pastry Techniques & Artistry	6
CUL2225	Latin Cuisine	3
	Elective *	3

Quarter 3

CUL1202	European Cakes & Tortes	3
CUL1146	Garde Manger	6
CUL1201	Artisan Breads & Baking Production	6

Quarter 4

CUL1204	Advanced Patisseries & Display Cakes	6
CUL1260	Chocolate, Confections & Centerpieces	6

TOTAL QUARTER CREDITS

55

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

BAKING & PASTRY
ASSOCIATE OF SCIENCE
INLAND EMPIRE

(These changes refer to the program course requirements found on page 25 of the current catalog).

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
CUL1105	Concepts & Theories of Culinary Techniques	3
CUL1108	Fundamentals of Classical Techniques	6
MS135	Nutrition Science ♦	4
HU110	College English ♦	4
<u>Quarter 2</u>		
CUL1126	Introduction to Pastry Techniques & Artistry	6
CUL2225	Latin Cuisine	3
CUL1145	Management by Menu	3
MS111	College Algebra ♦	4
<u>Quarter 3</u>		
CUL1116	American Regional Cuisine	6
CUL1202	European Cakes & Tortes	3
CUL1117	Purchasing & Product Identification	3
HU111	Effective Speaking ♦	4
<u>Quarter 4</u>		
CUL1204	Advanced Patisseries & Display Cakes	6
CUL1201	Artisan Breads & Baking Production	6
CUL2227	Food & Beverage Operations Management	3
<u>Quarter 5</u>		
CUL1260	Chocolate, Confections & Centerpieces	6
CUL1124	Management, Supervision & Career Development	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 6</u>		
CUL2301	À La Carte	6
CUL2303	Capstone	3
SB112	Psychology ♦	4
TOTAL QUARTER CREDITS		90

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses

BAKING & PASTRY
ASSOCIATE OF SCIENCE

SAN DIEGO

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
CUL1105	Concepts & Theories of Culinary Techniques	3
CUL1108	Fundamentals of Classical Techniques	6
MS135	Nutrition Science ♦	4
HU110	College English ♦	4
<u>Quarter 2</u>		
CUL1126	Introduction to Pastry Techniques & Artistry	6
CUL2225	Latin Cuisine	3
CUL1145	Management by Menu	3
	Mathematics Requirement ♦	4
<u>Quarter 3</u>		
CUL1116	American Regional Cuisine	6
CUL1202	European Cakes & Tortes	3
CUL1200	Sustainable Purchasing & Controlling Costs	3
HU111	Effective Speaking ♦	4
<u>Quarter 4</u>		
CUL1204	Advanced Patisseries & Display Cakes	6
CUL1201	Artisan Breads & Baking Production	6
CUL2227	Food & Beverage Operations Management	3
<u>Quarter 5</u>		
CUL1260	Chocolate, Confections & Centerpieces	6
CUL1124	Management, Supervision & Career Development	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 6</u>		
CUL2301	À La Carte	6
CUL2303	Capstone	3
	Social & Behavioral Sciences Requirement ♦	4
TOTAL QUARTER CREDITS		90

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses.

CULINARY ARTS
ASSOCIATE OF SCIENCE
INLAND EMPIRE

(These changes refer to the program course requirements found on **page 27** of the current catalog).

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
CUL1105	Concepts & Theories of Culinary Techniques	3
CUL1108	Fundamentals of Classical Techniques	6
MS135	Nutrition Science ♦	4
HU110	College English ♦	4
<u>Quarter 2</u>		
CUL1116	American Regional Cuisine	6
CUL2225	Latin Cuisine	3
CUL1145	Management by Menu	3
MS111	College Algebra ♦	4
<u>Quarter 3</u>		
CUL1126	Introduction to Pastry Techniques & Artistry	6
CUL1143	World Cuisine	3
CUL1117	Purchasing & Product Identifications	3
HU111	Effective Speaking ♦	4
<u>Quarter 4</u>		
CUL1146	Garde Manger	6
CUL2216	Classical European Cuisines	3
CUL2227	Food & Beverage Operations Management	3
CUL2214	Asian Cuisine	3
<u>Quarter 5</u>		
CUL2301	À La Carte	6
CUL1124	Management, Supervision & Career Development	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 6</u>		
CUL2303	Capstone	3
CUL2304	Art Culinaire	6
SB112	Psychology ♦	4
TOTAL QUARTER CREDITS		90

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses.

CULINARY ARTS
ASSOCIATE OF SCIENCE
SAN DIEGO

Courses	Quarter Credits
<u>Quarter 1</u>	
RS091 Portfolio Foundations-Pass/Fail	0
CUL1105 Concepts & Theories of Culinary Techniques	3
CUL1108 Fundamentals of Classical Techniques	6
MS135 Nutrition Science ♦	4
HU110 College English ♦	4
<u>Quarter 2</u>	
CUL1116 American Regional Cuisine	6
CUL2225 Latin Cuisine	3
CUL1145 Management by Menu	3
Mathematics Requirement ♦	4
<u>Quarter 3</u>	
CUL1126 Introduction to Pastry Techniques & Artistry	6
CUL1143 World Cuisine	3
CUL1200 Sustainable Purchasing & Controlling Costs	3
HU111 Effective Speaking ♦	4
<u>Quarter 4</u>	
CUL1146 Garde Manger	6
CUL2216 Classical European Cuisines	3
CUL2227 Food & Beverage Operations Management	3
CUL2214 Asian Cuisine	3
<u>Quarter 5</u>	
CUL2301 À La Carte	6
CUL1124 Management, Supervision & Career Development	3
HU130 Visual Language & Culture ♦	4
<u>Quarter 6</u>	
CUL2303 Capstone	3
CUL2304 Art Culinaire	6
Social & Behavioral Sciences Requirement ♦	4
TOTAL QUARTER CREDITS	90

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses.

CULINARY MANAGEMENT
BACHELOR OF SCIENCE

INLAND EMPIRE

(These changes refer to the program description, program objectives and course requirements found on **page 28 & 29** of the current catalog).

Program Description

The Culinary Management bachelor's degree program blends theoretical and hands-on learning in the areas of culinary arts, management, human resources, finance, food and beverage operations and service. Students will be exposed to a variety of world cuisines and use ingredients and techniques from around the globe. Instruction in kitchen management, purchasing, cost control, menu design, and dining room operation provides students with business acumen. This degree takes an in-depth, comprehensive approach to culinary education; a management externship is an integral part of the curriculum as it provides an opportunity for application to real world situations. The program also includes a senior-level capstone class and senior practicum that require students to apply all of their learned managerial and leadership skills.

Program Objectives

Upon successful completion of the program, graduates should be able to:

- Obtain an entry-level skill position in the food service industry
- Identify, establish and maintain safety and sanitation procedures which meet industry quality standards.
- Demonstrate and articulate an awareness of the cross-cultural, moral, ethical and environmental issues in hospitality organizations and their relationship with all stakeholders.
- Analyze the food and beverage cost-control cycle and accounting practices, and implement controls to manage, maintain and ensure profitability
- Prepare a variety of international recipes using a variety of cooking techniques which meet industry quality standards.
- Apply standard Human Resource principles in regards to recruiting, retaining, and developing staff.
- Create a business plan for a food service outlet or hospitality company

Courses	Quarter Credits
<u>Quarter 1</u>	
RS091 Portfolio Foundations-Pass/Fail	0
CUL1105 Concepts & Theories of Culinary Techniques	3
CUL1108 Fundamentals of Classical Techniques	6
MS135 Nutrition Science ♦	4
HU110 College English ♦	4
<u>Quarter 2</u>	
CUL1116 American Regional Cuisine	6
CUL2225 Latin Cuisine	3
CUL1145 Management by Menu	3
MS111 College Algebra ♦	4
<u>Quarter 3</u>	
CUL1126 Introduction to Pastry Techniques & Artistry	6
CUL1143 World Cuisine	3
CUL1117 Purchasing & Product Identification	3
HU111 Effective Speaking ♦	4
<u>Quarter 4</u>	
CUL1146 Garde Manger	6
CUL2216 Classical European Cuisines	3
CUL2227 Food & Beverage Operations Management	3
CUL2214 Asian Cuisine	3
<u>Quarter 5</u>	
CUL2301 À La Carte	6
CUL1124 Management, Supervision & Career Development	3
HU130 Visual Language & Culture ♦	4
<u>Quarter 6</u>	
CUL2304 Art Culinaire	6
1st Elective *	3

CUL2303	Capstone	3
SB210	US History ♦	4
Quarter 7		
CM3305	Facilities Management & Design	3
CM3306	Foodservice Technology & Information	3
CM3316	Legal Issues & Ethics for Culinaricians	3
CM3315	Hospitality Marketing	3
SB110	World Civilization ♦	4
Quarter 8		
CM3322	Human Resource Management	3
CM3317	Introduction to Accounting	3
CM3324	Catering & Event Management	3
	2nd Elective *	3
HU250	Humanities ♦	4
Quarter 9		
CM3319	Leadership & Organizational Development	3
CM4420	Exploring Wines & the Culinary Arts	3
CM3320	Foodservice Financial Management	3
SB113	Sociology ♦	4
Quarter 10		
CM4410	Innovation & Entrepreneurship	3
CM4404	Quality Service Management & Training	3
HU251	Literature ♦	4
SB112	Psychology ♦	4
Quarter 11		
CM4405	Senior Culinary Practicum	4
CM4415	Global Management & Operations in the Hospitality Industry	3
CM4400	Management Externship	3
SB111	Anthropology ♦	4
Quarter 12		
CM4500	Senior Project – Capstone	3
	3rd Elective *	3
HU357	Ethics ♦	4
MS334	Environmental Science ♦	4

TOTAL QUARTER CREDITS **180**

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Culinary Management must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

CULINARY MANAGEMENT
BACHELOR OF SCIENCE
SAN DIEGO

*(The following changes were made to the program description & objectives found on **page 28** of the current catalog).*

Program Description

The Culinary Management bachelor’s degree program blends theoretical and hands-on learning in the areas of culinary arts, management, human resources, finance, food and beverage operations and service. Students will be exposed to a variety of world cuisines and use ingredients and techniques from around the globe. Instruction in kitchen management, purchasing, cost control, menu design, and dining room operation provides students with business acumen. This degree takes an in-depth, comprehensive approach to culinary education; a management externship is an integral part of the curriculum as it provides an opportunity for application to real world situations. The program also includes a senior-level capstone class and senior practicum that require students to apply all of their learned managerial and leadership skills.

Program Objectives

Upon successful completion of the program, graduates should be able to:

- Obtain an entry-level skill position in the food service industry
- Identify, establish and maintain safety and sanitation procedures which meet industry quality standards.
- Demonstrate and articulate an awareness of the cross-cultural, moral, ethical and environmental issues in hospitality organizations and their relationship with all stakeholders.
- Analyze the food and beverage cost-control cycle and accounting practices, and implement controls to manage, maintain and ensure profitability
- Prepare a variety of international recipes using a variety of cooking techniques which meet industry quality standards.
- Apply standard Human Resource principles in regards to recruiting, retaining, and developing staff.
- Create a business plan for a food service outlet or hospitality company

Courses

Quarter Credits

Quarter 1

RS091	Portfolio Foundations-Pass/Fail	0
CUL1105	Concepts & Theories of Culinary Techniques	3
CUL1108	Fundamentals of Classical Techniques	6
MS135	Nutrition Science ♦	4
HU110	College English ♦	4

Quarter 2

CUL1116	American Regional Cuisine	6
CUL2225	Latin Cuisine	3
CUL1145	Management by Menu	3
	Mathematics Requirement ♦	4

Quarter 3

CUL1126	Introduction to Pastry Techniques & Artistry	6
CUL1143	World Cuisine	3
CUL1200	Sustainable Purchasing & Controlling Costs	3
HU111	Effective Speaking ♦	4

Quarter 4

CUL1146	Garde Manger	6
CUL2216	Classical European Cuisines	3
CUL2227	Food & Beverage Operations Management	3
CUL2214	Asian Cuisine	3

Quarter 5

CUL2301	À La Carte	6
CUL1124	Management, Supervision & Career Development	3
HU130	Visual Language & Culture ♦	4

Quarter 6

CUL2304	Art Culinaire	6
	1st Elective *	3
CUL2303	Capstone	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 7

CM3305	Facilities Management & Design	3
CM3306	Foodservice Technology & Information	3
CM3316	Legal Issues & Ethics for Culinaricians	3
CM3315	Hospitality Marketing	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 8

CM3322	Human Resource Management	3
CM3317	Introduction to Accounting	3
CM3324	Catering & Event Management	3
	2nd Elective *	3
	Humanities Art Requirement ♦	4

Quarter 9

CM3319	Leadership & Organizational Development	3
CM4420	Exploring Wines & the Culinary Arts	3
CM3320	Foodservice Financial Management	3
	General Education Requirement ♦	4

Quarter 10

CM4410	Innovation & Entrepreneurship	3
CM4404	Quality Service Management & Training	3
	Humanities Requirement ♦	4
	Humanities Writing Requirement ♦	4

Quarter 11

CM4405	Senior Culinary Practicum	4
CM4415	Global Management & Operations in the Hospitality Industry	3
CM4400	Management Externship	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 12

CM4500	Senior Project – Capstone	3
	3rd Elective *	3
	General Education Requirement ♦	4
	General Education Requirement ♦	4

TOTAL QUARTER CREDITS**180**

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Culinary Management must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

FASHION DESIGN
BACHELOR OF FINE ARTS
INLAND EMPIRE

(These changes refer to the program course requirements found on page 31 of the current catalog).

