

CA SLOs 2025-26 from eLumen

De Anza College
09-15-2026

Creative Arts
ARTS - Visual Arts and Design
CSLO ARTSD001A - Introduction to the Visual Arts • Students will analyze the social experiences of artists, demonstrating how artists' relationships with their patrons was a defining factor in the production of works of art. • Students will demonstrate visual literacy and critical thinking skills by evaluating diverse scholarly perspectives when interpreting works of art. • Students will investigate the different techniques utilized in the production of works of art through written analysis based on firsthand evaluation of original art objects. ARTSD001B - Architecture Past and Present • Students will analyze the social experience of architects, demonstrating how architects' relationship with their patrons was a defining factor in the production of buildings and monuments. • Students will demonstrate visual literacy and critical thinking skills by evaluating diverse scholarly perspectives when interpreting works of architecture. • Students will investigate the different techniques utilized in the production of works of architecture through written analysis based on firsthand evaluation of local buildings. ARTSD001C - Introduction to Museum Studies • Analyze the social experiences of artists, architects, and designers when determining the function of museums and exhibitions. • Demonstrate visual literacy, critical thinking, and diverse scholarly perspectives when exploring histories of museums and exhibitions. • Employ firsthand investigation and written analysis when evaluating different approaches used by museums to produce information for visitors. ARTSD002A - History of Art: Europe from Prehistory through Early Christianity • Students will analyze the social experiences of artists, demonstrating how artists' relationships with their patrons was a defining factor in the production of works of art. • Students will demonstrate visual literacy and critical thinking skills by evaluating diverse scholarly perspectives when interpreting works of art. • Students will investigate different techniques utilized in the production of works of art through written analysis based on firsthand evaluation of original art objects. ARTSD002B - History of Art: Europe During the Middle Ages and the Renaissance • Students will analyze the social experiences of artists, demonstrating how artists' relationships with their patrons was a defining factor in the production of works of art. • Students will demonstrate visual literacy and critical thinking skills by evaluating diverse scholarly perspectives when interpreting of works of art. • Students will investigate different techniques utilized in the production of works of art through written analysis based on firsthand evaluation of original art objects. ARTSD002C - History of Art: Europe from the Baroque Period Through Impressionism • Students will analyze the social experiences of artists, demonstrating how artists' relationships with their patrons was a defining factor in the production of works of art. • Students will demonstrate visual literacy and critical thinking skills by evaluating diverse scholarly perspectives when interpreting of works of art. • Students will investigate different techniques utilized in the production of works of art through written analysis based on firsthand evaluation of original art objects. ARTSD002D - History of Art: Europe and the United States from Post-Impressionism to the Present • Students will analyze the social experiences of artists, demonstrating how artists' relationships with their patrons was a defining factor in the production of works of art. • Students will demonstrate visual literacy and critical thinking skills by evaluating diverse scholarly perspectives when interpreting of works of art.

- Students will investigate different techniques utilized in the production of works of art through written analysis based on firsthand evaluation of original art objects.

ARTSD03TC - Women and Art

- Students will analyze the social experiences of artists, demonstrating how artists' relationships with their patrons was a defining factor in the production of works of art.
- Students will analyze the social experiences of artists, demonstrating how artists' relationships with their patrons was a defining factor in the production of works of art.
- Students will demonstrate visual literacy and critical thinking skills by evaluating diverse scholarly perspectives when interpreting of works of art.
- Students will investigate different techniques utilized in the production of works of art through written analysis based on firsthand evaluation of original art objects.
- Students will demonstrate visual literacy and critical thinking skills by evaluating diverse scholarly perspectives when interpreting of works of art.
- Students will investigate different techniques utilized in the production of works of art through written analysis based on firsthand evaluation of original art objects.

ARTSD03TE - Today's Art Scene

- Develop concepts related to course material in Arts 3TE through various projects as well as written assignments.
- Apply critical thinking skills when critiquing projects from a global perspective.

ARTSD004A - Beginning Drawing

- Demonstrate freehand drawing skills using a variety of traditional drawing media such as charcoal, graphite and ink.
- Create representational, objective drawings using references such as drawing from observation (still-life) and photographs.
- Demonstrate the ability to create drawing compositions based on linear perspective, the basic elements and principles of design.

ARTSD004B - Intermediate Drawing

- Demonstrate freehand drawing skills using a variety of techniques with a variety of drawing media including color media such as colored pencils and pastels.
- Create imaginative, expressive drawings that show the student's point of view and an understanding of the creative process.
- Demonstrate the use of color as both an element of design and concept.

ARTSD004C - Life Drawing

- Reproduce the human figure using a variety of drawing techniques using a variety of media including charcoal, graphite, ink, or conte crayon.
- Create drawings that show an understanding of basic human anatomy and proportion.

ARTSD004D - Representational Drawing

- Demonstrate drawing fundamentals as they relate to two and three dimensional space.
- Utilize critical thinking skills in their understanding of various drawing aesthetics, techniques and histories.

ARTSD008. - Two-Dimensional Design

- Utilize critique skills to evaluate and analyze works of art for cultural/historical influences, strengths and areas for improvement.

ARTSD010A - Three-Dimensional Design

- Apply knowledge of basic elements and principles of design and use various basic materials appropriate to three-dimensional work.
- Apply critical thinking, problem solving and analytical skills through idea exploration.
- Learn basic hand and power tools appropriate for each assignment.

ARTSD010B - Intermediate Three-Dimensional Design

- Apply an advanced level of elements and design principles to formulate an in-depth, personal and concise visual statement.
- Construct an individually advanced project focusing on specific materials appropriate to a more involved three-dimensional concept.
- Develop enhanced critical thinking and problem solving skills.

ARTSD012. - Design and Color

- Utilize critique skills to evaluate and analyze works of art for cultural/historical influences, strengths and areas for improvement.
- Explore the formal, conceptual, and emotional qualities of color as they relate to the elements and principles of design.

ARTSD014A - Watercolor Painting I

- Communicate and express ideas creatively in watercolor painting while demonstrating and applying techniques of the creative process.

ARTSD014B - Watercolor Painting II

- Reproduce watercolor painting techniques to create a variety of paintings that draw from an objective point of view using still-lives and photographs as well as from the imagination.
- Create paintings that explore a range of color as well as technical and conceptual variations in their artwork and demonstrate an understanding of the creative process.

ARTSD014C - Watercolor Painting III

- Reproduce advanced watercolor painting techniques to create a variety of paintings that draw from an objective point of view using still-lives and photographs as well as from the imagination.
- Create a series of paintings that explore a range of color as well as a technical and conceptual theme uniting their artwork and demonstrating a mastery of painting technique and an understanding of the creative process.

ARTSD015A - Acrylic Painting I

- Produce basic acrylic painting techniques to create a variety of paintings that draw from an objective point of view using still-lives and photographs as well as from the imagination.
- Demonstrate an understanding of the creative process from preliminary sketches to a final painting.

