CINE 275   Avid Editing for Television and Film (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of 'C' in DBA 270
Note: Cross listed as DBA 275
Note: May not be taken for Pass/No Pass grading
Transfer acceptability: CSU
Principles and techniques of editing video and film projects using Avid technology. Digitizing source material, storyboarding, timeline, audio editing, importing and exporting graphics, outputting, and media management.

CINE 296   Special Projects   (1, 2, 3)
3, 6, or 9 hours laboratory
Prerequisite: A minimum grade of 'C' in CINE 115/DBA 115 or CINE 125/DBA 125
Transfer acceptability: CSU; UC – Credit determined by UC upon review of course syllabus.
Independent work on an original film project. The instructor will approve the work plan and afford personal guidance in its completion. Normally a student will make a fully satisfactory and acceptable screenplay or short film.

Communications (COMM)

See also Cinema, Digital Broadcast Arts, and Journalism

Contact the Media Studies Department for further information.
(760) 744-1150, ext. 2440
Office: P-31
For transfer information, consult a Palomar College Counselor.

Certificates of Proficiency -
Certificate of Proficiency requirements are listed in Section 6 (green pages).
• Public Relations

Public Relations

This certificate includes a selection of courses that provides academic preparation to individuals who are seeking employment, or are currently employed, in public relations. Major growth in this industry is anticipated.

CERTIFICATE OF PROFICIENCY

Program Requirements		Units
COMM 104	Introduction to Public Relations	3
GCIP 149	Page Layout and Design I	3
JOUR 101	Multimedia Writing and Reporting	3
JOUR 105	Multimedia News Writing and Production	3
DBA/ENTT 120	Digital Television Production	3

| **TOTAL UNITS** | | **15** |

COURSE OFFERINGS

COMM 100   Introduction to Mass Communication   (3)
3 hours lecture
Transfer acceptability: CSU; UC – COMM 100 and 105 combined: maximum credit, one course
C-ID JOUR 100
A multi media approach to a comparative survey of communication in studying the history, structure, economic and social impact of television, cinema, radio, journalism, Internet and new forms of communication.

COMM 104   Introduction to Public Relations   (3)
3 hours lecture
Transfer acceptability: CSU
C-ID JOUR 150
A survey of public relations history, theories, and practices with emphasis on applications to business, public agencies and institutions. A practical approach to using the media, creating press releases, organizing and executing campaigns, and promoting favorable relations with various segments of the public.

COMM 105   Race, Gender and Media Effects   (3)
3 hours lecture
Transfer acceptability: CSU; UC – COMM 100 and 105 combined: maximum credit, one course
An analysis of the changing social and ethical issues that confront both our mass communication systems and the public. The media's role in reflecting, creating, and controlling human values, both personal and social. Examination of images of women, African-Americans, Native Americans, Asian-Americans, and Latinos in the mass media and their sociological consequences.

COMM 144   Exploring the Effects of Media on Young Children   (.5)
½ hour lecture
Note: Cross listed as CHDV 144
Transfer acceptability: CSU
Explores the effects of media consumption on young children's social-emotional, physical, and cognitive development. Research behind the risks associated with television and computer use and popular culture saturation for young children, as well as benefits to development. Techniques for addressing media consumption with children, parents and families, and methods for effectively using media will be examined.

Computer Science and Information Technology - Computer Science (CSCI)

See also CSIT - Information Technology,
CSIT - Networking, and CSIT - Web Technology

Contact the Computer Science and Information Technology Department for further information.
(760) 744-1150, ext. 2387
Office: MD-275
http://www.palomar.edu/csit

Associate in Science Degrees -
AS Degree requirements are listed in Section 6 (green pages).
• Computer Science
• Computer Science with Emphasis in Video Gaming

Certificates of Achievement -
Certificate of Achievement requirements are listed in Section 6 (green pages).
• Computer Science
• Computer Science with Emphasis in Video Gaming

Certificates of Proficiency -
Certificate of Proficiency requirements are listed in Section 6 (green pages).
• Video Game Developer

PROGRAMS OF STUDY

Computer Science

Computer Science is the study and design of computer systems: both hardware and software. Computer scientists are primarily concerned with the design of algorithms, languages, hardware architectures, systems software, applications software and tools. Emphasis in the Computer Science program is placed on the ability to solve problems and think independently. The program offers a foundation in data structures, computer architecture, software design, algorithms, programming languages, and object-oriented programming. See a Counselor for additional university transfer requirements in this major.

A.S. DEGREE MAJOR OR
CERTIFICATE OF ACHIEVEMENT

Program Requirements		
CSCI 112	Programming Fundamentals I	4
CSCI 114	Programming Fundamentals II	4
CSCI 210	Data Structures	4
CSCI 212	Machine Organization and Assembly Language	4
CSCI 222	C++ and Object-Oriented Programming	4