Courses	Quarter Credits
Quarter 1	
RS091 Portfolio Foundations-Pass/Fail	0
FD1119 Survey of the Fashion Industry	3
FS101 Fundamentals/Observational Drawing	3
FS102 Fundamentals of Design	3
FD1121 Fundamentals of Construction	3
HU110 College English ♦	4
Quarter 2	
FS103 Color Theory	3
FD1131 Fundamentals of Patternmaking	3
FD1129 Textile Fundamentals	3
FD2215 Intermediate Construction	3
HU111 Effective Speaking ♦	4
Quarter 3	
FD1139 Early History of Fashion	3
FD1125 Fashion Illustration	3
FS122 Image Manipulation	3
FD2211 Intermediate Patternmaking	3
HU130 Visual Language & Culture ♦	4
Quarter 4	
FD2201 Advanced Construction	3
FD2227 Technical Drawing	3
FD2321 Draping	3
FD2229 Modern History of Fashion	3
MS111 College Algebra ♦	4
Quarter 5	
1st Elective *	3
FD2243 Concept Development	3
FD1135 Advanced Fashion Illustration	3
FD2241 Computer Patternmaking	3
HU230 Art History ♦	4
Quarter 6	
FD2219 Applied Textiles	3
FD2239 Specialty Patternmaking	3
FD2247 Computer Production Systems	3
FD2249 Advanced Concept Development	3
SB112 Psychology ♦	4
Quarter 7	
2nd Elective *	3
FD2222 Product Development	3
FD2245 Fit Analysis	3
FD3315 Surface Design	3
SB113 Sociology ♦	4
Quarter 8	
FS297 Portfolio I	3
FD3301 Technical Design	3
FD3303 Advanced Sewing Design	3
FD3305 Research & Sourcing Fundamentals	2
HU331 Renaissance & Beyond ♦	4

Quarter 9		
FD4405	Applied Product Development	3
FD4403	Design Studio Women's Wear	3
HU311	Story Writing ♦	4
HU332	Modern Art ♦	4
Quarter 10		
FD4401	Senior Collection Concept	3
FD3307	Design Studio Menswear	3
FD3309	Digital Textile Design	3
HU356	Myth & Symbol ♦	4
Quarter 11		
FD4407	Senior Collection Technical	3
FS399	Internship I	3
MS334	Environmental Science ♦	4
SB314	Film & Society ♦	4
Quarter 12		
FD4409	Senior Collection Production	3
FS497	Portfolio II	2
	3rd Elective *	3
HU357	Ethics ♦	4
TOTAL QUARTER CREDITS		180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Fine Arts degree in Fashion Design must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

FASHION DESIGN
BACHELOR OF FINE ARTS
SAN DIEGO

Courses	Quarter Credits
<u>Quarter 1</u>	
RS091 Portfolio Foundations-Pass/Fail	0
FD1119 Survey of the Fashion Industry	3
FS101 Fundamentals/Observational Drawing	3
FS102 Fundamentals of Design	3
FD1121 Fundamentals of Construction	3
HU110 College English ♦	4
<u>Quarter 2</u>	
FS103 Color Theory	3
FD1131 Fundamentals of Patternmaking	3
FD1129 Textile Fundamentals	3
FD2215 Intermediate Construction	3
HU111 Effective Speaking ♦	4
<u>Quarter 3</u>	
FD1139 Early History of Fashion	3
FD1125 Fashion Illustration	3
FS122 Image Manipulation	3
FD2211 Intermediate Patternmaking	3
HU130 Visual Language & Culture ♦	4
<u>Quarter 4</u>	
FD2201 Advanced Construction	3
FD2227 Technical Drawing	3
FD2321 Draping	3
FD2229 Modern History of Fashion	3
Mathematics Requirement ♦	4
<u>Quarter 5</u>	
1st Elective *	3
FD2243 Concept Development	3
FD1135 Advanced Fashion Illustration	3
FD2241 Computer Patternmaking	3
General Education Requirement ♦	4
<u>Quarter 6</u>	
FD2219 Applied Textiles	3
FD2239 Specialty Patternmaking	3
FD2247 Computer Production Systems	3
FD2249 Advanced Concept Development	3
Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 7</u>	
2nd Elective *	3
FD2222 Product Development	3
FD2245 Fit Analysis	3
FD3315 Surface Design	3
Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 8</u>	
FS297 Portfolio I	3

FD3301	Technical Design	3
FD3303	Advanced Sewing Design	3
FD3305	Research & Sourcing Fundamentals	2
	Humanities Art Requirement ♦	4

Quarter 9

FD4405	Applied Product Development	3
FD4403	Design Studio Women's Wear	3
	Humanities Writing Requirement ♦	4
	General Education Requirement ♦	4

Quarter 10

FD4401	Senior Collection Concept	3
FD3307	Design Studio Menswear	3
FD3309	Digital Textile Design	3
	Humanities Requirement ♦	4

Quarter 11

FD4407	Senior Collection Technical	3
FS399	Internship I	3
	Mathematics & Sciences Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4

Quarter 12

FD4409	Senior Collection Production	3
FS497	Portfolio II	2
	3rd Elective *	3
	General Education Requirement ♦	4

TOTAL QUARTER CREDITS

180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Fine Arts degree in Fashion Design must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

FASHION MARKETING & MANAGEMENT
BACHELOR OF SCIENCE

SAN DIEGO

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
FS103	Color Theory	3
FD1119	Survey of the Fashion Industry	3
FD1139	Early History of Fashion	3
FM1123	Fundamentals of Advertising	3
HU110	College English ♦	4
<u>Quarter 2</u>		
FS122	Image Manipulation	3
FD1129	Textile Fundamentals	3
FD2229	Modern History of Fashion	3
FM1101	Introduction to Fashion Marketing	3
HU111	Effective Speaking ♦	4
<u>Quarter 3</u>		
FM2201	Consumer Behavior	3
FM2205	Sales Promotion	3
FM1135	Fundamentals of Marketing	3
FM1140	Retailing	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 4</u>		
FM2217	Retail Buying	3
FM2220	3-D Visual Merchandising I	3
FM2209	Specialty Merchandise	3
FM2214	Introduction to Manufacturing	3
	Mathematics Requirement ♦	4
<u>Quarter 5</u>		
	1st Elective *	3
FM2232	Inventory & Stock Control	3
FM2224	Business Management	3
FM2229	Merchandise Management	3
	General Education Requirement ♦	4
<u>Quarter 6</u>		
FS297	Portfolio I	3
FM3315	Brand Marketing	3
FM2235	3-D Visual Merchandising II	3
FM2287	Fashion Show Production	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 7</u>		
FM3305	Store Operations	3
FM3310	In-House Promotions	3
FM3323	Product Development	3
FM2250	Entrepreneurship	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 8</u>		
FM3320	Retail Store Management	3
FM3327	Advertising Sales & Ratings	3

FM3330	Global Marketing	3
FM3337	Current Designers	2
	Humanities Art Requirement ♦	4

Quarter 9

FM4400	Catalog Development	3
FM4410	Executive Leadership	3
	Humanities Writing Requirement ♦	4
	General Education Requirement ♦	4

Quarter 10

FM4411	Senior Project I	3
FM4420	Public Relations & Promotions	3
	2nd Elective *	3
	Humanities Requirement ♦	4

Quarter 11

FM4430	Business Ownership	3
FM4423	Senior Project II	3
	Mathematics & Sciences Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4

Quarter 12

FM4425	Human Resource Management	3
FS497	Portfolio II	2
	3rd Elective *	3
	General Education Requirement ♦	4

TOTAL QUARTER CREDITS **180**

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Fashion Marketing & Management must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

FASHION & RETAIL MANAGEMENT
BACHELOR OF SCIENCE
INLAND EMPIRE

(These changes refer to the program course requirements found on **page 35** of the current catalog).

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
FS102	Fundamentals of Design	3
FS103	Color Theory	3
FS122	Image Manipulation	3
FRM1301	Introduction to Retailing	3
HU110	College English ♦	4
<u>Quarter 2</u>		
FRM1313	Retail Math	3
FRM1315	Fundamentals of Business	3
FRM1322	Fundamentals of Marketing	3
FRM1325	Fashion History	3
HU111	Effective Speaking ♦	4
<u>Quarter 3</u>		
ID2237	Textiles	3
FRM2324	Business Communications	3
FRM2319	Fundamentals of Advertising	3
FRM2338	Visual Merchandising	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 4</u>		
FRM2312	Sales & Event Promotion	3
FRM3329	Trends & Concepts in Apparel	3
FRM3322	Consumer Behavior	3
FRM3333	Principles of Accounting	3
MS111	College Algebra ♦	4
<u>Quarter 5</u>		
FRM3337	Sales	3
FRM2329	Elements of Retail Operations & Technology	3
FRM2341	Merchandise Management	3
FRM2317	Apparel Evaluation & Construction	3
HU250	Humanities ♦	4
<u>Quarter 6</u>		
FRM3317	Business & Copyright Law	3
FRM3310	Brand Marketing	3
FRM3315	Introduction to Manufacturing	3
FRM2345	Store Planning & Lease Management	3
SB110	World Civilization ♦	4
<u>Quarter 7</u>		
FRM2346	Business Ownership I	3
GD1125	Introduction to Photography	3
FRM2331	Event & Fashion Show Production	3
FRM3347	Public Relations & Promotion	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 8</u>		
FRM3319	Business Ownership II	3
MM111	Design Layout	3
FRM3324	Product Development	3
FRM4323	Principles of Marketing Research	3
	Humanities Art Requirement ♦	4

<u>Quarter 9</u>		
FRM4310	Media Planning & Buying	3
FRM4321	International Marketing & Buying	3
HU251	Literature ♦	4
SB113	Sociology ♦	4
<u>Quarter 10</u>		
FM3337	Current Designers	2
FRM4319	Portfolio Preparation for Fashion & Retail Management	3
FRM4339	Web Marketing for Fashion & Retail Management	3
HU357	Ethics ♦	4
<u>Quarter 11</u>		
FRM4333	Leadership & Team Building	3
FRM4324	Internship	3
MS334	Environmental Science ♦	4
SB112	Psychology ♦	4
<u>Quarter 12</u>		
FS497	Portfolio II	2
FRM4337	Professional Development for Fashion & Retail Management	3
FRM4344	Special Topics in Fashion & Retail Management	3
SB210	U.S. History ♦	4
TOTAL QUARTER CREDITS		180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses.

GAME ART & DESIGN
BACHELOR OF SCIENCE
INLAND EMPIRE

(These changes refer to the program course requirements found on page 37 of the current catalog).

Courses	Quarter Credits
<u>Quarter 1</u>	
RS091	Portfolio Foundations-Pass/Fail
FS101	Fundamentals/Observational Drawing
FS102	Fundamentals of Design
FS103	Color Theory
FS122	Image Manipulation
HU110	College English ♦
<u>Quarter 2</u>	
FS111	Drawing, Proportion, & Perspective
GA1121	Survey of the Game Industry
MA1112	Drawing & Anatomy
FS131	Typography I – Traditional
HU111	Effective Speaking ♦
<u>Quarter 3</u>	
MA1122	Character & Object Design
GA2201	Game Design & Game Play
MA1133	2-D Animation Principles
MA1134	Principles of 3-D Modeling
HU130	Visual Language & Culture ♦
<u>Quarter 4</u>	
MA1131	Conceptual Storytelling
MA1132	Life Drawing & Gesture
MA2204	3-D Animation
GA2212	Game Modeling & Animation
MS111	College Algebra ♦
<u>Quarter 5</u>	
GA3312	Level Design
MA2202	Storyboarding for Animation
GA3324	Character Modeling
GA2211	Hard Surface & Organic Modeling
SB112	Psychology ♦
<u>Quarter 6</u>	
GA3322	Advanced Level Design
MA2201	Background Design & Layout
GA3314	3-D Character Rigging
GA3311	Material & Lighting
SB110	World Civilization ♦
<u>Quarter 7</u>	
GA3313	Designing 3-D Environments
GA3323	3-D Scripting
MA3312	Advanced Lighting & Texture
HU251	Literature ♦
SB111	Anthropology ♦
<u>Quarter 8</u>	
MA2212	3-D Camera Techniques
GA4435	Advanced Game Modeling & Texturing
	1st Elective *
GA2502	Game Assets Development
HU230	Art History ♦

Quarter 9		
GA3333	Introduction to Scripting Languages	3
GA4402	Senior Project Planning	3
GA3331	Game Prototyping	3
SB210	US History ♦	4
Quarter 10		
MA3324	Character Animation	3
GA4412	Senior Project I	3
GA4401	Advanced Game Prototyping	3
HU250	Humanities ♦	4
Quarter 11		
GA3512	Mapping for Games	3
GA4422	Senior Project II	3
MS334	Environmental Science ♦	4
SB113	Sociology ♦	4
Quarter 12		
FS497	Portfolio II	2
GA4403	Intermediate Scripting Languages	3
	2nd Elective *	3
HU357	Ethics ♦	4
TOTAL QUARTER CREDITS		180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Game Art & Design must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