ARTSD015B - Acrylic Painting II

- Produce advanced acrylic painting techniques to create a variety of paintings that draw from an objective point of view using still-lives and photographs as well as from the imagination.
- Demonstrate an advanced understanding of the creative process beginning with preliminary sketches to the final painting.
- Create acrylic paintings that explore an advanced range of color as well as technical and conceptual variations.

ARTSD015C - Acrylic Painting III

- Produce advanced acrylic painting techniques to create a variety of paintings that draw from an objective point of view using still-lives and photographs as well as from the imagination. This will include the development of an original body of work.
- Demonstrate an advanced understanding of the creative process in the development of an original body of work.
- Execute a series of paintings that explores a range of color theories as well as a technical and conceptual theme uniting their artwork.

ARTSD016A - Oil Painting I

- Develop and utilize critical thinking skills in the understanding of oil paintings from several time periods, including aesthetically, technically, and philosophically.

ARTSD016B - Oil Painting II

- Construct rigid and flexible supports for oil paint media.
- Apply more advanced techniques with various brushes and advanced color theories relating to the oil painting process

ARTSD016C - Oil Painting III

- Apply advanced color theories relating to a personal body of work.
- Demonstrate aesthetic growth through decision making processes related to an original body of work.

ARTSD018A - Ceramics

- Demonstrate competency in basic construction techniques.
- Demonstrate competency in glaze application.
- Illustrate basic ceramic terminology.

ARTSD018B - Ceramics (Beginning Wheel Throwing)

- Demonstrate competency in basic wheel throwing techniques including centering, opening, pulling, shaping and trimming. Students will also demonstrate proper construction techniques when joining parts to their wheel thrown projects.
- Demonstrate competency in designing and finishing their work with high fire glazes.

ARTSD018C - Ceramics (Intermediate Wheel Throwing)

- Demonstrate competency in intermediate wheel throwing techniques including centering, opening, pulling, shaping and trimming. Students will also demonstrate proper construction techniques when joining parts of intermediate pottery forms.

- Demonstrate competency in finishing their work with intermediate high fire glazes and surface techniques while incorporating basic design principles into their objects.

ARTSD018D - Ceramics Hand Building

- Demonstrate competency in hand construction techniques; pinch, coil, slab.
- Demonstrate competency in glaze and slip application.

ARTSD018E - Ceramics (Advanced Wheel Throwing)

- Demonstrate competency in advanced wheel throwing techniques including centering, opening, pulling, shaping and trimming. Students will also demonstrate advanced levels of repetition with wheel forming.
- Demonstrate competency in finishing their work with advanced high fire glazes and surface techniques while incorporating advanced design principles into their objects.

ARTSD019H - Ceramics Raku

- Demonstrate competency in contemporary Raku firing technique; post firing smoking, patina development and development of surface refinement.

ARTSD019J - Ceramics Techniques

- Demonstrate competency in a variety of ceramic surface techniques.
- Demonstrate competency in combining ceramic construction and surface techniques within the same ceramic form.

ARTSD019K - Ceramics Decoration

- Demonstrate competency in a variety of ceramic surface decoration techniques; oxide, slip, luster, china paint, carving.
- Demonstrate competency in a variety of ceramic surface decoration techniques developed in the firing; pit, raku, soda, wood.

ARTSD019M - Ceramics Low Fire

- Demonstrate competency in selecting low fire materials and incorporating them into ceramic work.
- Identify low fired ceramic work from a variety of cultures.

ARTSD037A - Sculpture

- Use a variety of materials effectively and safely. Use basic hand and power tools properly and safely which apply to the sculpture making process.
- Develop and apply a personal and concise visual statement which represents a specific concept in a sculptural format. Place an emphasis on idea development and visual investigation.
- Practice critical thinking and problem solving skills.

ARTSD037B - Intermediate Sculpture

- Develop conceptual and technical skills through visual investigation and the making process.
- Strengthen critical thinking and problem solving skills.
- Develop a personal and concise visual statement which represents specific concepts in a sculptural format.

ARTSD037C - Advanced Sculpture

- Develop technical and conceptual mastery through 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 a knowledge of both safe and proper use of all shop tools.

ARTSD053. - Introduction to Graphic Design: Vector Illustration

- Demonstrate basic skills of professional software/hardware currently used by Graphic Designers and fine artists.
- Demonstrate a basic knowledge of digital terminology currently used by professional Graphic Designers and fine artists.
- Exhibit a critical understanding of performance of the design process through directed laboratory discussions.

ARTSD054. - Introduction to Graphic Design: Digital Imaging

- Develop an awareness of graphic design software, new media tools, and digital imaging as an effective and important mode of graphic design visual communication used by artists and designers today.
- Demonstrate the creative potential of art and design software through directed laboratory exercises.

ARTSD055A - Graphic Design-Visual Communication I

- Explore the analysis and interpretation of the elements and principles of graphic design as applied to the practice of visual communication.
- Demonstrate an understanding of the design process through directed laboratory exercises.

ARTSD055B - Graphic Design-Visual Communication II

- Develop the analysis and interpretation of the elements and principles of graphic design as applied to the practice of visual communication.
- Demonstrate an understanding of the design process through directed laboratory exercises.

ARTSD055C - Graphic Design-Visual Communication III: Production Techniques

- Analyze and research the elements and principles of graphic design as applied to the practice of visual communication and current graphic design production techniques.
- Demonstrate an understanding of the design process and current graphic production techniques through directed laboratory exercises.

ARTSD056. - Graphic Design: UI Prototyping and Digital Publishing

- Exhibit an understanding of the elements and principles of graphic design as applied to the practice of user interface design and digital publishing.
- Demonstrate an advanced understanding of the design process as it relates to the use of the computer to create typography and layout in user interface design and digital publishing.

ARTSD057. - Graphic Design-Visual Communication: Typography

- Demonstrate a knowledge of the elements and principles of design, organization of design elements, materials and forms of communication as they pertain to typographic design systems.
- Analyze styles in typographic design, type selection, and type specification, in relation to new computer technology and interactive content.

ARTSD058A - Furniture Design

- Demonstrate through the construction of furniture a fundamental understanding of design process as it applies to furniture and three dimensional design.
- Demonstrate woodworking skills and techniques with an emphasis to furniture and three dimensional design.
- Apply critical thinking skills and problem solving skills associated with the formal design process.
- Demonstrate and apply proper safety procedures using appropriate tools and machinery as it applies to a machine shop.

ARTSD058B - Intermediate Furniture Design

- Demonstrate intermediate woodworking skills and techniques with an emphasis on furniture and three dimensional design.
- Demonstrate and apply proper safety procedures using appropriate tools and machinery as it applies to a machine shop.
- Apply critical thinking skills and problem solving skills associated with the formal design process.
- Demonstrate through the construction of furniture a fundamental understanding of design process as it applies to furniture and three dimensional design.

