

FRENCH (FRN)

FRN 001 FIRST SEMESTER FRENCH (ELEMENTARY LEVEL) 5.0 UNITS

Total Lecture: 90 hours

Advisory: FRN 001L

Acceptable for credit: University of California, California State University
Students acquire the basic skills for communication in French: listening, speaking, reading, and writing. Students are also exposed to a general overview of Francophone civilization and culture. It is strongly recommended that the student take FRN 001L along with FRN 001. *Pass/No Pass Option. CSUGE: C2; IGETC: 6A.*

FRN 001L FRENCH LABORATORY 0.5 UNITS

Total Lab: 27 hours

Advisory: FRN 001

Acceptable for credit: California State University

This is a laboratory course offered online. The class is designed to improve language skills and reinforce grammar. Students review the cultures of French-speaking countries through films, current publications, Internet research and listening activities. This course is recommended for students enrolled in FRN 001 and is designed to further enhance class material. FRN 001L may also be taken independently by students who are not enrolled in a foreign language course. *Pass/No Pass Option. CSUGE: C2.*

FRN 002 SECOND SEMESTER FRENCH (ELEMENTARY LEVEL) 5.0 UNITS

Total Lecture: 90 hours

Prerequisite: FRN 001 or two years high-school French or equivalent with a grade of "C" or better.

Acceptable for credit: University of California, California State University
FRN 002 is a continuation of FRN 001. The student continues to develop basic skills for communication in French: listening, speaking, reading, and writing. The student is exposed to a general overview of francophone civilization and culture. It is highly recommended that the student takes FRN 002L with FRN 002. *Pass/No Pass Option. CSUGE: C2; IGETC: 3B, 6A.*

FRN 002L FRENCH LABORATORY 0.5 UNITS

Total Lab: 27 hours

Advisory: FRN 001 and FRN 001L and FRN 002

Acceptable for credit: California State University

This class is a continuation of FRN 001L with further development of basic skills and structure. The class is designed to continue to improve language skills and reinforce grammar. Students review the cultures of French-speaking countries through films, current publications, Internet research and listening activities. This course is recommended for students enrolled in FRN 002 and is designed to further enhance class material. FRN 002L may also be taken independently by students who are not enrolled in a foreign language course. *Pass/No Pass Option. CSUGE: C2.*

FRN 003 THIRD SEMESTER FRENCH 5.0 UNITS

Total Lecture: 90 hours

Prerequisite: FRN 002

Acceptable for credit: University of California, California State University
FRN 003 is a continuation of FRN 002. The student continue to develop proficiency in French language skills through a review of grammar, vocabulary-building exercises, culturally relevant dialogues and readings regarding Francophone civilization. *Pass/No Pass Option. CSUGE: C2; IGETC: 3B, 6A.*

FRN 004 FOURTH SEMESTER FRENCH 5.0 UNITS

Total Lecture: 90 hours

Prerequisite: FRN 003

Acceptable for credit: University of California, California State University
FRN 004 is a continuation of FRN 003. The students continue to develop proficiency in French language skills through a review of grammar, vocabulary-building exercises, culturally relevant activities and readings regarding Francophone culture and civilization. *Pass/No Pass Option. CSUGE: C2; IGETC: 3B, 6A.*

GEOGRAPHY (GEO)

GEO 001 INTRODUCTION TO PHYSICAL GEOGRAPHY 3.0 UNITS

Total Lecture: 54 hours

Acceptable for credit: University of California, California State University

This course is a survey of the physical earth and its impact upon human utilization of the environment. The earth is depicted as the home of people: the inter-relationship of weather and climate, soil and vegetation patterns, landforms, minerals and ocean basins are stressed as they relate to human activities. The various types of maps, their development through geospatial technology, and their practical application are also considered. This course is approved for credit by exam. *Pass/No Pass Option. CSUGE: B1; IGETC: 5A.*