GAME ART & DESIGN
BACHELOR OF SCIENCE

SAN DIEGO

Courses

Quarter Credits

Quarter 1

RS091	Portfolio Foundations-Pass/Fail	0
FS101	Fundamentals/Observational Drawing	3
FS102	Fundamentals of Design	3
FS103	Color Theory	3
FS122	Image Manipulation	3
HU110	College English ♦	4

Quarter 2

FS111	Drawing, Proportion, & Perspective	3
GA1121	Survey of the Game Industry	2
MA1112	Drawing & Anatomy	3
FS131	Typography I – Traditional	3
HU111	Effective Speaking ♦	4

Quarter 3

MA1122	Character & Object Design	3
GA2201	Game Design & Game Play	3
MA1133	2-D Animation Principles	3
MA1134	Principles of 3-D Modeling	3
HU130	Visual Language & Culture ♦	4

Quarter 4

MA1131	Conceptual Storytelling	3
MA1132	Life Drawing & Gesture	3
MA2204	3-D Animation	3
GA2212	Game Modeling & Animation	3
	Mathematics Requirement ♦	4

Quarter 5

GA3312	Level Design	3
MA2202	Storyboarding for Animation	3
GA3324	Character Modeling	3
GA2211	Hard Surface & Organic Modeling	3
	General Education Requirement ♦	4

Quarter 6

GA3322	Advanced Level Design	3
MA2201	Background Design & Layout	3
GA3314	3-D Character Rigging	3
GA3311	Material & Lighting	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 7

GA3313	Designing 3-D Environments	3
GA3323	3-D Scripting	3
MA3312	Advanced Lighting & Texture	3
	Humanities Writing Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4

Quarter 8

MA2212	3-D Camera Techniques	3
--------	-----------------------	---

GA4435	Advanced Game Modeling & Texturing	3
	1st Elective *	3
GA2502	Game Assets Development	3
	Humanities Art Requirement ♦	4
<u>Quarter 9</u>		
GA3333	Introduction to Scripting Languages	3
GA4402	Senior Project Planning	3
GA3331	Game Prototyping	3
	General Education Requirement ♦	4
<u>Quarter 10</u>		
MA3324	Character Animation	3
GA4412	Senior Project I	3
GA4401	Advanced Game Prototyping	3
	Humanities Requirement ♦	4
<u>Quarter 11</u>		
GA3512	Mapping for Games	3
GA4422	Senior Project II	3
	Mathematics & Sciences Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 12</u>		
FS497	Portfolio II	2
GA4403	Intermediate Scripting Languages	3
	2nd Elective *	3
	General Education Requirement ♦	4
TOTAL QUARTER CREDITS		180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Game Art & Design must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

GRAPHIC DESIGN
ASSOCIATE OF SCIENCE
INLAND EMPIRE

(These changes refer to the program course requirements found on page 39 of the current catalog).

Courses	Quarter Credits
Quarter 1	
RS091	Portfolio Foundations-Pass/Fail
0	
FS101	Fundamentals/Observational Drawing
3	
FS102	Fundamentals of Design
3	
FS103	Color Theory
3	
GD1124	Form & Space
3	
HU110	College English ♦
4	
Quarter 2	
FS111	Drawing, Proportion, & Perspective
3	
FS122	Image Manipulation
3	
GD1123	Electronic Layout
3	
FS131	Typography I – Traditional
3	
HU111	Effective Speaking ♦
4	
Quarter 3	
GD1125	Introduction to Photography
3	
GD1132	Grid Systems
3	
GD2243	Typography II – Hierarchy
3	
GD1134	Digital Illustration
3	
HU130	Visual Language and Culture ♦
4	
Quarter 4	
GD2264	Digital Message Making
3	
GD2241	Concept Design
3	
GD1133	Digital Grid Systems
3	
GD2244	Advanced Image Manipulation
3	
MS111	College Algebra ♦
4	
Quarter 5	
GD2265	Project Concept
3	
GD2253	Typography III – Expressive & Experimental
3	
GD2254	Pre-Print Production
3	
SB112	Psychology ♦
4	
Quarter 6	
FS297	Portfolio I
3	
GD2263	Typography IV – Publication
3	
	Elective *
3	
SB110	World Civilization ♦
4	
TOTAL QUARTER CREDITS	90

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses.

* **ELECTIVES:** Elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

GRAPHIC DESIGN
ASSOCIATE OF SCIENCE
SAN DIEGO

Courses	Quarter Credits
<u>Quarter 1</u>	
RS091 Portfolio Foundations-Pass/Fail	0
FS101 Fundamentals/Observational Drawing	3
FS102 Fundamentals of Design	3
FS103 Color Theory	3
GD1124 Form & Space	3
HU110 College English ♦	4
<u>Quarter 2</u>	
FS111 Drawing, Proportion, & Perspective	3
FS122 Image Manipulation	3
GD1123 Electronic Layout	3
FS131 Typography I – Traditional	3
HU111 Effective Speaking ♦	4
<u>Quarter 3</u>	
GD1125 Introduction to Photography	3
GD1132 Grid Systems	3
GD2243 Typography II – Hierarchy	3
GD1134 Digital Illustration	3
HU130 Visual Language and Culture ♦	4
<u>Quarter 4</u>	
GD2264 Digital Message Making	3
GD2241 Concept Design	3
GD1133 Digital Grid Systems	3
GD2244 Advanced Image Manipulation	3
Mathematics Requirement ♦	4
<u>Quarter 5</u>	
GD2265 Project Concept	3
GD2253 Typography III – Expressive & Experimental	3
GD2254 Pre-Print Production	3
General Education Requirement ♦	4
<u>Quarter 6</u>	
FS297 Portfolio I	3
GD2263 Typography IV – Publication	3
Elective *	3
Social & Behavioral Sciences Requirement ♦	4
TOTAL QUARTER CREDITS	90

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses.

* **ELECTIVES:** Elective may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

GRAPHIC DESIGN
BACHELOR OF SCIENCE
INLAND EMPIRE

(These changes refer to the program course requirements found on page 41 of the current catalog).

Courses	Quarter Credits
<u>Quarter 1</u>	
RS091	Portfolio Foundations-Pass/Fail
FS101	Fundamentals/Observational Drawing
FS102	Fundamentals of Design
FS103	Color Theory
GD1124	Form & Space
HU110	College English ♦
<u>Quarter 2</u>	
FS111	Drawing, Proportion, & Perspective
FS122	Image Manipulation
GD1123	Electronic Layout
FS131	Typography I – Traditional
HU111	Effective Speaking ♦
<u>Quarter 3</u>	
GD1125	Introduction to Photography
GD1132	Grid Systems
GD2243	Typography II – Hierarchy
GD1134	Digital Illustration
HU130	Visual Language & Culture ♦
<u>Quarter 4</u>	
GD2242	Illustrative Concept Design
GD2262	Message Making
GD1133	Digital Grid Systems
GD2244	Advanced Image Manipulation
MS111	College Algebra ♦
<u>Quarter 5</u>	
GD2264	Digital Message Making
GD2252	Corporate Communications
GD2253	Typography III – Expressive & Experimental
GD2254	Pre Print Production
SB112	Psychology ♦
<u>Quarter 6</u>	
GD2241	Concept Design
GD2251	Branding
GD2265	Project Concept
FS297	Portfolio I
SB110	World Civilization ♦
<u>Quarter 7</u>	
MA2241	Motion Graphics
GD2263	Typography IV – Publication
	1st Elective *
GD3391	Graphic Design History
SB111	Anthropology ♦
<u>Quarter 8</u>	
GD3383	Photography II
GD3381	Introduction to Packaging
GD4401	Design Team I
GD3384	Advanced Design
HU230	Art History ♦

<u>Quarter 9</u>		
GD3394	Package Design	3
GD4411	Design Team II	3
	2nd Elective *	3
SB210	US History ♦	4
<u>Quarter 10</u>		
GD4402	Design Research – Marketing Design	3
GD4403	Environmental Design	3
HU251	Literature ♦	4
HU250	Humanities ♦	4
<u>Quarter 11</u>		
GD3371	Project Study	3
	3rd Elective *	3
GD4412	Senior Project Design Studio	3
SB113	Sociology ♦	4
<u>Quarter 12</u>		
FS497	Portfolio II	2
GD4413	Senior Project Lab	2
MS334	Environmental Science ♦	4
HU357	Ethics ♦	4
TOTAL QUARTER CREDITS		180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Graphic Design must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met

GRAPHIC DESIGN
BACHELOR OF SCIENCE
SAN DIEGO

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
FS101	Fundamentals/Observational Drawing	3
FS102	Fundamentals of Design	3
FS103	Color Theory	3
GD1124	Form & Space	3
HU110	College English ♦	4
<u>Quarter 2</u>		
FS111	Drawing, Proportion, & Perspective	3
FS122	Image Manipulation	3
GD1123	Electronic Layout	3
FS131	Typography I – Traditional	3
HU111	Effective Speaking ♦	4
<u>Quarter 3</u>		
GD1125	Introduction to Photography	3
GD1132	Grid Systems	3
GD2243	Typography II – Hierarchy	3
GD1134	Digital Illustration	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 4</u>		
GD2242	Illustrative Concept Design	3
GD2262	Message Making	3
GD1133	Digital Grid Systems	3
GD2244	Advanced Image Manipulation	3
	Mathematics Requirement ♦	4
<u>Quarter 5</u>		
GD2264	Digital Message Making	3
GD2252	Corporate Communications	3
GD2253	Typography III – Expressive & Experimental	3
GD2254	Pre Print Production	3
	General Education Requirement ♦	4
<u>Quarter 6</u>		
GD2241	Concept Design	3
GD2251	Branding	3
GD2265	Project Concept	3
FS297	Portfolio I	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 7</u>		
MA2241	Motion Graphics	3
GD2263	Typography IV – Publication	3
	1st Elective *	3
GD3391	Graphic Design History	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 8</u>		
GD3383	Photography II	3

GD3381	Introduction to Packaging	3
GD4401	Design Team I	3
GD3384	Advanced Design	3
	Humanities Art Requirement ♦	4
<u>Quarter 9</u>		
GD3394	Package Design	3
GD4411	Design Team II	3
	2nd Elective *	3
	General Education Requirement ♦	4
<u>Quarter 10</u>		
GD4402	Design Research – Marketing Design	3
GD4403	Environmental Design	3
	Humanities Writing Requirement ♦	4
	Humanities Requirement ♦	4
<u>Quarter 11</u>		
GD3371	Project Study	3
	3rd Elective *	3
GD4412	Senior Project Design Studio	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 12</u>		
FS497	Portfolio II	2
GD4413	Senior Project Lab	2
	General Education Requirement ♦	4
	Mathematics & Sciences Requirement ♦	4

TOTAL QUARTER CREDITS **180**

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Graphic Design must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met

HOSPITALITY FOOD & BEVERAGE MANAGEMENT
BACHELOR OF SCIENCE
SAN DIEGO

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
CUL1105	Concepts & Theories of Culinary Techniques	3
CUL1108	Fundamentals of Classical Techniques	6
MS135	Nutrition Science ♦	4
HU110	College English ♦	4
<u>Quarter 2</u>		
CUL1116	American Regional Cuisine	6
CUL2225	Latin Cuisine	3
CUL1145	Management by Menu	3
	Mathematics Requirement ♦	4
<u>Quarter 3</u>		
CUL1126	Introduction to Pastry Techniques & Artistry	6
CUL2214	Asian Cuisine	3
CUL2227	Food & Beverage Operations Management	3
HU111	Effective Speaking ♦	4
<u>Quarter 4</u>		
CUL1146	Garde Manger	6
FB1102	Introduction to Hospitality	3
FB2200	Beverage Purchasing, Inventory, Control & Menu Authoring	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 5</u>		
FB2212	Merchandising in Foodservice	3
	Elective 1*	3
CUL1124	Management, Supervision & Career Development	3
CUL1200	Sustainable Purchasing & Controlling Costs	3
<u>Quarter 6</u>		
CUL2301	À La Carte	6
CM3315	Hospitality Marketing	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 7</u>		
CM3322	Human Resource Management	3
	Elective 2*	3
CM3305	Facilities Management & Design	3
CM3306	Foodservice Technology & Information	3
	Humanities Art Requirement ♦	4
<u>Quarter 8</u>		
CM3316	Legal Issues & Ethics for Culinarians	3
CM3319	Leadership & Organizational Development	3
CM4420	Exploring Wines & the Culinary Arts	3
FB3300	Fundamentals of Professional Service	3
	General Education Requirement ♦	4
<u>Quarter 9</u>		
CM4404	Quality Service Management & Training	3
CM3324	Catering & Event Management	3
FB4407	Club Operations Management	3

FB4409	New World & Emerging Wines	3
	Humanities Writing Requirement ♦	4

Quarter 10

FB3318	Sales & Public Relations	3
CM3320	Foodservice Financial Management	3
CM4410	Innovation & Entrepreneurship	3
	Humanities Requirement ♦	4

Quarter 11

FB3315	Hospitality Law	3
CM4405	Senior Culinary Practicum	4
CM4400	Management Externship	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 12

CM4412	Senior Project – Capstone	3
	General Education Requirement ♦	4
	General Education Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4

TOTAL QUARTER CREDITS **180**

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Hospitality Food & Beverage Management must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

INTERIOR DESIGN
BACHELOR OF SCIENCE
INLAND EMPIRE

(These changes refer to the program course requirements found on page 45 of the current catalog).