ARTSD058C - Advanced Furniture Design

- Demonstrate through the construction of furniture an advanced understanding of design process as it applies to furniture and three dimensional design.
- Integrate advanced woodworking and metal working techniques to produce a work of art furniture while demonstrating proper safety procedures when using tools and machinery.
- Apply critical thinking skills and problem solving skills associated with the formal design process as it applies furniture and three dimensional design.

ARTSD063. - Graphic Design: Portfolio and Business Practices

- Understand the range of business practices used by artists and designers in the visual communications industry today.
- Demonstrate through directed laboratory exercises, recognize pricing and marketing, salaries and trade customs, standard contracts, and new technology issues.

ARTSD065. - Graphic Design: UI/UX

- Demonstrate an understanding of web page design fundamentals with an emphasis on the creative integration of typography and image.
- Demonstrate an understanding of the technical issues that impact design decisions.
- Demonstrate a basic knowledge of the terms and vocabulary associated with web design.

ARTSD085. - Graphic Design: Motion Graphics

- Design typography and images using motion as a creative design element.
- Demonstrate familiarity with software options that relates to current digital media delivery platforms.

ARTSD086. - Graphic Design: Digital Illustration Techniques

- Demonstrate a mastery with vector software in the creation and implementation of computer generated illustration with an emphasis on style and personal expression.

WMSTD003C - Women and Art

- Students will analyze the social experiences of artists, demonstrating how artists' relationships with their patrons was a defining factor in the production of works of art.
- Students will analyze the social experiences of artists, demonstrating how artists' relationships with their patrons was a defining factor in the production of works of art.
- Students will demonstrate visual literacy and critical thinking skills by evaluating diverse scholarly perspectives when interpreting of works of art.
- Students will demonstrate visual literacy and critical thinking skills by evaluating diverse scholarly perspectives when interpreting of works of art.
- Students will investigate different techniques utilized in the production of works of art through written analysis based on firsthand evaluation of original art objects.
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DANC - Dance**CSLO****DANCD022. - Body Awareness and Conditioning for Dancers**

- Enhance both physical and intellectual understanding of how the body works, its limits and its potential.
- Experience an increase in flexibility, strength and coordination/body control.
- Gain a positive image of movement as a source of health.

DANCD022K - Theory and Technique of Ballet I

- Analyze and employ basic elements of classical ballet technique.
- Perform basic center floor exercises with proper body placement and coordination.

DANCD022L - Theory and Technique of Ballet II

- Identify ballet terminology and movement at an elementary level.
- Perform elementary-level ballet dance sequences demonstrating correct rhythms, body placement and coordination.

DANCD022M - Theory and Technique of Ballet III

- Perform, at an intermediate level, ballet dance sequences with consistent confidence skill and expression.
- Identify ballet terminology and movement at an intermediate level.

DANCD023A - Theory and Technique of Contemporary (Modern) Dance I

- Analyze and employ the basic elements of contemporary (modern) dance technique.
- Perform contemporary (modern) dance combinations at a basic level.

DANCD023B - Theory and Technique of Contemporary (Modern) Dance II

- Analyze and employ elementary concepts of contemporary (modern) dance technique.
- Perform contemporary (modern) dance combinations at an elementary level, with proper body placement and coordination.

DANCD023C - Theory and Technique of Contemporary (Modern) Dance III

- Analyze and employ intermediate concepts of contemporary (modern) dance technique.
- Perform contemporary (modern) dance combinations at an intermediate level, with proper energy quality, body placement, and coordination.

DANCD023L - Theory and Technique of Hip-Hop I (Popular American Dance)

- Perform the basic steps and choreography required for successful dance collaboration and performance.

DANCD023M - Theory and Technique of Hip-Hop II (Popular American Dance II)

- Perform the steps of hip-hop dance sequences with consistent confidence, demonstrating correct rhythms, body placement and coordination at an intermediate level.
- Create hip-hop dance sequences and express individuality through movement.

DANCD023N - Theory and Technique of Hip-Hop III (Popular American Dance III)

- Perform advanced steps and choreography required for successful collaboration and performance.

DANCD024A - Theory and Technique of Social Dance I

- Perform the basic steps of a variety of fundamental traditional partner dances (Fox Trot, Hustle, Nite Club 2-Step, and Cha-Cha-Cha) at an introductory level demonstrating correct rhythms, and body placement while exhibiting traditional etiquette for social dance in a ballroom context.
- Identify the historical origins of the Fox Trot, Hustle, Nite Club 2-Step, and Cha-Cha-Cha.

DANCD024B - Theory and Technique of Social Dance II

- Perform the basic steps of the: Waltz, Rhumba, Salsa, and West Coast Swing at a beginning level with consistent confidence, demonstrating correct rhythm, and body placement.
- Identify beginning ballroom steps of the : Waltz, Rhumba, Salsa, West Coast Swing with correct terminology; and choreograph movement combinations in those styles.

DANCD024C - Theory and Technique of Social Dance III

- Perform the steps of the Tango, Mambo, Samba, and East Coast Swing at an intermediate level with consistent confidence, demonstrating correct rhythms, body placement and style appropriate for each genre.
- Identify the historical origins of the Tango, Mambo, Samba, and East Coast Swing. Perform choreographed movement combinations as well as improvisations.

DANCD025A - Theory and Technique of Salsa Dance I

- Perform the basic steps of a variety of partner dances with consistent confidence, demonstrating correct body placement, while exhibiting traditional rhythms and forms of salsa dance.
- Analyze salsa dance and music combinations with correct terminology, and identify the cultural context of specific dance forms.

DANCD025B - Theory and Technique of Salsa Dance II

- Perform basic, intermediate steps of Salsa dance sequences with consistent confidence, demonstrating correct rhythms, body placement and coordination.
- Create Salsa dance sequences and express individuality through movement.

DANCD037A - Theory and Technique of Jazz Dance I

- Perform essential basic exercise sequences of a jazz dance technique.
- Perform jazz dance combinations at an introductory level.

DANCD037B - Theory and Technique of Jazz Dance II

- Perform the essential Intermediate exercise sequences of a jazz dance technique.
- Perform the steps of Intermediate jazz dance sequences with confidence, demonstrating correct rhythms, body placement and coordination.

DANCD037C - Theory and Technique of Jazz Dance III

- Perform essential intermediate exercise sequences of a jazz dance technique.
- Perform jazz dance combinations at an intermediate level with confidence, demonstrating correct rhythms, body placement and coordination.

DANCD038A - Appreciation of Dance

- Identify his/her own relationship to dance as a cultural phenomenon.
- Analyze and integrate their own artistic standards as they relate to dance performance and criticism.
- Demonstrate a general understanding of the history of dance in America.

F/TV - Film and TV Prod.

