

THE ART INSTITUTE OF CALIFORNIA – SAN DIEGO

ADDENDUM TO THE 2011-2012 CATALOG Summer 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

Revised Program Information	3
Advertising, AS	3
Advertising, BS	4
Art of Cooking, Diploma	6
Audio Production, BS	7
Baking & Pastry, Diploma	9
Baking & Pastry, AS	10
Culinary Arts, AS	11
Culinary Management, BS	12
Fashion Design, BFA	14
Fashion Marketing & Management, BS	16
Game Art & Design, BS	18
Graphic Design, AS	20
Graphic Design, BS	21
Hospitality Food & Beverage Management, BS	23
Interior Design, BS	25
Media Arts & Animation, BS	27
Visual & Game Programming, BS	29
Web Design & Interactive Media, BS	31
New Program Information	33
Fashion Retailing, Diploma	33
Web Design & Interactive Communications, Diploma	34
Academic Calendar & Campus Holidays	35
Tuition and Fees	36
Policies & Procedures	39

REVISED PROGRAM INFORMATION

ADVERTISING **ASSOCIATE OF SCIENCE**

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

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

Quarter 10

AD3340	Copywriting for Broadcast & Interactive	3
AD4400	Advertising Campaign Senior Project I	3
	Humanities Writing Requirement ♦	4
	Humanities Requirement ♦	4

Quarter 11

AD3325	Art Direction	3
AD3335	Media Planning & Buying	3
AD4495	Advertising Campaign Senior Project II	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 12

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

(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 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

Quarter 1

CUL1105	Concepts & Theories of Culinary Techniques	3
CUL1124	Management, Supervision & Career Development	3
MS135	Nutrition Science ♦	4
CUL1108	Fundamentals of Classical Techniques	6

Quarter 2

CUL2225	Latin Cuisine	3
CUL1143	World Cuisine	3
CUL1200	Sustainable Purchasing & Controlling Costs	3
CUL1116	American Regional Cuisine	6

Quarter 3

CUL1126	Introduction to Pastry Techniques & Artistry	6
CUL2227	Food & Beverage Management	3
CUL1146	Garde Manger	6

Quarter 4

	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

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

Quarter 10

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

Quarter 11

AU3313	Composition & Scoring	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.

BAKING & PASTRY DIPLOMA

(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
<u>Quarter 1</u>		
CUL1105	Concepts & Theories of Culinary Techniques	3
CUL1108	Fundamentals of Classical Techniques	6
MS135	Nutrition Science ♦	4
<u>Quarter 2</u>		
CUL1124	Management, Supervision & Career Development	3
CUL1126	Introduction to Pastry Techniques & Artistry	6
CUL2225	Latin Cuisine	3
	Elective *	3
<u>Quarter 3</u>		
CUL1202	European Cakes & Tortes	3
CUL1146	Garde Manger	6
CUL1201	Artisan Breads & Baking Production	6
<u>Quarter 4</u>		
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.

BAKING & PASTRY
ASSOCIATE OF SCIENCE

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

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

(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 Culinarians	3
CM3315	Hospitality Marketing	3
	Social & Behavioral Sciences Requirement ♦	4

<u>Quarter 8</u>		
CM3322	Human Resource Management	3
CM3317	Introduction to Accounting	3
CM3324	Catering & Event Management	3
	2nd Elective *	3
	Humanities Art Requirement ♦	4
<u>Quarter 9</u>		
CM3319	Leadership & Organizational Development	3
CM4420	Exploring Wines & the Culinary Arts	3
CM3320	Foodservice Financial Management	3
	General Education Requirement ♦	4
<u>Quarter 10</u>		
CM4410	Innovation & Entrepreneurship	3
CM4404	Quality Service Management & Training	3
	Humanities Requirement ♦	4
	Humanities Writing Requirement ♦	4
<u>Quarter 11</u>		
CM4405	Senior Culinary Practicum	4
CM4415	Global Management & Operations in the Hospitality Industry	3
CM4400	Management Externship	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 12</u>		
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

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
<u>Quarter 9</u>	
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

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
<u>Quarter 9</u>	
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.