GEO 002 INTRODUCTION TO CULTURAL GEOGRAPHY 3.0 UNITS

Total Lecture: 54 hours

Acceptable for credit: University of California, California State University

This course examines human interactions with the natural environment and how the interactions shape the cultural landscape. Its focus is on describing and analyzing how and why population distribution, migration/mobility, languages, religions, folk/popular cultures, political systems, and economic activities vary from place to place. *Pass/No Pass Option. CSUGE: D; IGETC: 4.*

GEO 006 WORLD REGIONAL GEOGRAPHY 3.0 UNITS

Total Lecture: 54 hours

Acceptable for credit: University of California, California State University

World Regional Geography deals with the study of a particular group of world regions or realms as each compares with the rest of the world in terms of both physical and cultural landscapes. It uses the fundamental geographic concepts and themes to provide a framework for understanding development patterns around the world. Development is viewed from the perspective of the natural environment that provides the basis for development as well as the cultural, social, political, and the economic factors that vary from region to region. *Pass/No Pass Option. CSUGE: D; IGETC: 4.*

GRAPHIC DESIGN & MULTIMEDIA (GDS)

GDS 011 THE HISTORY OF MODERN DESIGN 3.0 UNITS

Total Lecture: 54 hours

Acceptable for credit: University of California, California State University.

This introductory survey course focuses on the history, perception and development of design during the Twentieth Century. The students will develop an understanding of the evolution and role of the Modern Movement and how it affects society. The students will also learn about the evaluation criteria of two-dimensional and three dimensional design while examining examples of architecture, industrial, graphic, fashion and interior design. The students will be introduced to influential Twentieth Century design figures and their work. *Pass/No Pass Option. CSUGE: C1; IGETC: 3A.*

GDS 012 HISTORY OF PHOTOGRAPHY 3.0 UNITS*Total Lecture: 54 hours**Acceptable for credit: University of California, California State University.*

This course surveys the history of photography from its origins to the present. Students examine the practice of photography as an art form and as a form of visual communication in historical, socio-political and cultural contexts. *Pass/No Pass Option. CSUGE: C1, C2; IGETC: 3A, 3B.*

GDS 015 PHOTO-MEDIA AND SOCIAL CHANGE 3.0 UNITS*Total Lecture: 54 hours**Acceptable for credit: University of California, California State University.*

This course examines the impact of a wide range of new photographic genres on global social change. This includes analysis of the historical and social context of photojournalism, art photography, and internet multi-media and their influence on culture. Students identify how photography in new media affects human rights and current perceptions of race, gender, sexual orientation, ethnicity and cultural identity. *Pass/No Pass Option. CSUGE: C1.*

GDS 022 DIGITAL MEDIA FOR MARKETING 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Acceptable for credit: California State University.*

This is a beginning digital media course to prepare students to produce material to be used for marketing purposes, especially social media marketing. Students will create images, videos and other media used in online marketing. Techniques, skills, hardware and software accessible to small business owners and entrepreneurs will be emphasized. The basic principles of photography, lighting, video production and layout are explored. *Pass/No Pass Option. CSUGE: C1.*

GDS 035 GRAPHIC DESIGN I 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Acceptable for credit: California State University*

In this introductory course, students learn about the practical, artistic, and technical sides of Graphic Design. Students also begin to gain the necessary critical thinking and technical skills required across the various professional careers within Graphic Design. Students are evaluated through a series of hands-on projects. Multiple software packages within Adobe Creative Cloud (CC) are explored. This course is approved for credit by exam. *Pass/No Pass Option.*

GDS 039A 3D ANIMATION AND MODELING 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Advisory: GDS 064**Acceptable for credit: California State University, University of California*

This is an introductory course in learning to make 3D art assets for animation. Students learn animation techniques using 3D modeling and animation software, including texture mapping and lighting effects. Students analyze the historical and contemporary trends in computer animation films. *Pass/No Pass Option. CSUGE: C1.*