CSLO

F/TVD001. - Introduction to Cinematic Arts

- Demonstrate the ability to critically analyze, interpret, and write about film and electronic media using film-specific language.
- Demonstrate visual literacy through the application of the analytical tools of categories, theories, and ideologies to understand the complex role and function of the cinematic arts in society, including representations of class, race/ethnicity, gender, ability, and sexuality.
- Demonstrate the ability to critically analyze film and television as a technology, business, cultural production/cultural artifact, entertainment medium and art form.
- Demonstrate recognition, description and analysis of formal aesthetics elements of the cinematic arts (ie: narrative, mise-en-scene, cinematography, editing, sound).

F/TVD001H - Introduction to Cinematic Arts - HONORS

- Demonstrate the ability to critically analyze, interpret, and write about film and electronic media using film-specific language.
- Demonstrate visual literacy through the application of the analytical tools of categories, theories and ideologies to understand the complex role and function of the cinematic arts in society, including representations of class, race/ethnicity, gender, ability and sexuality.
- Demonstrate the ability to critically analyze film and television as a technology, business, cultural production/cultural artifact, entertainment medium and art form.
- Demonstrate recognition, description and analysis of formal aesthetics elements of the cinematic arts (ie: narrative, mise-en-scene, cinematography, editing, sound).

F/TVD002A - History of Cinema (1895-1950)

- Examine the historical development of narrative film from 1895 to 1950, including film language and film art.
- Display ability to critically appraise motion pictures from different time periods and parts of the world in aesthetic, technological, economic and socio-historical contexts.
- Distinguish significant genres, movements, film artists and national schools of filmmaking from 1895 to 1950.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD02AH - History of Cinema (1895-1950) - HONORS

- Examine the historical development of narrative film from 1895 to 1950, including film language and film art.
- Display ability to critically appraise motion pictures from different time periods and parts of the world in aesthetic, technological, economic and socio-historical contexts.
- Distinguish significant genres, movements, film artists and national schools of filmmaking from 1895 to 1950.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD02AW - History of Cinema (1895-1950)

- Examine the historical development of narrative film from 1895 to 1950, including film language and film art.
- Display ability to critically appraise motion pictures from different time periods and parts of the world in aesthetic, technological, economic and socio-historical contexts.
- Distinguish significant genres, movements, film artists and national schools of filmmaking from 1895 to 1950.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD2AWH - History of Cinema (1895-1950) - HONORS

- Examine the historical development of narrative film from 1895 to 1950, including film language and film art.
- Display ability to critically appraise motion pictures from different time periods and parts of the world in aesthetic, technological, economic and socio-historical contexts.
- Distinguish significant genres, movements, film artists and national schools of filmmaking from 1895 to 1950.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD002B - History of Cinema (1950-Present)

- Examine the historical development of narrative film since 1950, including film language and film art.
- Display ability to utilize critical thinking skills and appraise motion pictures from different time periods and parts of the world in aesthetic, technological, economic and socio-historical contexts.

- Distinguish significant genres, movements, film artists and national schools of filmmaking since 1950.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD02BH - History of Cinema (1950-Present) - HONORS

- Examine the historical development of narrative film since 1950, including film language and film art.
- Display ability to critically appraise motion pictures from different time periods and parts of the world in aesthetic, technological, economic and socio-historical contexts.
- Distinguish significant genres, movements, film artists and national schools of filmmaking since 1950.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD02BW - History of Cinema (1950-Present)

- Examine the historical development of narrative film since 1950, including film language and film art.
- Display ability to utilize critical thinking skills and appraise motion pictures from different time periods and parts of the world in aesthetic, technological, economic and socio-historical contexts.
- Distinguish significant genres, movements, film artists and national schools of filmmaking since 1950.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD2BWH - History of Cinema (1950-Present) - HONORS

- Examine the historical development of narrative film since 1950, including film language and film art.
- Display ability to critically appraise motion pictures from different time periods and parts of the world in aesthetic, technological, economic and socio-historical contexts.
- Distinguish significant genres, movements, film artists and national schools of filmmaking since 1950.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD002C - Contemporary World Cinema

- Identify significant contemporary films, filmmakers, genres and national cinemas and explain major trends in the international evolution of film as an art form, technology, and industry.
- Demonstrate the ability to analyze and synthesize the narrative, visual and aural language of film.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD02CH - Contemporary World Cinema - HONORS

- Identify significant contemporary films, filmmakers, genres and national cinemas and explain major trends in the international evolution of film as an art form, technology, and industry.
- Demonstrate the ability to analyze and synthesize the narrative, visual and aural language of film.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD02CW - Contemporary World Cinema

- Identify significant contemporary films, filmmakers, genres and national cinemas and explain major trends in the international evolution of film as an art form, technology, and industry.
- Demonstrate the ability to analyze and synthesize the narrative, visual and aural language of film.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD2CWH - Contemporary World Cinema - HONORS

- Identify significant contemporary films, filmmakers, genres and national cinemas and explain major trends in the international evolution of film as an art form, technology, and industry.
- Demonstrate the ability to analyze and synthesize the narrative, visual and aural language of film.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD003A - American Cultures in Film

- Demonstrate an understanding of the theoretical and analytical issues relevant to understanding representations of American cultural groups as represented in the cinematic arts.
- Demonstrate the ability to critically analyze and compare representations of American cultures in selected films and related media with emphasis on stereotyping, otherness, and marginalization.
- Identify and analyze the cinematic language (ie: narrative, mise-en-scene, cinematography, editing, sound) that shapes perceptions, assumptions, beliefs, and knowledge concerning American cultural groups and explain how these elements have affected or reflected the treatment of these groups by the larger American society.
- Demonstrate the ability to analyze film as a technology, business, cultural production/cultural artifact, and art form and their impact on the representation of American cultures.

F/TVD006A - Screenwriting Fundamentals for Film/Video I

- Develop a command of story structure, and the construction of dynamic, original characters.
- Create short and feature-length scripts for fiction and non-fiction films.

F/TVD007. - Script Analysis

- Define the screenwriter's role in the creation of film, video, and electronic media production.
- Demonstrate knowledge of historical, cultural, critical, theoretical and emergent aspects of the screenplay in media arts, including diverse perspectives and contributions in the discipline.
- Apply a critical methodology based on advanced elements of narrative fiction writing to analyze the fundamental components and aesthetics of audio-visual storytelling, using the vocabulary and language of professional screenwriters.

F/TVD010. - Introduction to Electronic Media

- Students will be able to select, analyze and evaluate competing information to formulate a personal philosophy of media.
- Students will be able to synthesize course concepts into a term paper selected from several topic options.
- Students will be able to hypothesize the future of media in the United States.

F/TVD010H - Introduction to Electronic Media - HONORS

- Students will be able to select, analyze and evaluate competing information to synthesize a personal philosophy of media.
- Students will be able to synthesize course concepts into a term paper selected from several topic options.
- Students will be able to hypothesize the future of media in the United States.

F/TVD017G - Introduction to 3D Computer Animation: Modeling

- Create a cinematic still, displaying an understanding of modeling, texturing and lighting in addition to composition for storytelling.

