



Cluster: Arts, Media, and Entertainment

Guided  
Career Pathways

Video Game Designer / Graphic  
Designer

**Theatre Arts-  
Program of Study: AA (General)**

Associate of Arts/ Science Degree	M E T	I P	N E E D
<b>2. AMERICAN INSTITUTIONS/STATE &amp; LOCAL GOVERNMENT : (3 units)</b>			
Political Science 101***, 105 and 106; Social Science 132. <small>(**Students who completed POL S 101 before Spring 2014 must also complete POL S 106).</small>			
<b>3. U.S. HISTORY: (3units)</b>			
Economics 111, History 116; History 110, 111(CD), 117, 118; Social Science 131			
<b>4. MATHEMATICS</b>			
Mathematics 101, 120, 131 or 220AB (2 units)			
<b>5. HEALTH (3 units)</b>			
Health 104, 106; Psychology 111(CD)* or equivalent will satisfy this requirement.			
<b>6. PHYSICAL EDUCATION (2 units)</b>			
physical education activity classes and/or dance activity classes			
<b>7. FIRST AID (1 units)</b>			
Health 101, 102; Emergency Medical Technology 140			
<b>8. CULTURAL DIVERSITY (3 units)</b>			
Courses that satisfy this requirement have been marked by (CD) and appear throughout the graduation requirements. The requirement may be satisfied by completing any one of the graduation requirements with a course marked (CD) or by completing Child Development 156.			
<b>9. General Education: 18 units; 1 course from each areas</b>			
<b>A. Natural Science (3 units)</b>			
<b>B. Social Sciences (3 units)</b>			
<b>C. Humanities:</b>			
1. Interdisciplinary Humanities (3 units)			
2. Arts, Foreign Language, Literature, & Philosophy (3 units)			
<b>D. Lang &amp; Reality:</b>			
1.English Composition (3 units)			
2.Communication & Analytical Thinking (3 units)			
<b>TOTAL UNITS 35-37</b>			

PREREQUISITE COURSES	CERTIFICATE (Requirements)	U N I T S	M E T	I P	N E E D	Transfer Credit
Required	T ART 101: Introduction to Theater	3				CSU, UC, USC
<b>Required Select 3 units from:</b>						
	T ART 130: Performing Arts Technical Support	1 to 3				CSU, UC, USC
	T ART 131:					
	T ART 160:Rehearsal & Performance in Musical Theatre Production	2 to 4				CSU, UC, USC
	T ART 161” Rehearsal & Performance in Classical Theatre Production	2 to 4				CSU, UC, USC
	T ART: 162: Rehearsal & Performance in Modern Theatre Production	2 to 4				CSU, UC, USC
	T ART 163: Rehearsal & Performance in Contemporary Theatre Production	2 to 4				CSU, UC, USC
	OR					or
	T ART 164: Rehearsal & Performance in New World & Experimental Theatre Productions	2 to 4				CSU, UC, USC
<b>Required Select 3 units from:</b>						
	T ART 100: Introduction To Acting	3				CSU, UC, USC
	Or	or				
	T ART 103: Acting Fundamentals I	3				CSU, UC, USC
<b>Select 9 units from:</b>						
	Dance 110; 115, 120, 125, 190; or					
	SPCH 101; or					
	T ART 103, 107, 109, 110, 121, 123, 129, 130, 131;					
<b>Select 1 course from:</b>						
	ART 101, 102; DANCE 101, 134; ENGLISH 116, 125, 126; HUMAN 117; SPCH 105; T ART 104,106,111,121,130,131,133,134,140,151					
<b>TOTAL UNITS REQUIRED 21</b>						

Student/Faculty Notes:

Refer to the catalog for units and transfer credit information.

\*\*\*Courses with an asterisk may be counted in one area only.  
\*\*\*Students who complete POL S 101 prior to spring 2014 must also complete POL S 106

**Online Resources**



[www.salarysurfer.cccco.edu](http://www.salarysurfer.cccco.edu)



[www.CaCareerZone.org](http://www.CaCareerZone.org)



1500 North Verdugo Road, Glendale, CA 91208  
SEE A COUNSELOR TO PREPARE A STUDENT EDUCATIONAL PLAN

[Academic Counseling](#) (818) 240-1000 Ext. 5918 [Career Center](#) (818) 240-1000 Ext. 5407 or 5408



# Arts, Media and Entertainment

The Arts, Media, and Entertainment industry sector is big business in California. This dynamic sector is relevant statewide, with most of the major employers concentrated in the southern part of the state. It offers jobs that require a vast range of creative and technical knowledge and skills.

The pathway actually splits into three different scenes, each leading to an incredible variety of careers: Media and Design Arts (artists, broadcasters, journalists), Performing Arts (actors, dancers, musicians) and Production and Managerial Arts (producers, managers, engineers).



Choose this path and you'll challenge both your creative and your technical side. You'll study classic art forms one minute, then work with cutting-edge technology the next.

You'll sharpen intangible skills like flexibility, problem-solving and interpersonal communication. And you'll gain invaluable experience in teamwork, decision-making and creative thinking—skills you'll need to thrive in today's media-rich environment.



**How much can you make?**

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## Technical Level Careers

(with AA or AS degree or certificate)

Stage Manager

Recording Studio Assistant

Special Effects Coordinator

Web Designer

Photographer

Graphic Designer/Artist

Film Maker

Camera Operator

## Professional Level Careers

(with BS or BA degree)

Architect

Industrial Designer

Technical Writer

Sound Engineer

Medical Scientific Illustrator

Music Director/Conductor

Sound Design Editor

Visual Effects Coordinator

O\*NET ONLINE  
[www.Online.OneToOnline.org](http://www.Online.OneToOnline.org)  
Has detailed descriptions of the world of work for use by job seekers, students, researchers, and more! Click on "find occupation".