GDS 041 MOBILE GAME DESIGN AND DEVELOPMENT 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Advisory CAP 088A.**Acceptable for credit: California State University*

This class focuses on creating mobile games using third party developer tools. Students learn how to design, program, test, and publish their mobile game to various mobile platforms. *Pass/No Pass Option.*

GDS 043A 3D GAME CHARACTER ANIMATION WITH MAYA 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Advisory: ART 031A and GDS 039A**Acceptable for credit: California State University*

This is an introductory course in character animation using Maya to generate animation. Using pre-built 3D characters, students learn basic animation principles such as squash and stretch, and anticipation. Students learn the controls for 3D mesh characters, and generate walk cycles, run cycles, and action sequences. Students develop concepts for short movies for 3D characters in action sequences, and add lighting and textures to their scenes in making their animated movie shorts. *Pass/No Pass Option.*

GDS 045 WEB DESIGN AND DEVELOPMENT 1 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Acceptable for credit: California State University*

This introductory course focuses on the design and technical skills required to create effective web designs using HTML, CSS and a variety of software packages. The basic principles of type, color, and layout are explored, along with necessary basic coding skills. Emphasis is placed on using industry standard workflows and techniques to create compelling designs. *Pass/No Pass Option.*

GDS 046 WEB DESIGN AND DEVELOPMENT 2 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Advisory: GDS 045**Acceptable for credit: California State University*

This intermediate-level course is a continuation of the GDS 045 Web Design and Development 1 course. The focus is both on the creative design and the appropriate software and coding skills required in web design and front-end web development. Advanced design principles of type, color, illustration, and layout are explored along with intermediate to advanced HTML, CSS, and an introduction to JavaScript and other relevant technologies. A basic understanding of computer system operation is required. *Pass/No Pass Option.*

GDS 047 WEB ANIMATION 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 Hours**Advisory: GDS 045**Acceptable for credit: University of California, California State University,*

This introductory course focuses on the skills required to create effective web animations using a variety of software applications. Principles of animation, visual communication, user interface design and web optimization are explored. The student develops an understanding of the role of animation on the internet in a series of hands-on exercises. A basic understanding of computer systems is assumed. *Pass/No Pass Option.*

GDS 049 WORDPRESS AND CONTENT MANAGEMENT SYSTEMS 3.0 UNITS*Total Lecture: 36 hours, Total Lecture: 54 hours**Advisory: GDS 046**Acceptable for credit: California State University*

In this advanced web design and development class, students use WordPress to build dynamic websites that can be updated easily. Students are also introduced to PHP & MySQL, theme customization, child themes, and an overview of popular CMS platforms. *Pass/No Pass Option.*

GDS 051 MOBILE APPLICATION AND WEB DEVELOPMENT WITH WEB STANDARDS 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Advisory: GDS 045 and GDS 046**Acceptable for credit: California State University*

This class focuses on using web technologies like HTML and CSS to create rich web applications as well as native mobile applications. Students learn to develop media using web standards. Current options for delivery methods on mobile devices are explored. *Pass/No Pass Option.*

GDS 055A DESIGN AGENCY AND BRANDING 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 hours

Advisory: GDS 035 and GDS 062

Acceptable for credit: California State University

In a real-world environment, this course is designed to increase the skills and abilities needed by students in the design industry, with an emphasis on creating brands and promoting brand awareness across all media, including interactive and print. The course includes project-based exploration of creative ideas in logo design, concept work, layout, package design, advertising, and more. The students, with active faculty involvement and supervision, work on real-world projects responding to design needs of clients. *Pass/No Pass Option.*

GDS 056 PRESENTATION DESIGN 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 hours

Advisory: CAP 046D and CAP 046E

Acceptable for Credit: California State University

This class focuses on the visual communication skills necessary to produce compelling presentations. Topic include color design, animation, interaction, storytelling, and advanced technical skills used in the production of assets for presentation. The class assumes an existing intermediate knowledge of Microsoft Powerpoint. *Pass/No Pass Option.*