F/TVD017H - Introduction to 3D Computer Animation: Character Motion

- Create a series of believable movements by a computer-animated character utilizing a digital prop.

F/TVD020. - Beginning Video Production

- Apply the creative use of camera, sound, and editing techniques to produce a completed video project.
- Develop the visual storytelling skills needed to take a film idea from concept to realization.

F/TVD022. - Beginning 16mm Motion Picture Production

- Develop and execute a shooting plan from a production script using film techniques.
- Create a 1-2 minute film with a multi-layer soundtrack.

F/TVD023. - Beginning TV Studio Production

- Identify and exhibit mastery of crew roles and responsibilities in a television production studio.
- Organize and produce a completed studio television production within a multicamera crew setting.

F/TVD026. - Introduction to Film/Television Directing

- Analyze and break down a script for casting and location shooting.
- Evaluate and guide the performance of an actor in a film production.

F/TVD027. - Nonlinear Editing

- Demonstrate a professional post-production workflow for nonlinear editing in a film or video.

- Apply techniques and aesthetics of video and audio editing based on the project and format requirements.

F/TVD029. - Lighting for Film and Television

- Develop and execute circuit mapping and lighting plot for studio and location shooting.
- Identify and learn to operate safely a variety of different lighting and grip instruments and utilize them for controlled aesthetic effects.

F/TVD030. - Location Recording and Sound Design

- Develop and execute a sound recording plan for indoor and outdoor shooting.
- Identify and operate different microphones and recording equipment.

F/TVD031. - Audio Post-Production

- Design and produce multiple track audio projects in linear and nonlinear formats.
- Demonstrate the technique of mastering a soundtrack for delivery and importing sounds into a master library.

F/TVD039. - Intermediate Digital Film and Video Production

- Use and apply advanced digital cinema shooting techniques in a production.
- Develop and execute a production and post production plan for a video/film project.

F/TVD041. - Film Genres

- Identify and describe the evolution of the genre in motion pictures and its role in national and international film history.
- Apply an analytical approach learned in class to examine the dominant narrative, visual and aural conventions of films within a specific genre.
- Analyze generic representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD042. - National Cinemas

- Examine the concept of "national cinema," identify significant films and filmmakers, and explain major trends in the evolution of film within a national cinema.
- Develop and utilize critical thinking skills to appraise motion pictures produced within the national cinema in aesthetic, technological, economic and socio-historical contexts.
- Analyze representations of class, race/ethnicity, gender and sexuality, demonstrating an understanding of the politics of representation learned in class.

F/TVD043. - Film Artists

- Identify the film artist's contributions to the evolution of film and video as an art, technology, business and form of popular culture.
- Apply a critical methodology based on concepts of authorship, learned in class, to examine the works of a specific film artist.
- Analyze representations of class, race/ethnicity, gender and sexuality in the cinema of the film artist, demonstrating an understanding of the politics of representation learned in class.

F/TVD044A - 16mm/35mm Film Production I

- Develop and implement a shooting schedule from a production script.
- Identify the different film stocks used for different shooting situations and how they affect the image.

F/TVD044B - 16mm/35mm Film Production II

- Develop and implement a post-production plan based on a 16/35mm film project.
- Complete a 16/35mm film project with finished picture edit and multi-track audio mix.

F/TVD048S - Film/Television Production Workshop

- Apply skills in directing, camera, sound and/or editing in the production of an independent film/video project.
- Work collaboratively with a film/video crew to produce a finished project.

F/TVD048T - Film/Television Production Workshop

- Apply skills in directing, camera, sound and/or editing in the production of an independent film/video project.
- Work collaboratively with a film/video crew to produce a finished project.

F/TVD048U - Film/Television Production Workshop

- Apply skills in directing, camera, sound and/or editing in the production of an independent film/video project.

- Work collaboratively with a film/video crew to produce a finished project.

F/TVD048V - Film/Television Production Workshop

- Apply skills in directing, camera, sound and/or editing in the production of an independent film/video project.
- Work collaboratively with a film/video crew to produce a finished project.

F/TVD056A - Introduction to Visual Effects and Color Grading

- Demonstrate finishing procedures needed to complete a project in a modern digital workflow.
- Identify uses for and develop techniques to achieve effective, project-specific motion graphics and visual effects.

F/TVD057A - Documentary Production Fundamentals I

- Research and write a proposal for a documentary production.
- Demonstrate and apply interviewing techniques in a documentary shoot with proper lighting and sound recording.

F/TVD057B - Documentary Production Fundamentals II

- Research and write a proposal and shooting plan for a documentary production.
- Apply advanced production techniques in the completion of a documentary project.

F/TVD059. - Role of the Media Producer

- Develop and write a production proposal, including development, audience analysis, location scouting, production schedule, and budgeting.
- Develop a plan for distribution of a film/video.

F/TVD060B - Screenwriting Fundamentals for Film/Video II

- Demonstrate a command of advanced principles of story structure, dialogue, and character development.
- Demonstrate a command for writing short scripts for fiction and non-fiction films.

F/TVD060C - Screenwriting Fundamentals for Film/Video III

- Demonstrate a command of writing subtext, three-dimensional characters, and riveting scenes.
- Demonstrate a command for writing short scripts for fiction and non-fiction films.

F/TVD064A - Advanced Screenwriting Workshop I

- Demonstrate a command of generating, planning, and outlining a feature-length narrative fiction screenplay through logline, beat sheet, scene list.
- Create the first act of a three-act feature-length fiction screenplay.

F/TVD064B - Advanced Screenwriting Workshop II

- Demonstrate a command of all advanced principles of screenwriting in the writing and completing of the second and third acts of a three-act feature-length narrative fiction screenplay.

F/TVD064C - Advanced Screenwriting Workshop III

- Demonstrate a command of all advanced principles of screenwriting in the critique of other students' completed feature-length screenplays.
- Rewrite the feature-length screenplay and prepare to enter it in the marketplace.

F/TVD065. - Current Practices in the Film/Video Profession

- Analyze the film and video industries practices and operations.
- Analyze first-hand testimony from working professionals on the various creative, management and craft roles and skills.

F/TVD066A - Basic Techniques of Animation: Stop Motion

- Design the movement and timing for sequences of character animation using stop-motion production techniques and/or a wide variety of other "under camera" animation methodologies.

F/TVD067A - Principles of Animation: 2D Media

- Design realistic and expressionistic animated movements.
- Create drawn sequences of character and effects animation.

F/TVD068A - Sound for Animation

- Design and edit soundtracks for animated films, containing effects ambiences and atmospheric musical scores.

- Synchronize voice tracks to animated characters and edit music cues to animated sequences.

F/TVD070A - The Storyboard and Visual Development for Animation

- Apply principles of cinematography and visual storytelling using storyboard panels.

F/TVD071J - Intermediate 3D Character Animation

- Create a convincing, cinematic performance with lip sync by a computer-animated character.