Courses	Quarter Credits
<u>Quarter 1</u>	
RS091	Portfolio Foundations-Pass/Fail
FS101	Fundamentals/Observational Drawing
FS102	Fundamentals of Design
FS103	Color Theory
ID1117	Basic Drafting
HU110	College English ♦
<u>Quarter 2</u>	
FS111	Drawing, Proportion, & Perspective
ID1124	Introduction to Interior Design
ID1127	Architectural Drafting
ID1129	Introduction to AutoCAD
HU111	Effective Speaking ♦
<u>Quarter 3</u>	
ID2215	Perspective & Rendering
ID1134	Programming & Space Planning I
ID1135	Design Basics 3-D
ID1139	Intermediate AutoCAD
HU130	Visual Language & Culture ♦
<u>Quarter 4</u>	
ID2227	Interior Design Sketch Techniques
ID2214	Programming & Space Planning II
FS122	Image Manipulation
ID2219	Architectural Detailing – AutoCAD
MS111	College Algebra ♦
<u>Quarter 5</u>	
ID3317	Materials & Specifications
ID2223	Residential Design – Traditional
ID2225	Presentation Techniques
ID1137	Architecture, Interiors & Furniture – Ancient to 1830
SB112	Psychology ♦
<u>Quarter 6</u>	
ID3320	Interior Design Computer 3-D Modeling
ID3313	Residential Design – Contemporary
ID2235	Lighting Design
ID2217	Architecture, Interiors & Furniture – 1830 to Present
SB110	World Civilization ♦
<u>Quarter 7</u>	
ID3330	Interior Design Digital Camera & Lighting Techniques
ID2233	Corporate Design
ID3326	Building Construction & Systems
ID3328	Building Codes & Regulations
SB111	Anthropology ♦
<u>Quarter 8</u>	
	Elective *
ID3323	Advanced Corporate Design
ID3316	Construction Documents & Details I
ID2229	Human Factors
HU230	Art History ♦

Quarter 9		
ID3333	Institutional Design	3
ID3335	Commercial/Hospitality Design	3
HU251	Literature ♦	4
SB210	US History ♦	4
Quarter 10		
ID4413	Senior Design – Studio	3
ID4415	Thesis – Programming	2
ID4419	Business Management for Interior Designers	3
HU250	Humanities ♦	4
Quarter 11		
ID4423	Portfolio Preparation	3
ID4425	Thesis – Design	3
MS334	Environmental Science ♦	4
SB113	Sociology ♦	4
Quarter 12		
FS497	Portfolio II	2
ID3340	Construction Documents & Details II	3
ID4435	Thesis – Presentation	3
HU357	Ethics ♦	4
TOTAL CREDIT HOURS		180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Interior Design must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met

INTERIOR DESIGN
BACHELOR OF SCIENCE

SAN DIEGO

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
FS101	Fundamentals/Observational Drawing	3
FS102	Fundamentals of Design	3
FS103	Color Theory	3
ID1117	Basic Drafting	3
HU110	College English ♦	4
<u>Quarter 2</u>		
FS111	Drawing, Proportion, & Perspective	3
ID1124	Introduction to Interior Design	3
ID1127	Architectural Drafting	3
ID1129	Introduction to AutoCAD	3
HU111	Effective Speaking ♦	4
<u>Quarter 3</u>		
ID2215	Perspective & Rendering	3
ID1134	Programming & Space Planning I	3
ID1135	Design Basics 3-D	3
ID1139	Intermediate AutoCAD	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 4</u>		
ID2227	Interior Design Sketch Techniques	3
ID2214	Programming & Space Planning II	3
FS122	Image Manipulation	3
ID2219	Architectural Detailing – AutoCAD	3
	Mathematics Requirement ♦	4
<u>Quarter 5</u>		
ID3317	Materials & Specifications	3
ID2223	Residential Design – Traditional	3
ID2225	Presentation Techniques	3
ID1137	Architecture, Interiors & Furniture – Ancient to 1830	3
	General Education Requirement ♦	4
<u>Quarter 6</u>		
ID3320	Interior Design Computer 3-D Modeling	3
ID3313	Residential Design – Contemporary	3
ID2235	Lighting Design	3
ID2217	Architecture, Interiors & Furniture – 1830 to Present	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 7</u>		
ID3330	Interior Design Digital Camera & Lighting Techniques	3
ID2233	Corporate Design	3
ID3326	Building Construction & Systems	3
ID3328	Building Codes & Regulations	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 8</u>		
	Elective *	3

ID3323	Advanced Corporate Design	3
ID3316	Construction Documents & Details I	3
ID2229	Human Factors	3
	Humanities Art Requirement ♦	4
<u>Quarter 9</u>		
ID3333	Institutional Design	3
ID3335	Commercial/Hospitality Design	3
	Humanities Writing Requirement ♦	4
	General Education Requirement ♦	4
<u>Quarter 10</u>		
ID4413	Senior Design – Studio	3
ID4415	Thesis – Programming	2
ID4419	Business Management for Interior Designers	3
	Humanities Requirement ♦	4
<u>Quarter 11</u>		
ID4423	Portfolio Preparation	3
ID4425	Thesis – Design	3
	Mathematics & Sciences Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 12</u>		
FS497	Portfolio II	2
ID3340	Construction Documents & Details II	3
ID4435	Thesis – Presentation	3
	General Education Requirement ♦	4
TOTAL CREDIT HOURS		180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Interior Design must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met

MEDIA ARTS & ANIMATION
BACHELOR OF SCIENCE
INLAND EMPIRE

(These changes refer to the program course requirements found on page 47 of the current catalog).

Courses	Quarter Credits
<u>Quarter 1</u>	
RS091	Portfolio Foundations-Pass/Fail
FS101	Fundamentals/Observational Drawing
FS102	Fundamentals of Design
FS103	Color Theory
MA1121	Language of Animation & Film
HU110	College English ♦
<u>Quarter 2</u>	
FS111	Drawing, Proportion, & Perspective
MA1112	Drawing & Anatomy
FS122	Image Manipulation
FS131	Typography I – Traditional
HU111	Effective Speaking ♦
<u>Quarter 3</u>	
MA1123	Acting & Movement
MA1133	2-D Animation Principles
MA1131	Conceptual Storytelling
MA1132	Life Drawing & Gesture
HU130	Visual Language & Culture ♦
<u>Quarter 4</u>	
MA2241	Motion Graphics
MA1134	Principles of 3-D Modeling
MA1122	Character & Object Design
MA2202	Storyboarding for Animation
MS111	College Algebra ♦
<u>Quarter 5</u>	
GA2211	Hard Surface & Organic Modeling
MA2203	2-D Animation
MA2201	Background Design & Layout
MA2205	Beginning 3-D Animation
SB112	Psychology ♦
<u>Quarter 6</u>	
MA2213	Digital Ink & Paint
MA3306	Web Animation
MA2212	3-D Camera Techniques
GA3311	Material & Lighting
SB110	World Civilization ♦
<u>Quarter 7</u>	
GA3324	Character Modeling
MA3304	Advanced Drawing for Animation
MA3314	Animation Studio
	1st Elective *
SB111	Anthropology ♦
<u>Quarter 8</u>	
	2nd Elective *
GA3314	3-D Character Rigging
MA3324	Character Animation
MA3316	Compositing
HU230	Art History ♦

Quarter 9		
	3rd Elective *	3
MA3321	Portfolio Fundamentals	3
HU251	Literature ♦	4
SB210	US History ♦	4
Quarter 10		
MA3323	Pre-Production Team	3
MA4414	Studio Production	3
MA3322	3-D Visual Effects	3
HU250	Humanities ♦	4
Quarter 11		
MA4403	Production Team	3
MA4411	Animation Portfolio Production	2
MS334	Environmental Science ♦	4
SB113	Sociology ♦	4
Quarter 12		
FS497	Portfolio II	2
MA4402	Editing Techniques	3
	4th Elective *	3
HU357	Ethics ♦	4
TOTAL QUARTER CREDITS		180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Media Arts & Animation must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

MEDIA ARTS & ANIMATION
BACHELOR OF SCIENCE

SAN DIEGO

Courses

Quarter Credits

Quarter 1

RS091	Portfolio Foundations-Pass/Fail	0
FS101	Fundamentals/Observational Drawing	3
FS102	Fundamentals of Design	3
FS103	Color Theory	3
MA1121	Language of Animation & Film	3
HU110	College English ♦	4

Quarter 2

FS111	Drawing, Proportion, & Perspective	3
MA1112	Drawing & Anatomy	3
FS122	Image Manipulation	3
FS131	Typography I – Traditional	3
HU111	Effective Speaking ♦	4

Quarter 3

MA1123	Acting & Movement	3
MA1133	2-D Animation Principles	3
MA1131	Conceptual Storytelling	3
MA1132	Life Drawing & Gesture	3
HU130	Visual Language & Culture ♦	4

Quarter 4

MA2241	Motion Graphics	3
MA1134	Principles of 3-D Modeling	3
MA1122	Character & Object Design	3
MA2202	Storyboarding for Animation	3
	Mathematics Requirement ♦	4

Quarter 5

GA2211	Hard Surface & Organic Modeling	3
MA2203	2-D Animation	3
MA2201	Background Design & Layout	3
MA2205	Beginning 3-D Animation	3
	General Education Requirement ♦	4

Quarter 6

MA2213	Digital Ink & Paint	3
MA3306	Web Animation	3
MA2212	3-D Camera Techniques	3
GA3311	Material & Lighting	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 7

GA3324	Character Modeling	3
MA3304	Advanced Drawing for Animation	3
MA3314	Animation Studio	3
	1st Elective *	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 8

	2nd Elective *	3
--	----------------	---

GA3314	3-D Character Rigging	3
MA3324	Character Animation	3
MA3316	Compositing	3
	Humanities Art Requirement ♦	4

Quarter 9

	3rd Elective *	3
MA3321	Portfolio Fundamentals	3
	Humanities Writing Requirement ♦	4
	General Education Requirement ♦	4

Quarter 10

MA3323	Pre-Production Team	3
MA4414	Studio Production	3
MA3322	3-D Visual Effects	3
	Humanities Requirement ♦	4

Quarter 11

MA4403	Production Team	3
MA4411	Animation Portfolio Production	2
	Mathematics & Sciences Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4

Quarter 12

FS497	Portfolio II	2
MA4402	Editing Techniques	3
	4th Elective *	3
	General Education Requirement ♦	4

TOTAL QUARTER CREDITS **180**

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Media Arts & Animation must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

VISUAL & GAME PROGRAMMING
BACHELOR OF SCIENCE

SAN DIEGO

Courses

Quarter Credits

Quarter 1

RS091	Portfolio Foundations-Pass/Fail	0
FS101	Fundamentals/Observational Drawing	3
FS102	Fundamentals of Design	3
FS103	Color Theory	3
FS122	Image Manipulation	3
HU110	College English ♦	4

Quarter 2

VG1106	Operating Systems & Shell Scripting	3
MA1112	Drawing & Anatomy	3
VG1102	History of Animation & Games	2
MA1134	Principles of 3-D Modeling	3
HU111	Effective Speaking ♦	4

Quarter 3

VG1112	Principles of Programming	3
MA2204	3-D Animation	3
GA2212	Game Modeling & Animation	3
GA2211	Hard Surface & Organic Modeling	3
HU130	Visual Language & Culture ♦	4

Quarter 4

VG1126	Object-Oriented Programming	3
MA1131	Conceptual Storytelling	3
GA3311	Material & Lighting	3
MA2212	3-D Camera Techniques	3
	Mathematics Requirement ♦	4

Quarter 5

VG2221	Design Patterns & Data Structures	3
VG1128	Continuous Mathematics for Application	3
VG3323	3-D Scripting	3
GA3314	3-D Character Rigging	3
	General Education Requirement ♦	4

Quarter 6

VG2230	Physics of Motion, Light & Sound	3
VG1140	Geometry for Computer Graphics	3
VG2214	Technical Animation	3
MA3322	3-D Visual Effects	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 7

VG3302	Software Development for Game & Animation	3
VG2215	Programming for Shading I	3
VG3321	Artificial Intelligence in Game Design	3
GA3324	Character Modeling	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 8

VG4425	Programming for Computer Graphics	3
VG3315	Programming for Shading II	3

VG3312	Level Design	3
	1st Elective *	3
	Humanities Art Requirement ♦	4

Quarter 9

VG3331	Game Prototyping	3
VG3308	Manipulation of Motion Capture Data	3
VG4430	Game Engine Scripting	3
	General Education Requirement ♦	4
	2nd Elective *	3

Quarter 10

VG4401	Advanced Game Prototyping	3
	Humanities Writing Requirement ♦	4
	Humanities Requirement ♦	4

Quarter 11

VG3327	Games for the Net	3
VG4426	Senior Project Preparation	3
	3rd Elective *	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 12

FS497	Portfolio II	2
VG4450	Senior Project	3
	General Education Requirement ♦	4
	Mathematics & Sciences Requirement ♦	4

TOTAL QUARTER CREDITS **180**

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Visual & Game Programming must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met

WEB DESIGN & INTERACTIVE MEDIA
BACHELOR OF SCIENCE
INLAND EMPIRE

(These changes refer to the program course requirements found on page 51 of the current catalog).

