

ART50 : Art Internship

General Information

Author:	<ul style="list-style-type: none">April Bey
Course Code (CB01) :	ART50
Course Title (CB02) :	Art Internship
Department:	ART
Proposal Start:	Spring 2025
TOP Code (CB03) :	(1001.00) Fine Arts, General
CIP Code:	(50.0101) Visual and Performing Arts, General.
SAM Code (CB09) :	Non-Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000583000
Curriculum Committee Approval Date:	05/22/2024
Board of Trustees Approval Date:	07/16/2024
Last Cyclical Review Date:	05/22/2024
Course Description and Course Note:	ART 50 is a discipline-specific course, which allows students to earn from 1-3 units for structured, supervised work on-campus or off-campus in the field of Art under the supervision of a faculty advisor. It is designed to provide students with hands-on, discipline-linked work experience that will extend their knowledge and understanding of career demands in Art. Note: This course is Pass/No Pass only. Note: This course may be taken four times; a maximum of 12 units may be earned. Students must arrange an approved internship prior to enrolling in this class.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none">Credit
Mode of Delivery:	
Author:	
Course Family:	

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Art
Alternate Discipline:	<ul style="list-style-type: none">Film Studies
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Pass / No-Pass Only

Course Support Course Status (CB26)

Course is not a support course

General Education and C-ID

General Education Status (CB25)

Not Applicable

Transferability

Transferable to CSU only

Transferability Status

Approved

Units and Hours

Summary

Minimum Credit Units (CB07) 1

Maximum Credit Units (CB06) 3

Total Course In-Class (Contact) Hours 54 - 162

Total Course Out-of-Class Hours 0 - 0

Total Student Learning Hours 54 - 162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience

Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	0	0
Laboratory Hours	3 - 9	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	54
Course In-Class (Contact) Hours	
Lecture	0
Laboratory	54 - 162
Studio	0

Total

54 - 162

Course Out-of-Class Hours

Lecture	0
Laboratory	0
Studio	0
Total	0

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

Prerequisite

ARTH101 - Art History: Prehistoric-Gothic

Objectives

- Identify, examine, and assess representative works of art and architecture from prehistory through the Medieval period employing appropriate art historical terminology.
- Analyze, discuss, and differentiate works of art and architecture from prehistory through the Medieval period in terms of historical context and cultural values.

OR

Co-Requisite

ARTH101 - Art History: Prehistoric-Gothic

OR

Prerequisite

ART130 - 2-D Foundations

Objectives

- Demonstrate a working knowledge of the basic elements of a two-dimensional art, including line, shape, texture, value, color, and spatial illusion.
- Write a critical evaluation of two-dimensional art using the basic vocabulary of two-dimensional design.
- Analyze and compare historical and contemporary examples of two- dimensional art, within a global context.

OR

Co-Requisite

ART130 - 2-D Foundations

(ART 130 may be taken concurrently)

OR

Prerequisite

ART134 - Graphic Design: Foundations

Objectives

- Explain foundation level graphic design concepts.
 - Cultivate a functional understanding of relevant graphic design standards.
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OR

Co-Requisite

ART134 - Graphic Design: Foundations

(ART 134 may be taken concurrently)

OR

Prerequisite

ART150 - Fundamentals of Drawing

Objectives

- Apply the fundamental principles of drawing-from-observation.
 - Make individual aesthetic decisions related to their own artwork, and give constructive feedback to peers via group critique.
 - Write a critical evaluation of two-dimensional art using the basic vocabulary of two-dimensional design.
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OR

Co-Requisite

ART150 - Fundamentals of Drawing

(ART 150 may be taken concurrently)

OR

Prerequisite

ART186 - Ceramics I

Objectives

- Identify the various types of clays and their working properties.
 - Evaluate classmates' work through oral critique.
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OR

Co-Requisite

ART186 - Ceramics I

(ART 186 may be taken concurrently)

OR

Prerequisite

ART205 - Fundamentals Of 2-D Keyframe Animation

Objectives

- Apply principles of animation such as squash and stretch, follow-through, and anticipation.
 - Create effective attitude drawings.
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OR

Co-Requisite

ART205 - Fundamentals Of 2-D Keyframe Animation

(ART 205 may be taken concurrently)

