



Cluster: Arts, Media, and Entertainment

Guided Career Pathways

Video Game Designer / Graphic Designer

Program of Study: Visual Arts- Art History

Associate of Arts/ Science Degree	M	E	T	I	P	N	E	E	D
2. AMERICAN INSTITUTIONS/STATE & LOCAL GOVERNMENT : (3 units)									
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>									
3. U.S. HISTORY: (3units)									
Economics 111, History 116; History 110, 111(CD), 117, 118; Social Science 131									
4. MATHEMATICS									
Mathematics 101, 120, 131 or 220AB (2 units)									
5. HEALTH (3 units)									
Health 104, 106; Psychology 111(CD)* or equivalent will satisfy this requirement.									
6. PHYSICAL EDUCATION (2 units)									
physical education activity classes and/or dance activity classes									
7. FIRST AID (1 units)									
Health 101, 102; Emergency Medical Technology 140									
8. CULTURAL DIVERSITY (3 units)									
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.									
9. General Education: 18 units; 1 course from each areas									
A. Natural Science (3 units)									
B. Social Sciences (3 units)									
C. Humanities:									
1. Interdisciplinary Humanities (3 units)									
2. Arts, Foreign Language, Literature, & Philosophy (3 units)									
D. Lang & Reality:									
1.English Composition (3 units)									
2.Communication & Analytical Thinking (3 units)									
TOTAL UNITS 35- 37									

***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



www.CaCareerZone.org



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

Checklist

PREREQUISITE COURSES	CERTIFICATE (Requirements)	U	N	I	T	S	M	E	T	I	P	N	E	E	D	Transfer Credit
	ART 101: Art History: Prehistory-Gothic	3														CSU, UC, USC
	ART 102: Art History: Renaissance-Modern	3														CSU, UC, USC
	ART 130: 2-D Foundations	3														CSU, UC, USC
Select 3 courses from the following																
	ART 103: Ancient Art	3														CSU, UC, USC
	ART 104: Greek and Roman Art	3														CSU, UC, USC
	ART 105: Medieval Art	3														CSU, UC, USC
	ART 106:Renaissance/Baroque Art	3														CSU, UC, USC
	ART 107: Modern Art	3														CSU, UC, USC
	ART 108: Art of the Eastern World I	3														CSU, UC, USC
	ART 109: Art of the Easter World II	3														CSU, UC, USC
	ART 112: Pre-Columbian Art of the Americas	3														CSU
	ART 113: Art of the Americas (1600 to the Present)	3														CSU, UC, USC
	ART 116: Art of Africa, Oceania, and North America	3														CSU, UC, USC
	ART 118:Women in Visual Arts	3														CSU, UC, USC
	ART 120: History of Western Architecture from Prehistory to 1300	3														CSU, UC, USC
	ART 121: History of Architecture II	3														CSU, UC, USC
	ART 138: Three-Dimensional Design	3														CSU, UC, USC
	ART 150: Drawing Foundations	3														CSU, UC, USC
	ART 199: History of Photography	3														CSU, UC, USC
TOTAL UNITS REQUIRED 18 units																

Student/ Faculty Notes:

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

Revised 9/12/16



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?



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

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Has detailed descriptions of the world of work for use by job seekers, students, researchers, and more! Click on "find occupation".