Courses	Quarter Credits
<u>Quarter 1</u>	
RS091	Portfolio Foundations-Pass/Fail
FS101	Fundamentals/Observational Drawing
FS102	Fundamentals of Design
FS103	Color Theory
GD1125	Introduction to Photography
HU110	College English ♦
<u>Quarter 2</u>	
GD1134	Digital Illustration
FS131	Typography I – Traditional
MM1113	Introduction to Programming Logic
FS122	Image Manipulation
HU111	Effective Speaking ♦
<u>Quarter 3</u>	
MM1130	Fundamentals of Animation
MM1111	Design Layout
MM1123	Fundamentals of Web-based Programming
MM1134	Introduction to Video
HU130	Visual Language & Culture ♦
<u>Quarter 4</u>	
MM2201	Interface Design
MM1132	Fundamentals of Authoring
MM2203	Introduction to Web Design
MM1141	Digital Typography
MS111	College Algebra ♦
<u>Quarter 5</u>	
MM2231	User Experience
MM2202	Intermediate Authoring
GD2244	Advanced Image Manipulation
MM2205	Editing Techniques
SB112	Psychology ♦
<u>Quarter 6</u>	
MM2211	Digital Identity Design
FS297	Portfolio I
MM2233	Intermediate Web-based Programming
MM2204	Digital Audio Editing
SB110	World Civilization ♦
<u>Quarter 7</u>	
	1st Elective *
MM3001	Interface Design II
MM2213	Intermediate Web Design
MA2241	Motion Graphics
SB111	Anthropology ♦
<u>Quarter 8</u>	
	2nd Elective *
MM3301	Interaction Design for Entertainment
MM3323	Advanced Web-based Programming
MA4405	Intermediate Motion Graphics
HU230	Art History ♦

Quarter 9		
MM3312	Computer-based Training	3
MM3304	Database Concepts	3
HU251	Literature ♦	4
SB210	US History ♦	4
Quarter 10		
MM3322	Multi-user Authoring	3
MM3321	eCommerce Site Design	3
MM3315	Emerging Technology	3
HU250	Humanities ♦	4
Quarter 11		
MM4402	Senior Project Studio	3
MM4403	Senior Project Development	2
MS334	Environmental Science ♦	4
SB113	Sociology ♦	4
Quarter 12		
FS497	Portfolio II	2
MM4413	Professional Practice for Multimedia	3
	3rd Elective *	3
HU357	Ethics ♦	4
TOTAL QUARTER CREDITS		180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Web Design & Interactive Media must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met.

WEB DESIGN & INTERACTIVE MEDIA
BACHELOR OF SCIENCE

SAN DIEGO

Courses		Quarter Credits
<u>Quarter 1</u>		
RS091	Portfolio Foundations-Pass/Fail	0
FS101	Fundamentals/Observational Drawing	3
FS102	Fundamentals of Design	3
FS103	Color Theory	3
GD1125	Introduction to Photography	3
HU110	College English ♦	4
<u>Quarter 2</u>		
GD1134	Digital Illustration	3
FS131	Typography I – Traditional	3
WDM1113	Introduction to Programming Logic	3
FS122	Image Manipulation	3
HU111	Effective Speaking ♦	4
<u>Quarter 3</u>		
WDM1130	Fundamentals of Animation	3
WDM1111	Design Layout	3
WDM1123	Fundamentals of Web-based Programming	3
WDM1134	Introduction to Video	3
HU130	Visual Language & Culture ♦	4
<u>Quarter 4</u>		
WDM2201	Interface Design	3
WDM1132	Fundamentals of Authoring	3
WDM2203	Introduction to Web Design	3
WDM1141	Digital Typography	3
	Mathematics Requirement ♦	4
<u>Quarter 5</u>		
WDM2231	User Experience	3
WDM2202	Intermediate Authoring	3
GD2244	Advanced Image Manipulation	3
WDM2205	Editing Techniques	3
	General Education Requirement ♦	4
<u>Quarter 6</u>		
WDM2211	Digital Identity Design	3
FS297	Portfolio I	3
WDM2233	Intermediate Web-based Programming	3
WDM2204	Digital Audio Editing	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 7</u>		
	1st Elective *	3
WDM3001	Interface Design II	3
WDM2213	Intermediate Web Design	3
MA2241	Motion Graphics	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 8</u>		
	2nd Elective *	3
WDM3301	Interaction Design for Entertainment	3

WDM3323	Advanced Web-based Programming	3
MA4405	Intermediate Motion Graphics	3
	Humanities Art Requirement ♦	4

Quarter 9

WDM3312	Computer-based Training	3
WDM3304	Database Concepts	3
	Humanities Writing Requirement ♦	4
	General Education Requirement ♦	4

Quarter 10

WDM3322	Multi-user Authoring	3
WDM3321	eCommerce Site Design	3
WDM3315	Emerging Technology	3
	Humanities Requirement ♦	4

Quarter 11

WDM4402	Senior Project Studio	3
WDM4403	Senior Project Development	2
	Mathematics & Sciences Requirement ♦	4
	Social & Behavioral Sciences Requirement ♦	4

Quarter 12

FS497	Portfolio II	2
WDM4413	Professional Practice for Multimedia	3
	3rd Elective *	3
	General Education Requirement ♦	4

TOTAL QUARTER CREDITS

180

♦ **GENERAL EDUCATION:** Courses designated with a diamond are General Education courses. Seven of the fourteen General Education courses required for a Bachelor of Science degree in Web Design & Interactive Media must be chosen from upper division (300-400 level) courses.

* **ELECTIVES:** Electives may be chosen from lower division (1000- or 2000-level courses) or from upper division courses (3000- or 4000-level courses). Elective may not be chosen from General Education courses. Prerequisites must be met

NEW PROGRAM INFORMATION

FASHION RETAILING

DIPLOMA

INLAND EMPIRE & SAN DIEGO

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.

Program Objectives

Upon successful completion of the program, graduates should be able to:

- Define retailing, to include "bricks-and-mortar", "clicks-and-mortar", direct marketers with clicks-and-mortar retailing operations, and bricks-and-mortar retailers, relate them to the marketing concept with an emphasis on the total retail experience.
- Discuss why customer and channel relationships must be nurtured in today's highly competitive marketplace.
- Explain the steps in strategic planning for retailers, to include: situation analysis, objectives, and identification of consumers, overall strategy, specific activities, control and feedback.

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 47 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 Institutes.

Courses	Quarter Credits
<u>Quarter 1</u>	
FD1129 Textile Fundamentals	3
FM1135 Fundamentals of Marketing	3
FM2205 Sales Promotion	3
FM1140 Retailing	3
<u>Quarter 2</u>	
FM2224 Business Management	3
FM2217 Retail Buying	3
FM3305 Store Operations	3
FM2220 3D Visual Merchandising I	3
<u>Quarter 3</u>	
FD2229 Modern History of Fashion	3
FM2229 Merchandise Management	3
FM3315 Brand Marketing	3
FM2201 Consumer Behavior	3
<u>Quarter 4</u>	
FM2214 Introduction to Manufacturing	3
FM3327 Advertising Sales & Ratings	3
FM3337 Current Designers	2
FM4420 Public Relations & Promotions	3
TOTAL COURSE CREDITS	47

WEB DESIGN & INTERACTIVE COMMUNICATIONS
DIPLOMA

INLAND EMPIRE & SAN DIEGO

Program Description:

The Web Design & Interactive Communications diploma program teaches students how to create the look, feel and functionality of World Wide Web pages for client Web sites with a specific emphasis on professional standards and practical deployment. This course of study extends foundation principles in visual communications and interactive media as related to dynamic delivery through multiple channels including mobile technologies. Students will develop abilities in computer languages, usability principles and information architecture in a team oriented environment that prepares them for the professional world. Students will also be trained in current web technologies and in project management on assignments that will enhance their personal portfolio. According to the Bureau of Labor Statistics (BLS), Web designers and developers need to stay current on industry trends for continued success, and increasing knowledge level and skills is important in maintaining a career advantage.

Program Objectives:

Upon successful completion of this program, graduates should be able to:

- Demonstrate the use of appropriate visual elements and visual communication skills for interactive media.
- Create applications that solve specified problems through a variety of scripting techniques.
- Critique and evaluate appropriate design solutions.
- Design and develop media marketing and business plans.

Graduation Requirements

To receive a diploma in Web Design & Interactive Communications, 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 Institutes.

Courses		Quarter Credits
<u>Quarter 1</u>		
WDM2204	Digital Audio Editing	3
GD1134	Digital Illustration	3
WDM1132	Fundamentals of Authoring	3
WDM1111	Design Layout	3
<u>Quarter 2</u>		
WDM2205	Editing Techniques	3
WDM2233	Intermediate Web-Based Programming	3
WDM2202	Intermediate Authoring	3
WDM2201	Interface Design	3
<u>Quarter 3</u>		
MA2241	Motion Graphics	3
WDM3323	Advanced Web-Based Programming	3
WDM3315	Emerging Technologies	3
WDM3001	Interface Design II	3
<u>Quarter 4</u>		
MA4405	Intermediate Motion Graphics	3
FS297	Portfolio I	3
WDM3301	Interaction Design for Entertainment	3
WDM3304	Database Concepts	3
TOTAL COURSE CREDITS		48

COURSE DESCRIPTIONS

CULINARY ARTS

CUL1105

Concepts & Theories of Culinary Techniques

3 Quarter Credits (33 Hrs Lecture)

The fundamental concepts, skills and techniques involved in basic cookery are covered in this course. The focus is on ingredients, cooking theories, organization skills in the kitchen and work coordination. The basics of stocks, soups, sauces, vegetable cookery, starch cookery, meat, and poultry are covered. Emphasis is on basic cooking techniques such as sautéing, roasting, poaching, braising and frying. Corequisite[◇]: Completion of TAPs or a current certificate ★ Certificate must be current and must verify/document the completion of at least 15 hrs of instruction in food sanitation and safety.

CUL1116

American Regional Cuisine

6 Quarter Credits (22 Hrs Lecture/88 Hrs Lab)

This course explores the use of indigenous ingredients and cooking techniques in the preparation of traditional and contemporary American cuisine. The concepts of mise en place, timelines, organization skills, plate presentation, and teamwork in a production setting are emphasized. Prerequisite: CUL1108 Fundamentals of Classical Techniques and Completion of TAPs or current certificate. ★ Certificate must be current and must verify/document the completion of at least 15 hrs of instruction in food sanitation and safety.

CUL1126

Introduction to Pastry Techniques & Artistry

6 Quarter Credits (22 Hrs Lecture/88 Hrs Lab)

This is an introduction to pastry techniques for use in a commercial kitchen. Students prepare a variety of dough, batters, fillings, and glazes with an emphasis on formulas. Topics include the preparation of basic cakes and icings, roll-in dough, preparations of pastry cream and finishing techniques. Selection and proper use and handling of various chocolates used in baking and decorating are introduced. Emphasis is placed on dessert plating and presentation. Students must pass a practical exam. Corequisite[◇]: Completion of TAPs or a current certificate ★ Certificate must be current and must verify/document the completion of at least 15 hrs of instruction in food sanitation and safety.

CUL1143

World Cuisine

3 Quarter Credits (11 Hrs Lecture/44 Hrs Lab)

This course emphasizes both the influences and ingredients that create the unique character of selected world cuisines. Students prepare, taste, serve, and evaluate traditional, regional dishes of Spain, Middle East, Turkey, Greece, Africa and India. The focus is on ingredients, flavor profiles, preparations, and techniques representative of these cuisines. Prerequisite: CUL1108 Fundamentals of Classical Techniques and Completion of TAPs or a current certificate ★ Certificate must be current and must verify/document the completion of at least 15 hrs of instruction in food sanitation and safety.

CUL1146

Garde Manger

6 Quarter Credits (22 Hrs Lecture/88 Hrs Lab)

This course introduces the skills, organization, equipment and responsibilities of the "cold kitchen". Students are introduced to and prepare cold hors d'oeuvres, sandwiches, salads, as well as basic charcuterie items while focusing on the total utilization of product. Reception foods and buffet arrangements are explored. Students must pass a written and practical exam. Prerequisite: CUL1108 Fundamentals of Classical Techniques, and Completion of TAPs or a current certificate ★ Certificate must be current and must verify/document the completion of at least 15 hrs of instruction in food sanitation and safety.

CUL2214**Asian Cuisine****3 Quarter Credits (11 Hrs Lecture/44 Hrs Lab)**

This course emphasizes both the influences and ingredients that create the unique character of selected Asian cuisines. Students prepare, taste, serve, and evaluate traditional, regional dishes of the four regions of China, Japan, Korea, Vietnam, Thailand, and Indonesia. The focus is on ingredients, flavor profiles, preparations, and techniques representative of these cuisines. Prerequisite: CUL1108 Fundamentals of Classical Techniques, and Completion of TAPs or a current certificate * Certificate must be current and must verify/document the completion of at least 15 hrs of instruction in food sanitation and safety.