GDS 060 PAGE LAYOUT 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 hours

Advisory: GDS 035

Acceptable for credit: California State University

This introductory level course in page layout and design uses Adobe InDesign software. Students assemble a variety of pieces such as booklets, brochures, magazines, newspapers, newsletters, and other communication materials. Emphasis is on learning techniques used by graphics professionals to create full-color pieces integrating text, photos, and illustrations. *Pass/No Pass Option.*

GDS 061 PAGE LAYOUT 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 hours

Advisory: GDS 035

Acceptable for credit: California State University

This introductory level course provides instruction in page layout and design as well as training in software such as Adobe InDesign. Students assemble a variety of pieces such as booklets, brochures, magazines, newspapers, newsletters, and other communication materials. Emphasis is on learning techniques used by graphics professionals to create full-color pieces integrating text, photos, and illustrations. *Pass/No Pass Option.*

GDS 062 DIGITAL ILLUSTRATION WITH ADOBE ILLUSTRATOR 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 Hours

Acceptable for credit: California State University

This is a beginning digital illustration course for graphic designers, illustrators and artists. Students learn how to create original illustrations and designs using Adobe Illustrator. Basic art principles are explored. *Pass/No Pass Option.*

GDS 063 TYPOGRAPHY 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 Hours

Advisory: GDS 064

Acceptable for credit: California State University

This is a course for graphic designers on the study and demonstration of letterforms and typography. Practical design projects examine the interaction of form and message, with emphasis on fundamental theory, i.e., elements, principles, and attributes of typographical design. Students may create work for inclusion in a portfolio. This course requires both non-digital attention to hands-on craftsmanship and basic knowledge of Adobe CC software. *Pass/No Pass Option.*

GDS 064 INTRODUCTION TO ADOBE PHOTOSHOP 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 Hours

Acceptable for credit: California State University

This is a beginning Adobe Photoshop course for graphic designers, artists, and photographers. Students learn how to create original artwork, refine photographs and manipulate digital imagery. Basic design principles are explored. *Pass/No Pass Option.*

GDS 065 TYPOGRAPHY 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 hours

Advisory: GDS 035 and GDS 061

Acceptable for credit: California State University

This is a course for graphic designers on the study and demonstration of letterforms and typography. Practical design projects examine the interaction of form and message, with emphasis on fundamental theory, i.e., elements, principles, and attributes of typographical design. Students may create work for inclusion in a portfolio. This course requires both non-digital attention to hands-on craftsmanship and basic knowledge of Adobe CC (Creative Cloud) software. *Pass/No Pass Option.*

GDS 066 ADVANCED ADOBE ILLUSTRATOR 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 Hours

Advisory: GDS 062

Acceptable for credit: California State University

This advanced level course uses Adobe Illustrator software. Designed for the student who wishes to continue with techniques and methods beyond the GDS 062 beginning course, students produce a variety of sophisticated digital illustrations. Emphasis is on technique as well as methodologies for creating illustrations with a distinctive style. *Pass/No Pass Option.*

GDS 067 GRAPHIC DESIGN II 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 Hours

Advisory: GDS 063

Acceptable for credit: California State University

This mid-level design course will develop the students' confidence and competence in form and concept for visual communication. Projects emphasize the creation of professional level pieces using industry standard techniques and best practices. This course assumes competency in Adobe Photoshop, Illustrator, and InDesign. *Pass/No Pass Option.*

GDS 068 PORTFOLIO PRODUCTION STUDIO 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 Hours

Advisory: GDS 062 and GDS 064

Acceptable for credit: California State University

In this course students create original portfolio content necessary for graduation and for procuring employment. Students develop and showcase their individual design/illustration approach, demonstrated via intermediate to advanced-level creative projects. Visual communication principles, processes and methodology are explored in lecture and in lab. Previous experience with Adobe Photoshop and Adobe Illustrator is advised. *Pass/No Pass Option.*

