

Creative Arts PLOs 2025-26 from eLumen

De Anza College
09-20-2026

Creative Arts
ARTS - Visual Arts and Design
AAT_Associate in Arts in Art History for Transfer • Differentiate between, collect, and analyze primary and secondary source information related to analysis of works of art • Analyze the social experiences of artists, demonstrating how artists' relationships with their patrons were defining factors in producing works of art • Investigate the different techniques, materials, and tools utilized in production, through written analysis based on observation of original works of art
AAT_Associate in Arts in Studio Arts for Transfer • Develop the fundamental two- and three-dimensional foundation-level technical skills, materials, concepts, theory and practice • Develop a strong awareness of cultural art traditions and practice through the examination and critical evaluation of culturally significant works of art • Critique and analyze two- and three-dimensional art and design projects using contemporary art and design principles, theories, vocabulary and visual literacy
AA_Art History • Analyze artworks on the basis of social, cultural, political, economic and ethnic contexts and issues relevant to women's and gender studies • Demonstrate critical thinking and visual literacy skills through oral and written communication, including those used to analyze, evaluate and synthesize primary and secondary sources • Analyze artistic traditions through a cross-cultural perspective and in a global context • Apply technical processes of studio art in written assignments in the field of Art History
AA_Ceramics • Demonstrate competency in hand and wheel forming techniques • Develop expertise in clay selection for different types of expression and surface embellishment • Demonstrate competency in advanced technical skills associated with ring techniques • Demonstrate loading and ring kilns for different temperature aesthetics and function
AA_Graphic Design • Demonstrate awareness of the computer as an effective and important mode of visual communication used by artists and designers today • Demonstrate the creative potential of art and design software • Analyze and interpret the elements and principles of graphic design as applied to the practice of visual communication and current graphic production techniques • Demonstrate an understanding of the design process • Analyze styles in typographic design, type selection and type specification in relation to new computer technology and the internet • Demonstrate an understanding of the range of business practices currently used by artists and designers in the visual communications industry
AA_Illustration • Demonstrate proficiency in both traditional analog techniques and digital illustration tools, mastering a diverse range of media, including drawing, painting, printmaking and digital software such as Adobe Photoshop, Illustrator and other emerging digital tools • Exhibit a strong foundation in artistic expression and visual storytelling, leveraging their understanding of composition, color theory and narrative development to create engaging and impactful illustrations across various genres and media • Demonstrate the ability to seamlessly integrate analog and digital media, utilizing traditional techniques alongside digital enhancements to push the boundaries of creativity and explore innovative approaches to illustration • Demonstrate adaptability and innovation in their artistic practice, embracing emerging technologies and experimenting with new tools and techniques to continuously evolve and expand their creative repertoire

- Employ critical thinking and problem-solving skills to conceptualize, plan and execute illustration projects, analyzing visual challenges and developing creative solutions that effectively communicate concepts, emotions and narratives
- Exhibit professionalism and collaboration in their interactions with clients, colleagues and collaborators, effectively communicating ideas, receiving and incorporating feedback, and meeting project deadlines and requirements
- Develop a professional portfolio showcasing their illustration projects, demonstrating their technical skills, creativity and versatility as visual storytellers, and effectively presenting their work to potential clients, employers and artistic communities
- Demonstrate awareness of ethical considerations and cultural perspectives in illustration, respecting diverse viewpoints, representing characters and narratives authentically and sensitively, and adhering to industry standards and best practices

AA_Painting

- Critically analyze and assess diverse historical and contemporary works of art, architecture and design
- Create art that engages and builds on historical and contemporary practices, theories and materials
- Translate concepts and visual experience into images and tactile forms
- Present finished artwork for peer, professional or academic review
- Evaluate and critique artwork and receive criticism from others
- Express artistic concepts and intents in written and oral formats

AA_Sculpture

- Explore and develop individual ideas by drawing and creating original works of art while incorporating advanced sculpture techniques
- Create a body of work or develop a portfolio which is reflective of their coursework in preparation for further studies
- Demonstrate advanced critical thinking and problem solving skills during each phase of the sculpture making process
- Use specific tools expertly in working with a variety of sculpture materials and techniques