F/TVD072G - Animated Film Pre-Production Workshop

- Create the pre-production visual and audio components of a short personal animated film.

F/TVD072H - Animated Film Production Workshop

- Create the production visual and audio components of a short personal animated film.

F/TVD072J - Animated Film Post-Production Workshop

- Create the post-production visual and audio components of a short personal animated film.

F/TVD074. - Introduction to Game Animation

- Create a prototyped series of movements by a computer animated character utilizing motion capture technology and a game engine such as Unity or Unreal.

F/TVD075G - History of Animation (1900-Present)

- Identify and describe the development of the animated short film from 19th century pre-cinematic devices to the present, noting its role in international film history.
- Analyze the formal evolution of the animated short film, including the development of aesthetic elements such as narrative structure, art direction, camera language, sound design and editing styles.
- Employ knowledge about aesthetic, technological and socio-political contexts to contrast animated films produced in various historical eras and geographic regions.

F/TVD075K - Japanese Animation

- Identify and explain significant trends in the evolution of animation as an art form within the Japanese national cinema, as well as major contributions by individual directors and studios, from aesthetic, sociopolitical, economic and technological perspectives.
- Refine and employ critical thinking skills to appraise the narrative, visual and aural elements of motion pictures from different time periods within the Japanese national cinema.
- Analyze representations of race and ethnicity, gender and sexuality in the context of their historical period, demonstrating an understanding of the politics of representation and the techniques of propaganda learned in class.

F/TVD078W - Special Topics in Film Studies

- Analyze the various creative, craft and business aspects of the current film, television and digital media industry through screenings, events, and visits from working professionals.
- Apply an analytical approach learned in class to examine the narrative, visual and aural elements of a cinematic work.

F/TVD078X - Special Topics in Film Studies

- Analyze the various creative, craft and business aspects of the current film, television and digital media industry through screenings, events, and visits from working professionals.
- Apply an analytical approach learned in class to examine the narrative, visual and aural elements of a cinematic work.

F/TVD088. - Animation Portfolio

- Create a portfolio for the purpose of obtaining work in the field of animation or video games.

F/TVD092. - Special Topics: Industry Professionals and Practices

- Examine and understand the professional contributions of visiting film and video artists.
- Analyze first-hand testimony from working professionals on the various creative, management and craft roles in film and how they relate to the student's own experiences.

F/TVD098G - Fiction Workshop (The Writer, Producer, Director)

- Assume the role of the writer, producer or director of a television or film project and carry it to completion.
- Demonstrate interpersonal skills and leadership qualities in working collaboratively on a crew-based project.

F/TVD098H - Fiction Workshop (The Technical Crew)

- Assume the role of camera, sound, gaffer, or grip on a television or film project.
- Demonstrate interpersonal skills in working collaboratively on a crew-based project.

F/TVD098J - Fiction Workshop (Editing/Post Production)

- Assume the role of editor or sound design on a television or film project.
- Develop a post-production plan for a video or film project.

MUSI - Music

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MUSID001A - Music Appreciation: Music in Western Cultures

- Employ a basic vocabulary of common music terms to describe observations of recorded and live music.
- Recognize individual instruments and voices in the various ensembles in which they are used while identifying the time period of given compositions.

MUSID001B - Music Appreciation: Jazz Styles

- Employ a basic vocabulary of common music terms to describe observations of recorded and live music.
- Recognize individual instruments and voices and the various ensembles in which they are used.

MUSID001C - Music Appreciation: World Music in America

- Employ a basic vocabulary of common music terms to describe observations of recorded and live music.
- Recognize individual instruments and voices and the various ensembles in which they are used.

MUSID001D - Music Appreciation: Rock - From Roots to Rap

- Employ a basic vocabulary of common music terms to describe observations of recorded and live music.
- Recognize individual instruments and voices and the various ensembles in which they are used.

MUSID002. - Music Fundamentals

- Demonstrate understanding of basic standard notation of pitch and rhythm.
- Write major and minor scales with and without key signatures.

MUSID003A - Comprehensive Musicianship (First Quarter)

- Demonstrate knowledge of notation and scales by being able to notate all diatonic modes and standard diatonic mode variants from a given key and mode name.
- Demonstrate the use of solfeggio in accurate sight singing of melodies containing a preponderance of conjunct motion.

MUSID003B - Comprehensive Musicianship (Second Quarter)

- Apply the stylistic principles of and normative adherence to the rules of strict four part writing using tertian triads in root, 6, and 6/4 positions in writing short pieces in four parts (SATB) from a given melody, bass line, or chord progression.
- Demonstrate the use of solfeggio in accurate sight singing of melodies containing a balance of disjunct and conjunct motions.

MUSID003C - Comprehensive Musicianship (Third Quarter)

- Apply the stylistic principles of and normative adherence to the rules of strict four part writing using tertian triads in root, 6, and 6/4 positions including secondary authentic and modulating functions.
- Demonstrate the use of solfeggio in accurate sight singing of melodies containing a balance of disjunct and conjunct motions a) in tempo with all nuances indicated and b) against interfering notes.

MUSID004A - Comprehensive Musicianship II (First Quarter)

- Apply the stylistic principles of and normative adherence to the rules of strict four part writing using tertian triads and 7th chords in all positions including secondary authentic, modal borrowing, Neapolitan, augmented 6th chords, and modulating functions.
- Analyze pieces accurately and comprehensively at the level of complexity of Chopin Mazurkas.

MUSID004B - Comprehensive Musicianship II (Second Quarter)

- Apply the stylistic principles of and normative adherence to the rules of diatonically responsible chromaticism in writing both 4-part and melody plus accompaniment textures.

- Analyze pieces accurately and comprehensively at the level of complexity of Brahms Intermezzos.

MUSID004C - Comprehensive Musicianship II (Third Quarter)

- Apply the stylistic principles and norms of various post tonal genres in writings with instrumentation appropriate to the genre.
- Use both solfeggio and intervallic naming in accurately singing post tonal melodies as well as quasi tonal bass lines while other parts are being played.

MUSID006A - Beginning Songwriting I

- Create song(s) which show understanding of songwriting techniques
- Analyze existing song literature and identify stylistic elements in songs

MUSID006B - Beginning Songwriting II

- Create set of songs which show understanding of songwriting techniques
- Analyze existing song literature and identify stylistic elements in songs as well as trends

MUSID006C - Beginning Songwriting III

- Create set of songs which show understanding of songwriting techniques
- Analyze existing song literature and identify stylistic elements in songs as well as trends

MUSID008. - Intermediate Electronic Music

- Design and edit sounds using hardware and software synthesis and editing tools.
- Create musical/audio projects using audio/MIDI sequencing software, audio signal processing software and hardware, and mixing hardware and software.

MUSID009A - Jazz Piano I

- Demonstrate the ability to play basic jazz piano arrangements in a variety of jazz styles using knowledge of jazz harmony and jazz piano techniques.
- Demonstrate the ability to improvise on piano through the application of provided scale choices and the application of techniques for melodic development.