CUL2216 Classical European Cuisines**3 Quarter Credits (11 Hrs Lecture/44 Hrs Lab)**

This course emphasizes both the influences and ingredients that create the unique character of selected Classical European Cuisines. Students prepare, taste, serve, and evaluate traditional, regional dishes of British Isles, Italy, France, and Germany, Austria, Switzerland, and Scandinavia countries. The focus is on ingredients, flavor profiles, preparations, and techniques representative of these cuisines. Prerequisite: CUL1108 Fundamentals of Classical Techniques, and Completion of TAPs or a current certificate * Certificate must be current and must verify/document the completion of at least 15 hrs of instruction in food sanitation and safety.

CUL2225**Latin Cuisine****3 Quarter Credits (11 Hrs Lecture/44 Hrs Lab)**

This course emphasizes both the influences and ingredients that create the unique character of selected Latin cuisines. Students prepare, taste, serve, and evaluate traditional, regional dishes of Mexico, South America and the Caribbean Islands. The focus is on ingredients, flavor profiles, preparations, and techniques representative of these cuisines. Prerequisite: CUL1108 Fundamentals of Classical Techniques, and Completion of TAPs or a current certificate * Certificate must be current and must verify/document the completion of at least 15 hrs of instruction in food sanitation and safety.

CUL2301**À La Carte****6 Quarter Credits (33 Hrs Lecture/132 Hrs Lab)**

This course introduces students to a restaurant kitchen with an emphasis on “a la minute” method of food preparation and dining room service standards. Topics include industry terminology, correct application of culinary skills, plate presentation, organization, and timing in producing items off both a fixed-price menu and a la carte menu. The principles of dining room service are practiced and emphasized. The philosophy of food is explored and examined in light of today's understanding of food, nutrition and presentation. Prerequisite: A current California Food Handler's Card, CUL1108 Fundamentals of Classical Techniques, CUL1116 American Regional Cuisine , CUL1126 Introduction to Pastry Techniques & Artistry, CUL2227 Food & Beverage Operations Management , and CUL1146 Garde Manger or CUL1201 Artisan Breads & Baking Production

CUL2304**Art Culinaire****6 Quarter Credits (22 Hrs Lecture/88 Hrs Lab)**

This course celebrates the culinary styles, restaurants, restaurateur and chefs who are in the current industry spotlight. Their style, substance and quality are discussed and examined. During the hands-on production aspect of the class, students are exposed to specialty produce and products. Prerequisite: CUL1108 Fundamentals of Classical Techniques, CUL1116 American Regional Cuisine, CUL1126 Introduction to Pastry Techniques & Artistry, CUL1146 Garde Manger and Food & Beverage Operations Management

ACADEMIC CALENDAR

QUARTER CALENDAR*

<u>Session</u>	<u>Start Date</u>	<u>Last Date to Add/Drop</u>	<u>Last Date to Withdraw</u>	<u>Last Day of Classes</u>
FA 11	October 3, 2011	October 10, 2011	November 2, 2011	December 17, 2011
WI 12	January 9, 2012	January 17, 2012	March 9, 2012	March 24, 2012
SP 12	April 2, 2012	April 9, 2012	June 1, 2012	June 16, 2012

MID-QUARTER CALENDAR*

<u>Session</u>	<u>Start Date</u>	<u>Last Date to Add/Drop</u>	<u>Last Date to Withdraw</u>	<u>Last Day of Classes</u>
FA 11	November 10, 2011	November 14, 2011	November 2, 2011	December 17, 2011
WI 12	February 16, 2012	February 20, 2012	March 9, 2012	March 24, 2012
SP 12	May 10, 2012	May 14, 2012	June 1, 2012	June 16, 2012

CAMPUS HOLIDAYS*

Thanksgiving	Thursday, November 24, 2011
Day After Thanksgiving	Friday, November 25, 2011
December Holiday	Friday, December 23, 2011
Christmas Holiday	Monday, December 26, 2011
New Year's Holiday	Friday, December 30, 2011
Martin Luther King, Jr. Day	Monday, January 16, 2012
Presidents' Day	Friday, February 24, 2012
Good Friday	Friday, April 6, 2012
Memorial Day	Monday, May 28, 2012
Independence Day	Wednesday, July 4, 2012

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

TUITION AND FEES

Tuition is currently charged at **\$518 per credit**. Tuition and fees effective **October 1, 2010**. Currently tuition and fees applicable to The Art Institute of California- San Diego ("The Art Institute") programs are as follows:

Diploma Programs

	Art of Cooking	Baking & Pastry	Fashion Retailing	Web Design & Interactive Communications
Tuition Per Quarter (12 credits) ¹	\$6216	\$6216	\$6216	\$6216
Nonrefundable Application Fee ²	50	50	50	50
Administrative Fee ²	100	100	100	100
Non-refundable STRF Fee ³	75	75	75	75
Lab Fee per Quarter ⁴	315	315	--	--
Digital Resource Fee ⁵	700	600	800	800
Annual Tuition ⁶	18,648	18,648	18,648	18,648
Total Tuition & Fees ⁷	\$30,550	\$30,450	\$25,246	\$25,764
Starting Kit	\$715	\$715	--	--

Degree Programs

	Advertising (A.S.)	Advertising (B.S.)	Audio Production (B.S.)	Baking & Pastry (A.S.)	Culinary Arts (A.S.)	Culinary Management (B.S.)	Fashion Design (B.F.A.)	Fashion Marketing & Management (B.S.)
Tuition Per Quarter (16 credits) ¹	\$8288	\$8288	\$8288	\$8288	\$8288	\$8288	\$8288	\$8288
Nonrefundable Application Fee ²	50	50	50	50	50	50	50	50
Administrative Fee ²	100	100	100	100	100	100	100	100
Non-refundable STRF Fee ³	120	240	240	125	125	245	240	240
Lab Fee per Quarter ⁴	--	--	--	315	315	--	--	--
Digital Resource Fee ⁵	1400	2,800	2,800	1050	1100	2,450	2,800	2,800
Annual Tuition ⁶	24,864	24,864	24,864	24,864	24,864	24,864	24,864	24,864
Total Tuition & Fees ⁷	\$48,120	\$96,140	\$96,140	\$46,660	\$49,710	\$97,680	\$96,140	\$96,140
Starting Kit (pretax)	\$602.22	\$602.22	\$977.76	\$715	\$715	\$715	\$841.81	\$518.96

Degree Programs (continued)

	Fashion Retail Management (B.S.)	Game Art & Design (B.S.)	Graphic Design (A.S.)	Graphic Design (B.S.)	Graphic Design Evening/Weekend (B.S.)	Hospitality Food & Beverage Management (B.S.)	Interior Design (B.S.)
Tuition Per Quarter ¹	\$8288	\$8288	\$8288	\$8288	\$4972.80	\$8288	\$8288
Non-refundable Application Fee ²	50	50	50	50	50	50	50
Administrative Fee ²	100	100	100	100	100	100	100
Non-refundable STRF Fee ³	240	240	120	240	240	245	240
Lab Fee per Quarter ⁴	0	--	--	--	--	315	--
Digital Resource Fee ⁵	2,800	2,800	1400	2,800	2,800	2,500	2,800
Annual Tuition ⁶	24,864	24,864	24,864	24864	14918.40	24,864	24,864
Total Tuition & Fees ⁷	\$96,140	\$96,140	\$48,120	\$96,140	\$96,140	\$97,730	\$96,140
Starting Kit (pretax)	\$518.96	\$602.22	\$602.22	\$602.22	\$602.22	\$715	\$893.62

Degree Programs (continued)

	Interior Design Evening/Weekend (B.S.)	Media Arts & Animation (B.S.)	Visual & Game Programming (B.S.)	Web Design & Interactive Media (B.S.)
Tuition Per Quarter ¹	\$4972.80	\$8288	\$8288	\$8288
Non-refundable Application Fee ²	50	50	50	50
Administrative Fee ²	100	100	100	100
Non-refundable STRF Fee ³	240	240	240	240
Lab Fee per Quarter ⁴	--	--	--	--
Digital Resource Fee ⁵	2,800	2,800	2,800	2,800
Annual Tuition ⁶	14918.40	24,864	24,864	24,864
Total Tuition & Fees ⁷	\$96,140	\$96,140	\$96,140	\$96,140
Starting Kit (PreTax)	\$893.62	\$602.22	\$602.22	\$602.22

1. Tuition per quarter based on 16 credits for Associate and Bachelor programs and 12 credits for Diploma programs.

2. Application and Administrative Fee* Fees are paid by new and transfer students only. The \$50 application fee is non-refundable.

3. STRF Assessment based on \$2.50 per \$1,000 of tuition charged. Refer to back of enrollment agreement under heading "Student Recovery Fund"

4. Monthly supplies included with the \$315 per quarter lab fee. The Culinary lab fee will be treated as part of the tuition for refund purposes.

5. 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.

6. 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 and Bachelor programs.

7. Not including starting kit. Total tuition cost based on 90 credit units for associate degree program and 180 credit units for bachelor degree program. Diploma programs based on 58/61 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.

Each school quarter is typically 11 weeks.

Estimated Monthly Supplies (Per Month):

Supplies \$100/month

Texts \$75/month

POLICIES & PROCEDURES

June, 2011 THE ART INSTITUTE NON-DISCRIMINATION POLICY

The Art Institute does not discriminate or harass on the basis of race, color, national origin, sex, gender, sexual orientation, disability, age, religion, genetic marker, or any other characteristic protected by state, local or federal law, in our programs and activities.

When a complaint is reported under the Student Grievance Procedure for Internal Complaints of Discrimination and Harassment that discrimination or harassment is believed to have occurred, The Art Institute will promptly and equitably investigate the claim or complaint.

The following person has been designated to handle inquiries and coordinate the school's compliance efforts regarding the Non-Discrimination Policy: Human Resources Generalist, The Art Institute of California – Inland Empire, 674 East Brier Drive, San Bernardino, CA 92408, 909-915-2100; Human Resources Generalist, The Art Institute of California – San Diego, 7650 Mission Valley Road, San Diego, CA 92108, 858-598-1200.

June, 2011 THE ART INSTITUTE OF CALIFORNIA – SAN DIEGO NO HARASSMENT POLICY

The Art Institute is committed to providing workplaces and learning environments that are free from harassment on the basis of any protected classification including, but not limited to race, sex, gender, color, religion, sexual orientation, age, national origin, disability, medical condition, marital status, veteran status, genetic marker or on any other basis protected by law. Such conduct is unprofessional, unproductive, illegal, and generally considered bad for business. Consequently, all conduct of this nature is expressly prohibited, regardless of whether it violates any law.

Definition of Sexual Harassment

Sexual harassment consists of unwelcome sexual advances, requests for sexual favors, sexual violence or other verbal or physical conduct of a sexual nature where:

- a. Submission to such conduct is an explicit or implicit term or condition of a person's status in a course, program or activity or in admission, or in an academic decision;
- b. Submission to or rejection of such conduct is used as a basis for an academic decision; or
- c. Such conduct has the purpose or effect of unreasonably interfering with an individual's work or academic performance or creating an intimidating, hostile, or offensive work or educational environment.

Sexual violence is considered to be a form of sexual harassment and is defined as physical sexual acts perpetrated against a person's will or where a person is incapable of giving consent due to the victim's use of drugs or alcohol.

Other examples of sexual harassment include, but are not limited to: unwanted sexual advances; demands for sexual favors in exchange for favorable treatment; verbal abuse of a sexual nature; graphic commentary about an individual's body, sexual prowess, or sexual deficiencies; leering; whistling; touching; pinching; assault; coerced sexual acts; suggestive, insulting or obscene comments or gestures; stalking; and displaying sexually suggestible objects or pictures. The Art Institute prohibits all conduct of this nature whether or not such conduct violates any applicable laws.

Other Forms of Harassment

Verbal abuse, insulting comments and gestures, and other harassing conduct are also forbidden under this policy when directed at an individual because of his or her race, color, sex, sexual orientation, familial status, age, religion, ethnic origin, genetic marker or disability. It is the responsibility of each employee and each student to conduct himself or herself in a professional manner at all times and to refrain from such harassment.

Complaint Procedure

Students who feel they have been harassed should follow the Student Grievance Procedure for Internal Complaints of Harassment and Discrimination (the "Student Grievance Procedure"). Students who have been subjected to sexual violence should also review the **Policy Concerning Sexual Violence (and Programs and Procedures Regarding Sexual Assault)**, available in the Student Affairs Office). Regardless if a complaint is filed under the Student Grievance Procedure, promptly after learning of such alleged conduct, The Art Institute of California – San Diego will conduct an investigation for the purpose of determining whether prohibited harassment has occurred. Efforts will be made to ensure confidentiality to the extent consistent with the goal of conducting an appropriate investigation. Students who initiate or participate in such investigations in good faith will be protected against subsequent harassment and school-related retaliation. If an investigation confirms the allegations, The Art Institute will take prompt corrective action, which may include discipline, up to and including immediate dismissal.