AA_Spatial Art

- Demonstrate competency in hand- and wheel-forming techniques
- Develop expertise in clay selection for different types of expression and surface embellishment
- Demonstrate competency in advanced technical skills associated with ring techniques
- Demonstrate loading and firing kilns for different temperature aesthetics and function
- Emphasize idea development, visual investigation and the sculpture making process on an advanced level
- Practice critical thinking and problem solving skills
- Employ materials appropriate to advanced sculptural work
- Apply knowledge of safe and proper use of all shop tools

AA_UI/UX: User Interface/User Experience Design

- Demonstrate awareness of digital tools as an effective and important aspect of user interface design
- Demonstrate the ability to apply user-centered design principles and methodologies to create intuitive, accessible and engaging digital experiences that meet the needs and preferences of diverse user demographics
- Demonstrate proficiency in heuristic methods, problem-solving and critical thinking, employing analytical and creative strategies to identify user pain points, anticipate user needs and propose innovative design solutions that address complex design challenges
- Demonstrate strong visual communication skills, utilizing typography, color theory, layout design and visual hierarchy to craft visually compelling and cohesive user interfaces that enhance usability, readability and brand identity
- Demonstrate a proficient application of prototyping techniques and iterative design processes, utilizing industry-standard tools to rapidly develop and refine interactive prototypes that effectively communicate design concepts and gather user feedback

COAA_Art History

- Analyze artworks on the basis of social, cultural, political, economic and ethnic contexts and issues relevant to women's and gender studies
- Demonstrate critical thinking and visual literacy skills through oral and written communication, including those used to analyze, evaluate and synthesize primary and secondary sources
- Analyze artistic traditions through a cross-cultural perspective and in a global context
- Apply technical processes of studio art in written assignments in the field of Art History

COAA_Graphic Design

- Demonstrate awareness of the computer as an effective and important mode of visual communication used by artists and designers today
- Demonstrate the creative potential of art and design software
- Analyze and interpret the elements and principles of graphic design as applied to the practice of visual communication and current graphic production techniques
- Demonstrate an understanding of the design process
- Analyze styles in typographic design, type selection and type specification in relation to new computer technology and the internet
- Demonstrate an understanding of the range of business practices currently used by artists and designers in the visual communications industry

COAA_Illustration

- Demonstrate proficiency in both traditional analog techniques and digital illustration tools, mastering a diverse range of media, including drawing, painting, printmaking and digital software such as Adobe Photoshop, Illustrator and other emerging digital tools
- Exhibit a strong foundation in artistic expression and visual storytelling, leveraging their understanding of composition, color theory and narrative development to create engaging and impactful illustrations across various genres and media
- Demonstrate the ability to seamlessly integrate analog and digital media, utilizing traditional techniques alongside digital enhancements to push the boundaries of creativity and explore innovative approaches to illustration
- Demonstrate adaptability and innovation in their artistic practice, embracing emerging technologies and experimenting with new tools and techniques to continuously evolve and expand their creative repertoire
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SC_Museum Studies

- Compare and contrast gallery and museum art exhibits in terms of history, culture and aesthetics
- Demonstrate a working knowledge of gallery design, processes and procedures
- Apply internship experience skills to art gallery or museum work environments

DANC - Dance

PSLO

No PSLOs

F/TV - Film and TV Prod.**AA_Film/TV: Animation**

- Apply basic animation principles to 2D and 3D characters and objects
- Apply principles of cinematic design to storyboards and environments
- Apply screenwriting fundamentals and sound design skills for creative storytelling
- Apply interdisciplinary skills to animation pre-production and production
- Identify and examine the history of the development of animation and contemporary practices in animation

AA_Film/TV: Production

- Develop pre-production skills including screenwriting, location scouting, scheduling and budgeting
- Apply dramatic skills to cast, evaluate and direct talent
- Utilize narrative techniques and visual storytelling to communicate
- Operate a film camera, sound and lighting equipment in a remote or studio shoot
- Use and apply principles of editing and post-production techniques
- Develop a distribution plan for a film or video
- Identify film and television's greater role in the current global media context