OR

Prerequisite

ARTH101H - Honors Art History: Prehistoric-Gothic

Objectives

- Identify, examine, and assess representative works of art and architecture from prehistory through the Medieval period employing appropriate art historical terminology.
 - Analyze, discuss, and differentiate works of art and architecture from prehistory through the Medieval period in terms of historical context and cultural values.
 - Analyze, discuss, and differentiate the roles of art, architecture, and the artist from prehistory through the Medieval period.
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OR

Co-Requisite

ARTH101H - Honors Art History: Prehistoric-Gothic

(ARTH 101H may be taken concurrently)

AND**Advisory**

ESL141 - Grammar And Writing IV

Objectives

- Compose a 400 to 450-word thesis-based essay which: (a) summarizes and cites appropriately a reading passage provided as a prompt, (b) includes a clear thesis statement, (c) uses evidence to support the thesis, (d) shows clear organization into an introduction, body, and conclusion, and (e) uses appropriate rhetorical modes such as comparison/contrast, cause/effect, and persuasion in order to support a thesis.
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OR

Advisory

ENGL101 - Introduction to College Reading and Composition

Objectives

- Apply a variety of rhetorical strategies in writing unified, well-organized essays directed by a well-reasoned thesis statement with persuasive support.
 - Write timed, in-class essays exhibiting acceptable college-level control of mechanics, organization, development, and coherence.
 - Integrate the ideas of others through paraphrasing, summarizing, and quoting without plagiarism.
 - Proofread and edit essays for presentation so they exhibit no disruptive errors in English grammar, usage, or punctuation.
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Entry Standards

Entry Standards

Write compositions (e.g., summaries and argumentative essays) that are easy to read and follow, though some errors in grammar, mechanics, spelling, or diction may exist.

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction Laboratory

Out of Class Assignments

- Journal (e.g. documentation of duties performed)
- Written assignments (e.g. research of industry-specific educational requirements)
- Final resume
- Final project (e.g. professional portfolio)

Methods of Evaluation

Rationale

Evaluation	Internship facility supervisor's evaluation of student
Writing Assignment	Reports (e.g. weekly reports of reflections on internship experiences)
Evaluation	Student self-evaluation (e.g. self-assessment of internship performance)

Textbook Rationale

No Value

Textbooks

Author	Title	Publisher	Date	ISBN
No Value	No Value	No Value	No Value	No Value

Other Instructional Materials (i.e. OER, handouts)

Description	Faculty Advisor may assign readings from discipline-specific texts
Author	No value
Citation	No value
Online Resource(s)	No value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Demonstrate an understanding of the professional and educational minimum qualifications for employment and advancement within the target career/discipline.

Demonstrate effective professional practices and soft skills of a specific career/discipline.

Demonstrate basic occupational competencies (knowledge, skills and abilities) required for employment in the target career/discipline.

Analyze personal performance of specific skills related to the target career/discipline.

Compose a resumé.

SLOs

Demonstrate basic occupational competencies required for employment in the target career/discipline. Expected Outcome Performance: 70.0

<i>ART</i> Visual Arts: Animation - A.A. Degree Major	College-age students and avocational learners gain skills allowing for transfer to 4-year colleges or entry into the workplace.
	Industry-workers retrain themselves to diversify their work options within animation, gaming, or visual effects
<i>ILOs</i> Core ILOs	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
	Practice ethical and responsible behavior within personal, academic, professional, social, and societal contexts; recognize and welcome diverse lifestyle choices that promote physical, intellectual, psychological, and social well-being.
<i>ART</i> Art - Certificate	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Art - A.S. Degree Major	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Visual Arts: Graphic Design - A.A. Degree Major (NIC)	Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Graphic Design - A.A. Degree Major	Develop and incorporate industry standards of technical elements of Graphic Design

ART
Animation - A.S. Degree Major
(NAS)

Gain skills allowing for transfer to 4-year colleges or entry into the workplace.

Retrain themselves to diversify their work options within animation, gaming, or visual effects

ART
Ceramics - A.S. Degree Major

demonstrate skill in a broad range of ceramic techniques;

Course Content

Lecture Content

No value

Laboratory/Studio Content

Internship (54-162 hours)

- On-the job shadowing of current employees
- Information gathering of current industry trends

Total hours: 54-162

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

Yes

If yes, who is your departmental library liason?

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

Did you contact the DEIA liaison?

Yes

Were there any DEIA changes made to this outline?

Yes

If yes, in what areas were these changes made:

- Course Description

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value