GAME ART & DESIGN
BACHELOR OF SCIENCE

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
FS122 Image Manipulation	3
HU110 College English ♦	4
<u>Quarter 2</u>	
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
<u>Quarter 3</u>	
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
<u>Quarter 4</u>	
MA1131 Conceptual Storytelling	3
MA1132 Life Drawing & Gesture	3
MA2204 3-D Animation	3
GA2212 Game Modeling & Animation	3
Mathematics Requirement ♦	4
<u>Quarter 5</u>	
GA3312 Level Design	3
MA2202 Storyboarding for Animation	3
GA3324 Character Modeling	3
GA2211 Hard Surface & Organic Modeling	3
General Education Requirement ♦	4
<u>Quarter 6</u>	
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
<u>Quarter 7</u>	
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
<u>Quarter 8</u>	
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

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

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

Quarter 10

GD4402	Design Research – Marketing Design	3
GD4403	Environmental Design	3
	Humanities Writing Requirement ♦	4
	Humanities Requirement ♦	4

Quarter 11

GD3371	Project Study	3
	3rd Elective *	3
GD4412	Senior Project Design Studio	3
	Social & Behavioral Sciences Requirement ♦	4

Quarter 12

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

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 Culinaricians	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
<u>Quarter 10</u>	
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

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

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
MA1121 Language of Animation & Film	3
HU110 College English ♦	4
<u>Quarter 2</u>	
FS111 Drawing, Proportion, & Perspective	3
MA1112 Drawing & Anatomy	3
FS122 Image Manipulation	3
FS131 Typography I – Traditional	3
HU111 Effective Speaking ♦	4
<u>Quarter 3</u>	
MA1123 Acting & Movement	3
MA1133 2-D Animation Principles	3
MA1131 Conceptual Storytelling	3
MA1132 Life Drawing & Gesture	3
HU130 Visual Language & Culture ♦	4
<u>Quarter 4</u>	
MA2241 Motion Graphics	3
MA1134 Principles of 3-D Modeling	3
MA1122 Character & Object Design	3
MA2202 Storyboarding for Animation	3
	Mathematics Requirement ♦ 4
<u>Quarter 5</u>	
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
<u>Quarter 6</u>	
MA2213 Digital Ink & Paint	3
MA3306 Web Animation	3
MA2212 3-D Camera Techniques	3
GA3311 Material & Lighting	3
	Social & Behavioral Sciences Requirement ♦ 4
<u>Quarter 7</u>	
GA3324 Character Modeling	3
MA3304 Advanced Drawing for Animation	3
MA3314 Animation Studio	3
	1st Elective * 3
	Social & Behavioral Sciences Requirement ♦ 4
<u>Quarter 8</u>	
	2nd Elective * 3
GA3314 3-D Character Rigging	3
MA3324 Character Animation	3
MA3316 Compositing	3
	Humanities Art Requirement ♦ 4
<u>Quarter 9</u>	
	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

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
FS122 Image Manipulation	3
HU110 College English ♦	4
<u>Quarter 2</u>	
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
<u>Quarter 3</u>	
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
<u>Quarter 4</u>	
VG1126 Object-Oriented Programming	3
MA1131 Conceptual Storytelling	3
GA3311 Material & Lighting	3
MA2212 3-D Camera Techniques	3
Mathematics Requirement ♦	4
<u>Quarter 5</u>	
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
<u>Quarter 6</u>	
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
<u>Quarter 7</u>	
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
<u>Quarter 8</u>	
VG4425 Programming for Computer Graphics	3
VG3315 Programming for Shading II	3
VG3312 Level Design	3
1st Elective *	3
Humanities Art Requirement ♦	4
<u>Quarter 9</u>	
VG3331 Game Prototyping	3
VG3308 Manipulation of Motion Capture Data	3
VG4430 Game Engine Scripting	3
General Education Requirement ♦	4
2nd Elective *	3

<u>Quarter 10</u>		
VG4401	Advanced Game Prototyping	3
	Humanities Writing Requirement ♦	4
	Humanities Requirement ♦	4
<u>Quarter 11</u>		
VG3327	Games for the Net	3
VG4426	Senior Project Preparation	3
	3rd Elective *	3
	Social & Behavioral Sciences Requirement ♦	4
<u>Quarter 12</u>		
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

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
<u>Quarter 9</u>	
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

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

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

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>
SU 11	July 11, 2011	July 18, 2011	September 9, 2011	September 24, 2011
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>
SU 11	August 18, 2011	August 22, 2011	September 9, 2011	September 24, 2011
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*

Independence Day	Monday, July 4, 2011
Friday before Labor Day	Friday, September 2, 2011
Labor Day	Monday, September 5, 2011
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 of California – San Diego 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	18648	18648	18648	18648
Total Tuition & Fees ⁷	\$30, 550	\$30, 450	\$25,246	\$25,764
Starting Kit	\$715	\$715	--	--