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. *Pass/No Pass Option.*

GDS 072 DIGITAL IMAGING AND USER INTERFACE DESIGN 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 Hours**Advisory: GDS 070**Acceptable for credit: California State University*

In this course, students apply design principles to the creation of digital product designs using industry standard software. Students design interfaces and other assets used in User Interface Design and User Experience Design. *Pass/No Pass Option.*

GDS 073 DIGITAL PHOTOGRAPHY 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Acceptable for credit: University of California, 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. *Pass/No Pass Option.*

GDS 074 DIGITAL 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 required. *Pass/No Pass Option.*

GDS 076 EMERGING TRENDS IN INTERACTION DESIGN 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Advisory: GDS 070**Acceptable for credit: California State University*

In this course, students will apply interaction design principles to the design and prototyping of emerging technologies in mobile, wearable, voice activated and smart appliances. Students will explore trends and best practice for interaction and interface design for emerging technology. *Pass/No Pass Option.*

GDS 077 INTERACTIVE PROJECTS & EXPLORATIONS IN UXD 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Advisory: GDS 070 and GDS 072**Acceptable for credit: California State University*

In this capstone course, students will utilize UXD (User Experience Design) and Interaction design principles to rapidly design and prototyping projects to include in a UX Design portfolio. Students will design and develop hi-fidelity mobile, wearable, voice activated and smart appliances in project-based setting. *Pass/No Pass Option.*

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, finished comps, and delivering professional oral presentations. 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. Comping skills are sharpened by these experiences. The variety of packaging styles available and the environmental implications of packaging are discussed. *Pass/No Pass Option.*

GDS 081 MOTION GRAPHICS 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. *Pass/No Pass Option.*

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. *Pass/No Pass Option.*

GDS 084 PORTFOLIO PRODUCTION STUDIO 3.0 UNITS*Total Lecture: 36 hours, Total Lecture: 54 hours**Advisory: GDS 062 and GDS 064**Acceptable for credit: California State University*

In this course students create original portfolio content necessary for graduation and for procuring employment. Students develop and showcase their individual design/illustration approach, demonstrated via intermediate- to advanced-level creative projects. Visual communication principles, processes and methodology are explored in lecture and in lab. Previous experience with Adobe Photoshop and Adobe Illustrator is advised. *Pass/No Pass Option.*

GDS 085 PROFESSIONAL PORTFOLIO AND DESIGN CAREER PREPARATION 3.0 UNITS*Total Lecture: 36 hours, Total Lab: 54 hours**Advisory: ENG 001A and GDS 035 and GDS 055A**Acceptable for credit: California State University*

This capstone course focuses on assembling a professional portfolio, as well as preparing for work as a freelance designer. The course includes portfolio development using projects created in prior art and design classes, self-promotional and interviewing techniques, and the process of working as an independent contractor. The students also interact with professionals in the field of design across multiple disciplines. *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. *Pass/No Pass Option.*

GDS 089B JAVASCRIPT II AND WEB DEVELOPMENT 3.0 UNITS

Total Lecture: 36 hours, Total Lab: 54 hours

Advisory: GDS 089

Acceptable for Credit: California State University

This course provides an intermediate to advanced level content continuation of the GDS 089 JavaScript 1 course. The course also provides instruction on other aspects of web development, such as server interactions and version control. Topics include: Review of JavaScript basics, DOM scripting, front-end frameworks, asynchronous programming, JavaScript on the back end, APIs and Web Services. Technologies may include: JSON, React, XML, REST, jQuery, Angular, Node.js, package managers and AJAX. *Pass/No Pass Option.*

HEALTH OCCUPATIONS

(HOC)

HOC 001 MEDICAL TERMINOLOGY 3.0 UNITS

Total Lecture: 54 hours

Acceptable for credit: California State University

This course provides techniques for medical word building and interpretation using basic word elements (root words, prefixes and suffixes) of Greek and Latin origin. Students learn anatomical, physiological, and pathological medical terminology, as well as therapeutic and diagnostic words, with an overview of each body system. Students demonstrate their ability to define, pronounce, and understand the meaning of medical terms through assignments such as analyzing medical records and creating a PowerPoint presentation. *Pass/No Pass Option.*