MUSID009B - Jazz Piano II

- Demonstrate the ability to perform expanded jazz styles such as bebop, boogie-woogie, and calypso on the piano.
- Demonstrate the ability to perform the natural and altered chord extensions on the 5 types of 7th chords, along with improvising on appropriate scales that align with those chords.

MUSID009C - Jazz Piano III

- Demonstrate a knowledge and understanding of Hard Bop and Afro-Caribbean jazz styles through jazz piano performance.
- Demonstrate knowledge and understanding of reharmonization, tritone substitutions, and altered and diminished scales through jazz piano performance.

MUSID012A - Class Piano I

- Demonstrate the basic knowledge of music notation enabling them to find pitches to be played on the keyboard and for the amount of time suggested by standard proportional durations.
- Play major scales up to four sharps and four flats with a high degree of accuracy.

MUSID012B - Class Piano II

- Accurately perform beginning piano music in major and minor keys like the easier composition from Schumann's "Album for the Young" Op. 68, J.S. Bach's Notebook for Anna Magdalena, or Clementi Sonatinas, Op. 36
- Ability to analyze the structure, form, and musical nuances of these pieces by performing with accurate notes, rhythm as well as articulation and dynamics

MUSID012C - Class Piano III

- Perform piano solos and ensemble compositions from memory and music scores in recital like situations
- Develop an sophisticated understanding the piano works performed including articulation, tone production, balance, dynamic nuance and phrasing.

MUSID013A - Beginning Singing I

- The successful student will demonstrate proper beginning level technique: breathing, support, and placement.

- The successful student will develop solo singing repertoire (primarily Italian).

MUSID013B - Beginning Singing II

- The successful student will develop vocal control of all basic vowels and consonant sounds.
- The successful student will continue to develop singing repertoire in a variety of languages (primarily Italian, German, French and English).

MUSID013C - Beginning Singing III

- Master basic techniques of vocal production.
- Continue to develop singing repertoire in a variety of styles and languages.

MUSID014A - Classical Guitar I

- Identify notes and rhythms, and play in the first position of all six strings at a beginning level.
- Use right and left hand techniques to demonstrate their comprehension of rest strokes, free strokes, single line melodies, and chords.

MUSID014B - Classical Guitar II

- Identify notes and play in the first position music appropriate to second-term study.
- Use right and left hand techniques to demonstrate comprehension of rest strokes, free strokes, arpeggios and multi-part music at a level appropriate to second-term study.

MUSID014C - Classical Guitar III

- Demonstrate a variety of techniques for playing the classical guitar repertoire at an appropriate level for third-term study, such as Arpeggios with complex finger patterns and accentuation of melody within arpeggio.
- Demonstrate knowledge of music fundamentals as they relate to the guitar, such as Identifying key signatures; identifying and demonstrating advanced notated rhythms; demonstrating knowledge of the guitar fingerboard in second and third positions.

MUSID014D - Classical Guitar IV

- Demonstrate technical ability for playing the classical guitar repertoire appropriate for fourth-term study, such as increased dynamic control, accuracy and speed.
- Demonstrate knowledge of music fundamentals as they relate to the guitar, such as Identifying key signatures; identifying and demonstrating advanced notated rhythms; demonstrating knowledge of the guitar fingerboard in second through fifth positions and the ability to sight read easy exercises and pieces in the first position.

MUSID016A - Beginning Acoustic Guitar

- Perform several chord progressions in different keys using both strumming and fingerstyle techniques.

MUSID016B - Jazz, Blues and Popular Guitar

- Perform songs and exercises in jazz, blues, and popular music forms applying basic jazz scale forms and chord voicings.
- Demonstrate appropriate technique for performing both lead and accompaniment.

MUSID017. - Beginning Guitar

- Perform several chord progressions in different keys using both strumming and fingerstyle techniques.
- Employ proper rest and free stroke techniques for basic classical guitar exercises.
- Read music for guitar at a rudimentary level.

MUSID018A - Intermediate Piano I

- Demonstrate accurate piano technique on major and minor scales, given arpeggios, and major, minor and primary triads in root position.
- Demonstrate a more advanced understanding of interpretation and historical contexts of Baroque and Classical piano literature.

MUSID018B - Intermediate Piano II

- Demonstrate accurate piano technique on chromatic scales, given arpeggios, and dominant seventh chords in all keys.
- Demonstrate a more advanced understanding of interpretation and historical contexts of Romantic and 20th Century piano literature.

MUSID018C - Intermediate Piano III

- Demonstrate accurate piano technique on whole tone and diminished scales, Arpeggios on diminished and dominant seventh chords, and diminished and augmented triads in all inversions.
- Demonstrate an advanced understanding of interpretation and historical context of Impressionistic piano literature.

MUSID020. - De Anza Chorale

- Demonstrate skills learned in class, such as proper vocal technique and correct notes and rhythms, that are critical to a successful chorale performance.
- Perform major choral works with orchestra.

MUSID021. - Vintage Singers

- Students practice proper rehearsal technique in group singing.
- Recognize traditional, contemporary and experimental choral music notations.

MUSID022. - Early Music Study and Performance

- Students practice proper rehearsal techniques in group singing.
- Recognize traditional and early music notations.

MUSID025. - Applied Music

- Improve the ability to rehearse and perform as an individual and/or ensemble.
- Demonstrate acquired musical skills through final public performance.

MUSID031. - Chamber Orchestra

- Sight read, rehearse, and publicly perform selected repertoire from the Chamber Orchestra literature found in various time periods from the Baroque Era to the present.
- Participate in the art of performing in an ensemble by demonstrating correct intonation, phrasing, balance, dynamics, and tone quality on his or her instrument.

MUSID034. - Jazz Ensemble

- Sight read, rehearse, and publicly perform selected repertoire from the Big Band literature found in various time periods from the Swing Era to the present.
- Participate in the art of performing in an ensemble by demonstrating correct intonation, phrasing, balance, dynamics, and tone quality on his or her instrument.

MUSID035. - Mariachi Ensemble

- Sight read, rehearse, and publicly perform repertoire from the mariachi literature in various styles.
- Participate in the art of performing in an ensemble by demonstrating correct intonation, phrasing, balance, dynamics, and tone quality.

MUSID041W - Rehearsal and Performance

- Improve in the ability to rehearse and perform as an individual and/or ensemble.
- Demonstrate acquired musical skills through final public performance.

MUSID042. - Concert Band

- Sight read, rehearse, and publicly perform selected repertoire from the Concert Band/Wind Ensemble literature found in various time periods up to the present.
- Participate in the art of performing in an ensemble by demonstrating correct intonation, phrasing, balance, dynamics, and tone quality on his or her instrument.

MUSID044A - Composition and Arranging - Level I

- Compose solutions to short compositional problems such that a reviewer will have difficulty distinguishing the student's solution from a model solution.
- Analyze pieces for any and all errors in performance of student original composition or arrangement.