June, 2011

THE ART INSTITUTE POLICY CONCERNING SEXUAL VIOLENCE

Sexual violence refers to physical sexual acts perpetrated against a person's will or where a person is incapable of giving consent due to the victim's use of drugs or alcohol. Sexual violence includes rape, sexual assault, sexual battery and sexual coercion. Sexual violence is considered a form of sexual harassment, and is therefore a form of sex discrimination. Acts involving sexual violence, sexual harassment or sex discrimination are not tolerated by The Art Institute. Complaints of sexual violence should be made to the Human Resources Generalist, The Art Institute of California – Inland Empire, 674 East Brier Drive, San Bernardino, CA 92408, 909-915-2100; the Human Resources Generalist, The Art Institute of California – San Diego, 7650 Mission Valley Road, San Diego, CA 92108, 858-598-1200.

Upon learning of possible sexual violence involving a student, The Art Institute of California – San Diego will take immediate action to investigate or otherwise determine what happened. Such action may include, but is not limited to, speaking with the alleged victim, the alleged perpetrator and other potential witness as appropriate and reviewing other evidence such as calendars, videos, phone records, etc.

If The Art Institute determines that sexual violence may have occurred, The Art Institute will take steps proactively designed to promptly and effectively end the sexual violence or the threat of sexual violence, prevent its recurrence, and address its effects regardless of whether the alleged actions are subject to criminal investigation.

The Art Institute will use good faith efforts to protect the alleged victim from any hostile environment at the school and any subsequent harassment or retaliation. Such efforts may occur prior to the outcome of the investigation and may include:

1. Reporting any subsequent harassment or retaliation to Human Resources Generalist, The Art Institute of California – Inland Empire, 674 East Brier Drive, San Bernardino, CA 92408, 909-915-2100; the Human Resources Generalist, The Art Institute of California – San Diego, 7650 Mission Valley Road, San Diego, CA 92108, 858-598-1200.
2. Providing an escort to ensure the alleged victim can move safely between classes and activities.
3. Ensuring that the alleged victim and the alleged perpetrator do not attend the same classes.
4. Providing referral to counseling services or providers.
5. Providing academic support services, such as tutoring.

6. Arranging for the victim to re-take a course or withdraw from a class without penalty.

Disciplinary Actions and Sanctions

On-campus disciplinary procedures against students will be in accordance with The Art Institute's published Student Code of Conduct and the Student Grievance Procedure for Internal Complaints of Discrimination and Harassment. Both the accuser and the accused are entitled to have others present during a disciplinary proceeding. Both will be informed of the outcome of any campus disciplinary proceeding. For this purpose, the outcome of a disciplinary proceeding means only The Art Institute's final determination with respect to the alleged sexual offense and any sanction that is imposed against the accused. Sanctions, which may be imposed following a final determination of a disciplinary proceeding regarding rape, acquaintance rape, or other forcible or non-forcible sex offenses, may include warning, probation, suspension or dismissal.

Students who have been subjected to sexual violence are encouraged to review the **No Harassment Policy**, the **Non-Discrimination Policy**, the **Student Grievance Procedure for Internal Complaints of Discrimination and Harassment** and the **Programs and Procedures Regarding Sexual Assault** (available in the Student Affairs Office).

June, 2011
THE ART INSTITUTE
STUDENT GRIEVANCE PROCEDURE FOR
INTERNAL COMPLAINTS OF DISCRIMINATION AND HARASSMENT

Students who believe they have been subjected to discrimination or harassment in violation of the Non-Discrimination Policy should follow the procedure outlined below. Sexual violence is considered to be a form of sexual harassment, and therefore is also considered a form of sex discrimination. This complaint procedure is intended to provide a fair, prompt, impartial and reliable determination about whether The Art Institute's Non-Discrimination Policy has been violated. This complaint procedure is intended to provide a fair, prompt, impartial and reliable determination about whether discrimination or harassment has occurred.

1. Complainants are encouraged to file a complaint as soon as possible after an alleged incident of discrimination or harassment has occurred. Any student who chooses to file a discrimination complaint should do so for non-academic matters with the Human Resources Generalist, The Art Institute of California – Inland Empire, 674 East Brier Drive, San Bernardino, CA 92408, 909-915-2100; Human Resources Generalist, The Art Institute of California – San Diego, 7650 Mission Valley Road, San Diego, CA 92108, 858-598-1200 or for academic matters with the Dean of Academic Affairs, The Art Institute of California – Inland Empire, 674 East Brier Drive, San Bernardino, CA 92408, 909-915-2100; the Dean of Academic Affairs, The Art Institute of California – San Diego, 7650 Mission Valley Road, San Diego, CA 92108, 858-598-1200. The complaint should be presented in writing and it should describe the alleged incident(s) and any corrective action sought. The complaint should be signed by the complainant.
2. The Human Resources Generalist or the Dean of Academic Affairs will investigate the allegations. Both the complainant and the accused will have an opportunity to meet and discuss the allegations with the investigator and may offer any witnesses and other evidence in support of their position to the investigator during the course of the investigation. A student may be accompanied during investigation meetings and discussions by one person (family member, friend, etc.) who can act as an observer, provide emotional support, and/or assist the student in understanding and cooperating in the investigation. The observer may not be an attorney, unless otherwise required by local law. When evaluating complaints of sexual harassment, the Human Resources Generalist or the Dean of Academic Affairs will apply the preponderance of the evidence standard (for example, it is more likely than not that sexual harassment or violence has occurred) to determine the outcome. The investigator may prohibit from attending or remove any person who disrupts the investigation in the investigator's sole discretion.
3. The student who made the complaint and the accused shall be informed promptly in writing when the investigation is completed, no later than 45 calendar days from the date the complaint was filed. The student who

made the complaint shall be informed if there were findings made that the policy was or was not violated and of actions taken to resolve the complaint, if any, that are directly related to him/her, such as an order that the accused not contact the student who made the complaint. In accordance with school policies protecting individuals' privacy, the student who made the complaint may generally be notified that the matter has been referred for disciplinary action, but shall not be informed of the details of the recommended disciplinary action without the consent of the accused.

4. The decision of the Human Resources Generalist or the Dean of Academic Affairs may be appealed by either the complainant or the accused by petitioning the President's Office of The Art Institute. The written appeal must be made within 20 calendar days of receipt of the determination letter from the Human Resources Generalist or the Dean of Academic Affairs. The President, or his/her designee, will render a written decision on the appeal within 30 calendar days from receipt of the appeal. The President's decision shall be final.

5. Matters involving general student complaints will be addressed according to the Student Complaint Procedures, a copy of which can be found in the Student Handbook or The Art Institute Academic Catalog.

For more information about your rights under the federal laws prohibiting discrimination, please contact the Office for Civil Rights at the U.S. Department of Education or visit the website at <http://www.ed.gov/ocr>.

INLAND EMPIRE

SAP Policy – The SAP policy found on page 102 is replaced with the following:

Undergraduate Satisfactory Academic Progress (SAP) Policy Effective SU11

The Satisfactory Academic Progress Policy ensures that all students are maintaining satisfactory academic progress towards successful completion of their academic programs. The evaluation points and milestones contained in the policy are meant to identify problems for which actions of early intervention and/or remediation can be taken. Most critical to this policy is a student's ability to enroll in and complete courses on a consistent and successful manner. This ability is measured in three ways: cumulative grade-point-average (CGPA); and incremental completion rate (ICR) within a maximum time frame (MTF). **Failure to complete courses successfully for any reason may negatively affect satisfactory academic progress. Failing courses or withdrawing from courses could result in the loss of Financial aid and Academic termination.** In order for a student to graduate, the minimum requirements are a CGPA of 2.0, 66.67% ICR, and completion of the program in no more than 150% of total program credits.

Periods of attendance when a student does not receive Title IV aid are included in determining Satisfactory Academic Progress. Periods of Non-Attendance are not included in determining SAP. While the term Academic Warning/Financial Aid Warning and Academic Probation/Financial Aid Probation are used, the status applies to all students whether receiving aid or not.

Criteria for Honors Designation

To promote academic excellence and to recognize exemplary academic achievement, the following Honors Designations will be issued on a term basis and upon graduation.

Term Honors Designation (at the completion of a quarter) – Students who enroll for and complete 12 credits or more (of courses which are not transitional studies) and meet the following criteria may receive the corresponding designation:

<u>Term GPA</u>	<u>Honors Designation</u>
4.0	President's Honor Roll
3.7-3.9	Dean's Honor Roll
3.5-3.6	Honor Roll

Honor Designation at Graduation – Students who achieve a CGPA of 3.5 or better are designated as Honor Graduates.

Transitional studies classes are not considered when evaluating Honors Designations.

Milestones and Evaluation Points for Satisfactory Academic Progress

Compliance with SAP is reviewed every quarter for Certificate, Diploma, and Degree Programs. A student who starts or re-enters at a MID session will have that session count as an entire quarter for SAP purposes.

Certificate/Diploma	Evaluation Point	Milestones(CGPA and ICR)	Required Action
	End of First Quarter	< 1.0 and/or 33.33%	Warning
	End of Second Quarter	< 1.5 and/or 50.00%	Warning (if 1 st time)/ Dismissal (if on Warning)
	End of Third Quarter And every quarter thereafter	< 2.0 and 66.67%	Warning (if 1 st time)/ Dismissal (if on Warning)
	Anything in excess of 150% MTF		Dismissal
Degree			
	End of First Quarter	< 1.0 and/or 33.33%	Warning
	End of Second Quarter	< 1.0 and/or 33.33%	Warning (if 1 st time)/ Dismissal (if on Warning)
	End of Third Quarter	< 1.25 and 50%	Warning (if 1 st time)/ Dismissal (if on Warning)
	End of the Fourth and Fifth Quarter	< 1.50 and 50%	Warning (if 1 st time)/ Dismissal (if on Warning)
	End of Sixth Quarter* And every quarter thereafter	< 2.0 and 66.67%	Warning (if 1 st time)/ Dismissal (if on Warning)
	Anything in excess of 150% MTF		Dismissal

Certificate and Diploma Programs:

1. At the end of the first quarter, students must achieve a minimum CGPA of 1.0 and an ICR of 33.33%. Anything below these milestones will result in Academic Warning/Financial Aid Warning for one quarter.
2. At the end of the second quarter, students must attain a minimum CGPA of 1.5 and an ICR of 50%. Anything below these milestones will result in Academic Warning/Financial Aid Warning for one quarter unless the student was on Academic Warning/Financial Aid Warning in the previous term. If the student was on Academic Warning/Financial Aid Warning in the previous term, the student will be **dismissed**.
3. At the end of the third quarter, and every quarter thereafter, students must attain a minimum CGPA of 2.0 and an ICR of 66.67%. Anything below these milestones will result in Academic Warning/Financial Aid Warning for one quarter unless the student was on Academic Warning/Financial Aid Warning in the previous term. If the student was on Academic Warning / Financial Aid Warning in the previous term they would be **dismissed**.
4. Students may not attempt more than 150% of the credits in their programs; anything in excess of 150% of the credits will result in **dismissal**.

5. Students should note that if they are on Academic Warning/Financial Aid Warning, it will be very difficult to meet the minimum requirements of the next evaluation point. Students should consult with their academic advisor concerning the exact requirements.
6. Students attending certificate or diploma programs may take transitional study courses.

Please note that **dismissals** can be appealed. Please see the Appeal Process below.

Degree Programs:

1. At the end of the first quarter, students must achieve a minimum CGPA of 1.0 and an ICR of 33.33% (transitional study courses do not impact GPA or ICR so they are exempt from the calculation). Anything below these milestones will result in Academic Warning/Financial Aid Warning for one quarter. If a student has only attempted transitional studies the student is considered to be making SAP unless the student attempts and does not successfully complete the same transitional study course three times.
2. At the end of the second quarter, students must achieve a minimum CGPA of 1.0 and an ICR of 33.33% for all courses that are not transitional studies. Anything below these milestones will result in Academic Warning/Financial Aid Warning for one quarter if the student had not been on Academic Warning/Financial Aid Warning in the previous term. However, if the student was on Academic Warning/Financial Aid Warning in the previous term, the student will be **dismissed**. If a student has only attempted transitional studies the student is considered to be making SAP unless the student attempts and does not successfully complete the same transitional study course three times.
3. At the end of the third quarter, students must attain a minimum CGPA of 1.25 and an ICR of 50%. Anything below these milestones will result in Academic Warning/Financial Aid Warning for one quarter unless the student was on Academic Warning/Financial Aid Warning in the previous term. If the student was on Academic Warning / Financial Aid Warning in the previous term they would be **dismissed**. If a student has only attempted transitional studies the student is considered to be making SAP unless the student attempts and does not successfully complete the same transitional study course three times.
4. At the end of the fourth and at the end of the fifth quarter, students must have a CGPA of at least 1.5, and an ICR above 50%. Anything below these milestones will result in Academic Warning/Financial Aid Warning for one quarter unless the student was on Academic Warning/Financial Aid Warning in the previous term. If the student was on Academic Warning / Financial Aid Warning in the previous term they would be **dismissed**.
5. Students should note that if they are on Academic Warning/Financial Aid Warning, it could be very difficult to meet the minimum requirements of the next measuring point. Students should consult with their academic advisor concerning the exact requirements.
6. At the end of the sixth quarter and thereafter, students must accomplish a minimum CGPA of 2.0 and an ICR of 66.67%. Anything below these milestones will result in Academic Warning/Financial Aid Warning for one quarter unless the student was on Academic Warning/Financial Aid Warning in the previous term. If the student was on Academic Warning / Financial Aid Warning in the previous term they would be **dismissed**.
7. Students may not attempt more than 150% of the credits in their programs; anything in excess of 150% of the credits will result in **dismissal**.
8. Transitional Studies Courses are based on the results of the academic placement test. Like any course, students must successfully complete such courses in order to progress in the program. Transitional Studies Course credits do not count towards the total number of credits for graduation nor do they count

in the CGPA or ICR; however, they do count in determining the maximum time frame in terms of credits attempted and credits earned. Transitional Studies/Remedial courses do have credit hours assigned to them for enrollment and tuition charging purposes. Transitional Studies Courses may be individually attempted no more than three times. Failing or withdrawing from a transitional studies course three times will result in **dismissal**.