AA_Film/TV: Screenwriting

- Apply the principles of cinematic story, character and theme to screenwriting
- Write both short and feature-length screenplays with good technique and craft
- Execute the step-by-step process of screenwriting from concept and idea to completed screenplay
- Apply all aspects of story and character to oral pitches
- Understand the business of screenwriting and how to best position themselves for success

AST_Associate in Science in Film, Television, and Electronic Media for Transfer

- Demonstrate media literacy as a key part of the development of critical thinking skills
- Analyze film, television and electronic media through the application of diverse critical approaches and within the context of technology, business, cultural production, entertainment medium and art form
- Describe and analyze the history, issues and impact of film, television and electronic media in a global context
- Demonstrate preproduction skills in the design and creation of content for film, television and electronic media with a focus on screenwriting, location scouting, casting, scheduling and budgeting
- Demonstrate basic operational and craft skills for film, television and electronic media production and postproduction technologies and workflow
- Demonstrate professionalism and understanding of workforce protocol in communication and behavior

COAA_Film/TV: Production

- Develop pre-production skills including screenwriting, location scouting, scheduling and budgeting
- Apply dramatic skills to cast, evaluate and direct talent
- Utilize narrative techniques and visual storytelling to communicate
- Operate a film camera, sound and lighting equipment in a remote or studio shoot
- Use and apply principles of editing and post-production techniques
- Develop a distribution plan for a film or video
- Identify film and television's greater role in the current global media context

COA_Film/TV: Animation

- Apply basic animation principles to 2D and 3D characters and objects

- Apply principles of cinematic design to storyboards and environments
- Apply concept development and sound design skills for creative storytelling

COA_Film/TV: Production

- Develop pre-production skills including screenwriting, location scouting, scheduling and budgeting
- Utilize narrative techniques and visual storytelling to communicate a message
- Operate a film/video camera, sound and lighting equipment on a remote or studio shoot
- Use and apply principles of editing and post-production techniques
- Identify film and television's greater role in the current global media context

MUSI - Music

AA_Music

- Demonstrate, through successful public performance, a synthesis of technique, memory, musicality and stage presence in both group and solo presentations
- Demonstrate proficiency equivalent to national lower-division curriculum standards in music literacy for all historical periods, ear training and keyboard harmony
- Distinguish musical cultures, historical periods, forms and composers from each other while demonstrating an understanding of the roles of music in human culture
- Produce, notate and perform music using contemporary technologies

PHTG - Photography

AA_Photographic Arts (Film and Digital)

- Demonstrate accomplished skill in both dry (digital) and wet (analog) darkroom methods
- Create photographs that visually communicate ideas and concepts while engaging in the practices, theories and materials of the medium
- Critically analyze and assess diverse historical and contemporary photographic works
- Present finished photographic works for peer, professional or academic review
- Express artistic concepts and intent in written and oral formats
- Evaluate and critique photographic artwork and receive criticism from others

AA_Professional Photography (Film and Digital)

- Demonstrate advanced skills in both dry (digital) and wet (analog) darkroom methods as well as commercial studio techniques
- Create photographs that visually communicate ideas and concepts while engaging the practices, theories and materials of the medium
- Critically analyze and assess diverse historical and contemporary photographic works
- Present commercially viable photographic works for peer, professional or academic review
- Demonstrate understanding of basic business principles and relevant industry practices
- Communicate effectively in written and oral formats

COA_Professional Photography (Film and Digital)

- Demonstrate basic skills in both wet and dry darkroom methods as well as beginning lighting techniques
- Create photographs that visually communicate ideas and concepts while engaging the practices, theories and materials of the medium
- Evaluate and critique imagery and receive criticism from others

COCL_Commercial Lighting

- Apply photographic lighting and editing techniques in the creation of a portfolio of images
- Create a professional assisting resume and business plan
- Demonstrate a foundational understanding of the operation of off-camera flashes

COCL_Photographic Retouching and Digital Post-Production

- Apply retouching and photographic compositing techniques in the creation of a portfolio of images
- Create an online digital portfolio of images that showcase the students photographic editing abilities

THEA - Theater Arts
PSLO No PSLOs