GDS 070  USER EXPERIENCE, INTERFACE
AND MULTIMEDIA DESIGN  3.0 UNITS
Total Lecture: 36 hours, Total Lab: 54 Hours
Acceptable for credit: University of California, California State University
In this course students are introduced to the fields of User Experience Design
and Interface Design. Key topics covered in this course are interaction design,
mobile and desktop interface design, information architecture, user research,
as well as UX planning documents such as wireframes and personas. Students
learn many of the principles, processes, and techniques used to develop
effective user interfaces. This course may be offered via distance learning.
Pass/No Pass Option.

GDS 073  DIGITAL PHOTOGRAPHY  3.0 UNITS
Total Lecture: 36 hours, Total Lab: 54 hours
Acceptable for credit: California State University
This introductory course focuses on photography as a creative medium.
Emphasis is placed on aesthetics, composition, content and the technical
and creative skills required to create effective digital images using digital
cameras and a variety of software packages. Students also critically evaluate
photographic images according to the principles of photographic theory. A
basic understanding of computer system operation is required. Students must
have access to a digital camera. This course may be offered via distance

GDS 074  VIDEO PRODUCTION 1  3.0 UNITS
Total Lecture: 36 hours, Total Lab: 54 hours
Acceptable for credit: California State University
This introductory course focuses on video production and related hardware
and software. The students develop an understanding of video production and
post-production in a series of hands on exercises. Camera operation,
video and audio production techniques, special effects, the basic principles
of motion graphics, video editing and audio editing are explored. Access to a
camera capable of recording video, and a basic understanding of computer
system operation are recommended. This course may be offered via distance

GDS 080  PACKAGING DESIGN  3.0 UNITS
Total Lecture: 36 hours, Total Lab: 54 hours
Advisory: GDS 035
Acceptable for credit: California State University
This course introduces the student to the skills required to create effective
packaging designs. The role of typography, color and the use of materials such
as paper, plastics, and other materials are examined and design solutions
created using both traditional and computer generated techniques. The
variety of packaging styles available and the environmental implications of
packaging are discussed. This course may be offered via distance learning.
Pass/No Pass Option.

GDS 081  MOTION GRAPHICS WITH
AFTER EFFECTS  3.0 UNITS
Total Lecture: 36 hours, Total Lab: 54 hours
Advisory: GDS 064 and GDS 074
Acceptable for credit: California State University
This course focuses on the preparation and production of motion graphics/
visual effects for video, film and the internet. The student develops an
understanding of the principles of type in motion, keyframe animation,
masking/keying, tracking, color correction and compositing. The focus is on
creative visual communication. The student develops skill in the use of After
Effects, as well as other appropriate software. Access to a camera capable
of recording video, and a basic understanding of Adobe Photoshop and
computer system operation are recommended. This course may be offered

GDS 082  GAME DESIGN AND ARCHITECTURE  3.0 UNITS
Total Lecture: 36 hours, Total Lab: 54 hours
Acceptable for credit: California State University
This introductory course focuses on the planning and methodology of
game design. Students develop an understanding of the conceptual game
development process and, game architecture. Students also examine and
evaluate a number of case studies. A basic understanding of computer system
operation is required. This course may be offered via distance learning. Pass/
No Pass Option.

GDS 085  PROFESSIONAL PORTFOLIO
AND DESIGN  2.0 UNITS
Total Lecture: 18 hours, Total Lab: 54 hours
Advisory: GDS 055A and GDS 060
Acceptable for credit: California State University
This course introduces students to the basic principles and skills related to
building a professional portfolio, as well as preparing for work as a freelance
designer. The student prepares the necessary materials such as logos,
resumes, business cards, stationery, etc., to present a professional image. The
course includes portfolio evaluation, self promotional techniques, interviewing
techniques, and the procedures to set up a successful design office. The
students also interact with professionals in the field of design. This course
may be offered via distance learning. Pass/No Pass Option.

GDS 089  JAVASCRIPT 1  3.0 UNITS
Total Lecture: 36 hours, Total Lab: 54 hours
Advisory: GDS 045
Acceptable for Credit: California State University
This is an introductory course on using Javascript to develop applications for
the web. Students learn to develop interactive web pages using Javascript.
This course covers Javascript basics, arrays, objects, an introduction to DOM
scripting and debugging. Intermediate topics include advanced objects, Web
forms, events, DOM Scripting dynamic content, cookies and Web storage,
and an introduction to advanced topics such as AJAX and JavaScript libraries.
This course may be offered via distance learning. Pass/No Pass Option.

HEALTH EDUCATION (HED)

HED 002  HEALTH AND LIFESTYLE  3.0 UNITS
Total Lecture: 54 hours
Advisory: CAP 033A
Acceptable for credit: University of California, California State University
This course is designed to provide the student with learning experiences that
will lead to a better understanding of the concept of a healthy lifestyle. The
emphasis is on changing unhealthy behaviors to healthy ones. Major topics
covered in the class are: understanding behavior and change, relationships,
cardiovascular health, fitness, nutrition and weight control, stress management,
drug and alcohol abuse, reproductive issues, self-care and the use of the
health care system. This course may be offered via distance learning. Pass/
No Pass Option. CSUGE: E.