Students on Academic Warning/Financial Aid Warning are considered to be making progress towards meeting SAP and if otherwise eligible, can be eligible for Financial aid.

The grades, gpa and cumulative data for all courses a student attempted at the institution as well as courses successfully transferred in from prior postsecondary education are available on the student portal for their review. There is also an indication if a student is on Academic Warning/Financial Aid Warning or Academic Probation/Financial Aid Probation or is terminated.

Appeal Process for Academic Probation/Financial Aid Probation

The process to appeal allows the student to request the opportunity to appeal a dismissal in writing; the reason for the appeal must be the result of mitigating circumstances; and documentation supporting a claim of mitigating circumstances must be provided and retained. The result of the appeal (appeal granted or appeal denied) must be provided to the student and catalogued in the Student Information System as well as the student's academic file. As part of the appeal the student must document in writing why he or she did not meet SAP and what in the student's situation has changed that will allow he or she to meet SAP according to a written academic plan.

If the student's appeal (see appeal policy below) is granted, he or she will be placed on Academic Probation/Financial Aid Probation for **one or two** quarters. For students in a certificate/diploma program they will **only** have **one** quarter of Academic/Financial Probation due to the shorter length of the program. For associates degree or higher programs, if the student and the institution agrees to a **two-term** Academic/Financial Aid Probation the student must agree with and **sign a written academic plan** developed and approved by the institution which documents that he or she will be required to attain CGPA and ICR milestones by the next evaluation point (term) but they must be meeting SAP at the end of the second term. A student not meeting the conditions of their plan at the end of the first quarter **will be dismissed**. If the student is meeting their academic plan at the end of the first term, they will stay on Academic/Financial Aid Probation. Student is eligible to receive Title IV aid while on Academic Probation/Financial Aid Probation if he or she is otherwise eligible. Failure to meet the minimum CGPA and ICR milestones following the Academic Probation/Financial Aid Probation period(s) will result in a **permanent dismissal**.

If a student appeals and is denied the appeal, he or she must remain out of school until one year after the quarter in which the appeal was denied. The student may then request an additional appeal for reinstatement, but would have to demonstrate academic accomplishments or changes that show a degree of college readiness that reliably predict success. After being out of school, the applicant will have to meet the appeal requirements as stated in the first paragraph including describing why the student failed to meet satisfactory academic progress before and what has changed to ensure that he or she will be able to meet satisfactory academic progress if re-admitted. Should the student have his or her appeal denied a second time, the student will be **permanently dismissed** from the Institute.

Following is a comprehensive list of events that indicate there may be a Mitigating Circumstance which has negatively impacted academic progress:

- Death of an immediate family member
- Student illness requiring hospitalization (this includes mental health issues)
- Illness of an immediate family member where the student is a primary caretaker
- Illness of an immediate family member where the family member is the primary financial support

- Abusive relationships
- Divorce proceedings
- Previously undocumented disability
- Work-related transfer during the term
- Change in work schedule during the term
- Natural disaster
- Family emergency
- Financial hardship such as foreclosure or eviction
- Loss of transportation where there are no alternative means of transportation
- Documentation from the School Counselor and/or a Professional Counselor

Deans of Academic Affairs are responsible for determining the appropriateness of the mitigating circumstance in regards to severity, timeliness, and the student’s ability to avoid the circumstance. Student life issues and making the transition to college are not considered mitigating circumstances under this policy.

Documentation from the SAP program or professional counselor should not breach the student/counselor relationship and should remain confidential. A memorandum or letter on school or organizational letterhead indicating a counselor’s opinion that student issues may be accommodated to ensure that the student will be able to meet satisfactory academic progress will suffice as proof of mitigating circumstances as well as a student’s ability to meet satisfactory academic progress with accommodations from the institution.

Students are NOT allowed to appeal dismissals for violating the 150% completion rate.

A student who attempts but does not pass the same remedial course three times is **dismissed and there is not a right to appeal the termination**. Students dismissed for failing the transitional courses three times may reapply for reinstatement once these courses and the college level equivalents are completed and are submitted on an official accredited institutions transcript as part of the reinstatement appeal.

The Metrics of SAP

Academic Grading System

The grading system incorporates letter grades, equivalent numeric values and letter codes as follows:

<u>Letter Grade</u>	<u>Quality Points</u>
A	4.0
A-	3.7
B+	3.4
B	3.0
B-	2.7
C+	2.4
C	2.0
C-	1.7
D+	1.4
D	1.0
F	0.0 *

*F does compute in GPA and CGPA and does count as credit attempted.

Other Grade Codes worth Zero Quality Points:

CR = Credit through examination	Credits Earned/TR grade does not affect ICR/CGPA.
I = Incomplete	Affects ICR/MTF/CGPA(Computes as an F)
S = Suspension	Affects ICR/MTF/CGPA(Computes as an F)
NP = Not passing/Fail	Does not affect ICR/CGPA This grade designation is utilized to indicate that a student did not acceptably complete a non credited course
P = Proficiency Credit by Exam or Portfolio	Does not Affect ICR/MTF/CGPA
PA = Pass	This grade designation is utilized to indicate that a student acceptably completed a non credited course. Does not affect ICR/MTF/CGPA.
SP or SA = Satisfactory/Pass	This grade designation is utilized to indicate that a student acceptably completed a non credited course. Does not affect ICR/MTF/CGPA.
T = Termination from course	Affects ICR/MTF/CGPA (Computes as an F)
TR = External Transfer Credit	Grade designation utilize for transfer credits. This does not affect CGPA. They do impact ICR and MTF.
U = Unsatisfactory	Indicates that a student unsuccessfully completed a non-credited course. Does not affect ICR/MTF/CGPA.
WV = Waiver	Commonly used when waiving a remedial courses and does not affect ICR/MTF/CGPA
WX = Course was registered for but never attended	Self-explanatory and does not affect ICR/MTF/CGPA

Students receive grades at the end of each quarter including midquarter The grade report contains both the grade point average for the quarter (GPA) and cumulative grade point average (CGPA) for the program. When a course is repeated after failure, the grade earned upon repeating the class replaces the original grade in determining the grade point average, though the failing grade will still appear on the transcript.

Repeating Courses

Grades earned in repeated courses will replace grades of 'F', 'W', or 'WF'. Course credits with grades of 'F', 'W', or 'WF' are included in the maximum time frame (MTF) and incremental completion rate (ICR) requirements as credits attempted but not earned. Students with incomplete grades will receive an 'F' if a grade change is not

submitted by the end of the second week of the following term. The grade 'I' indicates Incomplete and is calculated as if it is an 'F' until it is changed to another grade and the course will be included as course credits attempted, but not earned. Students may also retake classes in which they received a passing grade in order to improve their CGPA but can retake a course passed only one additional time. Credits from all repeated courses are included as credits attempted.

Changed Grade

When a final course grade has been established and recorded in the student record, the grade may not be changed without approval by both the Academic Department Director and the Dean of Academic Affairs. Only the final grade (not the original grade/code) will be computed in the grade point average. The final grade is the one that counts in the calculation.

Calculations

The Art Institute measures and records academic performance by computing the Grade Point Average (GPA) and Cumulative Grade Point Average (CGPA) for each student, using the letter grades, four-point scale and credit-hour values. GPA is the average of grade points a student earns during one quarter. CGPA is the cumulative average of all grade points a student has earned over all quarters at The Art Institute.

Here is an example of how GPA and CGPA are computed: Imagine that a student is taking a total of two courses during one quarter. One course has a four credit hours value and the student earns an A. The second course has a three credit hour value and the student earns a B. Remember, each letter grade carries a grade point value. Grade point values are multiplied by credit hours.

In this example:

A = 4 grade points x 4 credit hours = 16 grade points earned

B = 3 grade points x 3 credit hours = 9 grade points earned

To compute the GPA, divide the total number of grade points earned for the quarter by the total number of credit hours earned for the quarter.

In this example:

16 grade points + 9 grade points = 25 total grade points

25 grade points earned divided by 7 total hours earned = student's GPA for the quarter, 3.57, which is rounded to 3.6.

A student's CGPA is computed in the same way by dividing the student's total grade points earned from all quarters/semester at The Art Institute by the student's total credit hours earned from all quarters at The Art Institute. (The CGPA is calculated by rounding up to the nearest tenth if the last digit is 5 or greater. It is rounded down to the nearest tenth of the last digit if the last digit is less than 5. Example: 1.95 = 2.0, 1.94 = 1.90)

Incremental completion rate is determined as follows (remedial credits do not count in this calculation):

(EARNED CREDITS at the institution + TRANSFER CREDIT Accepted)

(ATTEMPTED CREDITS at the institution + Transfer Credits Accepted)

The 150% MTF is determined as follows:

$$\frac{\text{TOTAL CREDITS NEEDED TO GRADUATE FROM THE PROGRAM} \times 1.5}{\text{TOTAL NUMBER OF CREDITS ALLOWED TO ATTEMPT}}$$

STUDENT STATUS CHANGES AND SAP

Transfer Students

Transfer credits from other post-secondary institutions are calculated in the maximum time frame allowable credits and incremental completion rate requirements. Therefore, the maximum number of attempted credits for a student with transfer credit is still one and one-half times the number of credits required to complete a program for graduation.

Example: if a student transfers in 36 credits to a program consisting of 180 credits, the calculation would be $180 \times 1.5 = 270$ credits. Therefore, the 36 transfer credits would be considered attempted and earned so only 234 more credits could be attempted.

Grades for credits transferred in from any post-secondary institution (including an Art Institute) will be recorded as "TR" in the Student Information System and will not affect the student's CGPA.

Students wishing to transfer from one Art Institute to another may do so only if they are in good standing at the sending school. If the student is transferring to a different institution (as defined by the Department of Education), then he or she is treated as a student transferring in from an unaffiliated institution. Any student dismissed for violation satisfactory academic progress cannot transfer or be considered a New student (if they had a break in enrollment) at another Art Institute until he or she has been granted an appeal at the original school and is deemed to be making satisfactory academic progress.

Changes in Program

Students are allowed only one change of program and must be making satisfactory academic progress at the time a request is made to change programs.

Courses taken in one program that is applicable to the second program will be transferred with the applicable grade. If the student has taken a course more than once, only the grades transferred to that new program will apply to the second program. All grades earned in the original program that apply to the new program will count towards the CGPA. For ICR and 150% purposes only, those courses transferred will apply to the second program will be considered.

In the formulas below, the "CHANGE OF MAJOR" adjustment factor would be those credits from the previous major that we will NOT count in the student's current major.

Incremental completion rate is determined as follows (remedial credits do not count in this calculation):

(EARNED CREDITS in the New Program + TRANSFER CREDIT ACCEPTED) minus CHANGE OF MAJOR ADJUSTMENT FACTOR FOR EARNED CREDITS

(ATTEMPTED CREDITS in the New Program + Transfer Hours Accepted) minus CHANGE OF MAJOR ADJUSTMENT FACTOR FOR EARNED CREDITS

The **150% MTF** is determined as follows:

TOTAL CREDITS NEEDED in the PROGRAM TO GRADUATE times 1.5 = MTF.

Second Degree

When a student has graduated from The Art Institute in one program, then subsequently begins work in a different program, grades used in the CGPA of the previous program will not be applied to the student's new program CGPA calculation. The grades will be recorded as TR.

COMMUNITY COLLEGE SCHOLARSHIP

This is a portfolio and essay-based competition open to Community College students who are completing an Associate's degree and looking to transfer and complete a Bachelors degree. The winner of this scholarship receives a \$5000 tuition scholarship per Ai location. However, each entrant receives a recurring tuition scholarship - \$1000 upon acceptance and a second \$1000 after they complete their first year.

There is a portfolio and essay component required to apply for this scholarship. The portfolio section is worth 75% and the essay is worth 25%. The essay will answer the question: "How do you see art impacting the world in the future and how do you see yourself contributing professionally?"

The scholarship entries are due in by November 28, 2011 with winners notified by December 19, 2011.

Students must be in an accepted status by December, 2012. The latest class start that the scholarship can be used for is January, 2013. Students must be enrolled for a minimum of 11 credits to use the scholarship.

For more information regarding this scholarship, please contact an admissions representative at the campus of your choice.

TRANSFER OF CREDIT POLICY FOR INCOMING STUDENTS

*(These changes refer to the Transfer of Credit requirements found on **pages 97 – 98** of the current catalog).*

8. For new students, a verified, unofficial transcript may be used for scheduling purposes prior to official transcripts being received. Official transcripts must be received before the start of the next quarter.