Associate of Science Degree Programs

	Advertising (A.S.)	Baking & Pastry (A.S.)	Culinary Arts (A.S.)	Graphic Design (A.S.)
Tuition Per Quarter (16 credits) ¹	\$8288	\$8288	\$8288	\$8288
Nonrefundable Application Fee ²	50	50	50	50
Administrative Fee ²	100	100	100	100
Non-refundable STRF Fee ³	120	125	125	120
Lab Fee per Quarter ⁴	--	315	315	--
Digital Resource Fee ⁵	1400	1050	1100	1400
Annual Tuition ⁶	24864	24864	24864	24864
Total Tuition & Fees ⁷	\$48120	\$46660	\$49710	\$48120
Starting Kit (pretax)	\$602.22	\$715	\$715	\$602.22

Bachelor's Degree Programs

	Advertising (B.S.)	Audio Production (B.S.)	Culinary Management (B.S.)	Fashion Design (B.F.A.)	Fashion Marketing & Management (B.S.)	Game Art & Design (B.S.)	Graphic Design (B.S.)
Tuition Per Quarter (16 credits) ¹	\$8288	\$8288	\$8288	\$8288	\$8288	\$8288	\$8288
Nonrefundable 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	245	240	240	240	240
Lab Fee per Quarter ⁴	--	--	--	--	--	--	--
Digital Resource Fee ⁵	2800	2800	2450	2800	2800	2800	2800
Annual Tuition ⁶	24864	24864	24864	24864	24864	24864	24864
Total Tuition & Fees ⁷	\$96140	\$96140	\$97680	\$96140	\$96140	\$96140	\$96140
Starting Kit (pretax)	\$602.22	\$977.76	\$715	\$841.81	\$518.96	\$602.22	\$602.22

Bachelor's Degree Programs (continued)

	Graphic Design Evening/Weekend (B.S.)	Hospitality Food & Beverage Management (B.S.)	Interior Design (B.S.)	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 (16 credits) ¹	\$4972.80	\$8288	\$8288	\$4972.80	\$8288	\$8288	\$8288
Nonrefundable 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	245	240	240	240	240	240
Lab Fee per Quarter ⁴	--	315	--	--	--	--	--
Digital Resource Fee ⁵	2800	2500	2800	2800	2800	2800	2800
Annual Tuition ⁶	14918.40	24864	24864	14918.40	24864	24864	24864
Total Tuition & Fees ⁷	\$96140	\$97730	\$96140	\$96140	\$96140	\$96140	\$96140
Starting Kit (PreTax)	\$602.22	\$715	\$893.62	\$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 OF CALIFORNIA – SAN DIEGO NON-DISCRIMINATION POLICY

The Art Institute of California – San Diego 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 of California – San Diego 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: Director of Human Resources, 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 of California – San Diego 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 of California – San Diego 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 of California – San Diego will take prompt corrective action, which may include discipline, up to and including immediate dismissal.

June, 2011

THE ART INSTITUTE OF CALIFORNIA – SAN DIEGO 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 of California – San Diego. Complaints of sexual violence should be made to the Director of Human Resources, 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 of California – San Diego determines that sexual violence may have occurred, The Art Institute of California – San Diego 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 of California – San Diego 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 the Director of Human Resources, 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 of California – San Diego’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 of California – San Diego’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 OF CALIFORNIA – SAN DIEGO 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 of California – San Diego 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 Director of Human Resources, 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 – 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 Director of Human Resources 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 Director of Human Resources 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 Director of Human Resources 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 of California – San Diego. The written appeal must be made within 20 calendar days of receipt of the determination letter from the Director of Human Resources 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 of California – San Diego 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>.

Book Process – The following Book Process should be added to the catalog:

Book Process

Students in need of purchasing books for their classes will need to sign an authorization form either approving or not approving the use of excess Title IV funds, if applicable, to cover the cost of books and supplies. If the purchase of books and supplies should exceed the amount of the student's credit balance after all aid pays in, the remaining amount due will be posted to the student's account and the student will be responsible for making alternative payment arrangements.

Students who do not authorize and who have excess Title IV funding due to receiving funds from a Pell Grant will receive the lesser amount of either the amount of their Pell Grant excess or their full credit balance amount, for the term in question, within seven days of the start of the term. Students who do not authorize and who are receiving excess Title IV funds but do not have a Pell Grant will receive a stipend within the later of the term begin date or 14 days of the date of their credit balance on their ledger card.

Quarter Credit Hour – The following definition of a Quarter Credit Hour replaces all previous references to Quarter Credit Hour Definition or Quarter Credit Hour Requirements.

Quarter Credit Hour Definition

A quarter credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally established equivalency that reasonably approximates not less than:

- (1) One hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work each week for 10-12 weeks, or the equivalent amount of work over a different amount of time; or
- (2) At least an equivalent amount of work as required in paragraph (1) of this definition for other academic activities as established by the institution including laboratory work, internships, studio work, and other academic work leading to the award of credit hours.

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.