HOC 001A HEALTH OCCUPATIONS BOOTCAMP 2.0 UNITS

Total Lecture: 36 hours

Advisory: Basic arithmetic skills

This course is designed to prepare the potential Health Occupations student for entry into and successful completion of a Health Occupations program. The course content focuses on competencies expected upon entry, study skills, test-taking strategies, stress management, mathematics for dosage calculation, critical thinking, critical reasoning, and introduction to the nursing process. *Pass/No Pass Option.*

HOC 002 CARDIOPULMONARY RESUSCITATION 0.5 UNITS

Total Lecture: 9 hours

Acceptable for credit: California State University

The course is designed to prepare the student to provide mouth-to-mouth rescue breathing and closed chest heart compression (Basic Life Support) to a victim of sudden death. This course is taught according to guidelines of the American Heart Association. AHA CPR/AED course completion cards are issued to students who successfully meet course objectives. The student is required to read the textbook "BLS for Healthcare Providers" prior to attending class. *Pass/No Pass Option.*

HOC 003 EMERGENCY/DISASTER PREPAREDNESS FOR ALLIED HEALTH PROFESSIONALS 0.5 UNITS

Total Lecture: 9 hours

The course is designed to assist allied health workers in assessing and developing plans for emergency and disaster situations in the home, community agency or clinical setting. Note: The student must purchase and read the textbook prior to the start of the class. *Pass/No Pass Option.*

HOC 004 FIRST AID AND CPR 0.5 UNITS

Total Lecture: 9 hours

The American Heart Association (HeartSavers) CPR/AED and First Aid course is a training program to prepare individuals to respond to life-threatening emergencies and to injuries and sudden illness that may arise in the workplace and in the community. This course covers CPR for adults, children and infants and the use of AEDs (automated external defibrillators), and has scenarios to facilitate discussion of appropriate care in first aid emergencies. Successful participants receive an American Heart Association Adult/Child/Infant CPR, AED and First-Aid certificate. *Pass/No Pass Option.*

HOC 005 INTRODUCTION TO COMMUNITY HEALTH WORKER 3.0 UNITS

Total Lecture: 54 hours

Acceptable for credit: California State University

Learn the various roles, skills and function of Community Health Workers. This course introduces important core competencies for providing direct services, including, cultural humility, scope of practice, ethics, client-centered coaching, care management, and home visiting. *Pass/No Pass Option.*

HOC 006 PERSONAL HEALTH AND LIFE STYLE 3.0 UNITS

Total Lecture: 54 hours

Advisory: CAP 033A

Acceptable for credit: 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. *Pass/No Pass Option.*

HOC 008 COMMUNITY HEALTH PROBLEMS 3.0 UNITS

Total Lecture: 54 hours

Advisory: Students should have basic arithmetic skills.

Acceptable for credit: California State University, University of California

This is an introductory community health course with a focus on vulnerable populations and associated chronic and common diseases and disorders. Included are identified populations at risk and associated chronic disease and public health concerns that are common in these populations and community agencies related to the elderly, maternal and child health, communicable disease, substance abuse, occupational safety, health and the environment. This course is required for students in the community health worker program and for individuals working in residential care agencies. *Grade Only.*

HOC 010 HEALTH COMMUNICATION: HEALTH LITERACY, HEALTH COACHING, AND MOTIVATIONAL INTERVIEWING 3.0 UNITS

Total Lecture: 54 hours

Advisory: Basic Arithmetic Skills

Acceptable for credit: California State University

Students will learn methods of communication in healthcare: health literacy, health coaching, group dynamics, and motivational interviewing. In addition, students will demonstrate an understanding of how one's culture affects health behavior and will develop a client-informed plan. *Grade Only.*