MUSID045. - Jazz Combos

- Perform with other students in their combo by demonstrating learned melodies, harmonies, and improvised solos on final performance.
- Collaborate with other students in their combo by demonstrating agreed style, tempo, articulations, and creative arrangement on final performance.

MUSID050A - Conducting I

- Describe the role of the conductor and demonstrate proper posture and baton technique
- Conduct basic beat patterns and master conducting (right) hand technique

MUSID050B - Conducting II

- Conduct complex beat patterns and mixed meters

- Demonstrate expressive use of both hands as related to the musical ideas in the score
- Conduct in a variety of articulation styles, including legato, staccato, marcato and tenuto

MUSID050C - Conducting III

- Demonstrate understanding of the various instrument transpositions as related to the music score
- Demonstrate ability to analyze and prepare music score for rehearsal and performance
- Organize and prepare rehearsals and manage music performances, including logistics

MUSID051. - Introduction to Electronic Music

- The successful student will operate basic keyboard synthesizers, drum machines, simple mixers, and entry-level music software.
- The successful student will create musical projects in a variety of styles using synthesizers, drum machines, and MIDI sequencing software.

MUSID053. - Music Business

- Demonstrate comprehension of the concepts of copyright law, contracts, agents/managers, music publishing, performance rights organizations, record deals, concert promotion, artist promotion kits, trademarks on band names and accessories, and careers in music.
- Complete a project demonstrating comprehension of one of the music business areas listed in SLO 1.

MUSID077. - Special Projects in Music

- Demonstrate advanced skills on a special project in music.
- Develop a plan for meeting special project goals.

MUSID077X - Special Projects in Music

- Demonstrate advanced skills on a special project in music.
- Develop a plan for meeting special project goals.

PHTG - Photography

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PHTGD001. - Basic Photography

- Demonstrate a working knowledge of wet darkroom processes to create photographs using a 35mm film camera.

PHTGD002. - Intermediate Photography

- Demonstrate a working knowledge of wet darkroom processes to create photographs using a medium format camera.

PHTGD003. - Advanced Photography

- Demonstrate a working knowledge of advanced capture, processing, and printing for the organization of a final portfolio.

PHTGD004. - Introduction to Digital Photography

- Apply basic digital camera skills to create images.
- Demonstrate a working knowledge of the digital darkroom using Adobe Lightroom.

PHTGD005. - Intermediate Digital Photography

- Apply digital camera skills to create images.
- Demonstrate a working knowledge of the digital darkroom integrating Adobe Lightroom and/or Photoshop.

PHTGD006. - Photography Production Laboratory

- Improve and increase photographic technical skill through the production of printed imagery within the wet or dry darkroom.
- Apply photographic technical skills to the production of printed imagery within the wet or dry darkroom across projects of increasing challenge levels.

PHTGD007. - Exploring Visual Expression

- Interpret and utilize the photographic medium as a means of communication.

PHTGD021. - Contemporary Trends in Photography

- Identify iconic images and major trends in contemporary photography.

- Recognize the wide range of ethnically, culturally, and socially diverse representations and practices in contemporary photography.
- Evaluate and critique contemporary photographic imagery, through discussion, observation and writing.

PHTGD054. - Experimental Photography

- Create and interpret non-traditional photographic imagery.

PHTGD057A - Commercial Lighting I

- Create photographic images using basic commercial lighting techniques.

PHTGD057B - Commercial Lighting II

- Prepare a professional portfolio presentation including resume.
- Create photographic images using intermediate/advanced commercial lighting techniques.

PHTGD058A - Photographic Photoshop I

- Apply basic digital camera handling skills to create images using Photoshop editing techniques.

PHTGD058B - Photographic Photoshop II

- Create digital images using intermediate/advanced Photoshop editing techniques.

PHTGD301. - Basic Photography

- Demonstrate a working knowledge of wet darkroom processes to create photographs using a 35mm film camera.

PHTGD303. - Advanced Photography

- Demonstrate a working knowledge of advanced capture, processing, and printing for the organization of a final portfolio.

PHTGD304. - Introduction to Digital Photography

- Apply basic digital camera skills to create images.
- Demonstrate a working knowledge of the digital darkroom using Adobe Lightroom.

PHTGD305. - Intermediate Digital Photography

- Apply digital camera skills to create images.
- Demonstrate a working knowledge of the digital darkroom integrating Adobe Lightroom and/or Photoshop.

PHTGD357A - Commercial Lighting I

- Create photographic images using basic commercial lighting techniques.

PHTGD357B - Commercial Lighting II

- Prepare a professional portfolio presentation including resume.

PHTGD358A - Photographic Photoshop I

- Apply basic digital camera handling skills to create images using Photoshop editing techniques.

PHTGD358B - Photographic Photoshop II

- Create digital images using intermediate/advanced Photoshop editing techniques.

THEA - Theater Arts**CSLO****THEAD001. - Appreciation of Theatre**

- Analyze and integrate his/her own artistic standards as they relate to theatrical performance and criticism.
- Develop abilities to use examples from theatrical performances in order to illustrate his/her own artistic standards.

THEAD020A - Theory and Technique of Acting (Introduction)

- Develop the voice and body as an instrument of expression while gaining confidence through the experience of interaction and audience performance.
- Demonstrate ability to analyze text and performance content for self-advancement.
- Develop critical thinking and interpersonal communication skills as well as diversity perspectives through collaborative projects.

THEAD020B - Theory and Technique of Acting (Modern Period)

- Utilize more advanced techniques to develop the voice and body as instruments of expression while gaining confidence through the experience of interaction and audience performance.
- Develop critical thinking and interpersonal communication skills as well as diversity perspectives through collaborative projects.
- Apply more advanced, modern acting theories as well as analyze more advanced modern text.

THEAD020C - Theory and Technique of Acting (Classic Period)

- Utilize more advanced, classical techniques to develop the voice and body as instruments of expression while gaining confidence through the experience of interaction and audience performance.
- Develop critical thinking and interpersonal communication skills as well as diversity perspectives through collaborative projects.
- Apply classical acting theories and techniques.

THEAD080A - Theory and Technique of Acting for the Camera

- Recognize the process by which actors are interviewed, auditioned, cast and utilized for all forms of media production.
- Distinguish and practice effective body movement and voice modulation as it pertains to camera acting styles, camera angle and shot size and continuity of takes.
- Demonstrate the basic skills in the practice and performance of script work for the camera, and the subsequent critiquing of the work, including self evaluation.

THEAD080B - Theory and Technique of Advanced Acting for the Camera

- Recognize the process by which actors are interviewed, auditioned, cast and utilized for all forms of media production.
- Distinguish and practice effective body movement and voice modulation as it pertains to camera acting styles, camera angle and shot size, and continuity of takes.
- Demonstrate advanced skills in the practice and performance of script work for the camera, and the subsequent critiquing of the work, including self-evaluation.