Electives (Select 6 units)

CINE 110	The Non Fiction Film	3
CINE/RTV 115	Creative Writing for TV/Cinema	3
CINE 122	Identity in American Film	3
CINE 296	Special Projects	1, 2, 3
RTV 110	Broadcast Writing and Producing	3
TOTAL UNITS		**27**

COURSE OFFERINGS

CINE 100   Art of the Cinema   (3)
3 hours lecture
Transfer acceptability: CSU; UC
An aesthetic study of the film. Areas of investigation will include symbolism, characterization, imagery, and uses of realism and fantasy. Criticism of important films will be in terms of thematic coherence, structural unity, technical achievement, and visual beauty. Off campus programs may be required.

CINE 102   History of Film to 1945   (3)
3 hours lecture
Transfer acceptability: CSU; UC
A survey of the development of the motion picture as an art form and cultural phenomenon from its inception to the end of World War II, including early inventors, pioneers of cinematic grammar, and major film movements such as German Expressionism, Soviet Montage, and the golden age of the American studio system. Films are regularly screened in the classroom.

CINE 103   History of Film 1945-Present   (3)
3 hours lecture
Transfer acceptability: CSU; UC
A survey of the development of the motion picture as an art form and cultural phenomenon from the end of World War II to the present day, including major film movements such as Italian Neorealism, Film Noir, the French New Wave, and the American Renaissance of the 1960s-70s. Films are regularly screened in the classroom.

CINE 105   Film Subjects   (3)
3 hours lecture
Note: May be taken 4 times
Transfer acceptability: CSU; UC – Credit determined by UC upon review of course syllabus.
A study of selected motion picture themes such as women in films, the western, the films of Hitchcock/Chabrol. Check the Class Schedule each semester for the particular subject.

CINE 110   The Non-Fiction Film   (3)
3 hours lecture
Recommended preparation: CINE 100
Transfer acceptability: CSU; UC
A study of the complete spectrum of this vital genre, including the documentary, political propaganda, personal poetic statement, and travel record. The contributions of important filmmakers such as Ken Burns, Robert Flaherty, John Grierson, D.A. Pennebaker, Ricky Leacock, Albert and David Maysles, Michael Moore and Frederick Wiseman will be discussed. Significant non-fiction films from the beginning of film to the present will be screened.

CINE 115   Creative Writing for Television and Cinema   (3)
3 hours lecture
Note: Cross listed as RTV 115
Transfer acceptability: CSU
Instruction and practice in the art of dramatic script writing. Emphasis is placed on the development of the initial story idea into a viable, professional shooting script for TV or film.

CINE 120   Film Criticism   (3)
3 hours lecture
Transfer acceptability: CSU; UC
A study of the writing of major film critics. The work of Kael, Sarris, Youngblood, Farber, and others will be considered in the attempt to formulate aesthetic standards for cinema. Motion picture viewing assignments will be made in connection with the readings.

CINE 122   Identity in American Film   (3)
3 hours lecture
Transfer acceptability: CSU; UC
A critical study of how American identity is formed in relation to American cinema. Areas of investigation include race, class, gender, sexual orientation, age, and ethnicity. Screening and analysis of films will be undertaken to investigate how select films reflect, celebrate, modify, and criticize mainstream American values. Off campus programs may be required.

CINE 125   Beginning Film and Video Field Production   (3)
6 hours lecture/laboratory
Note: Cross listed as RTV 125
Transfer acceptability: CSU; UC – CINE/RTV 125 and 225 combined: maximum credit, one course
A study of the basic techniques of field production using Super 8 or 16mm film or analog or digital video equipment as applied to various cinematic forms. The student will work with a team on a project through the preproduction, shooting, and postproduction phases of storytelling for the screen.

CINE 225   Intermediate Film and Video Field Production   (3)
6 hours lecture/laboratory
Prerequisite: A minimum grade of 'C' in RTV 110 and CINE/RTV 125
Note: Cross listed as RTV 225
Transfer acceptability: CSU; UC – CINE/RTV 125 and 225 combined: maximum credit, one course
Principles, techniques, and theory of field production using digital or analog video or 16mm film equipment. Theory and practice of off-line linear or nonlinear editing.

CINE 296   Special Projects   (1, 2, 3)
3, 6, or 9 hours laboratory
Prerequisite: A minimum grade of 'C' in CINE 115/RTV 115 or CINE 225/RTV 225
Note: May be taken 2 times
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, Journalism, and Radio/Television

Contact the Communications Department for further information.
(760) 744-1150, ext. 2440
Office: U-12
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	Principles of Public Relations	3
GCIP/		
R GCIP 149	Page Layout and Design I	4
JOUR 101	News Writing and Reporting	3
JOUR 105	Newspaper Production	3
RTV/ENTT 120	Digital Television Production	3
TOTAL UNITS		**16**

To satisfy a prerequisite, the student must have earned a letter grade of A, B, C or CR in the prerequisite course, unless otherwise stated.

COURSE OFFERINGS

COMM 100   Mass Media in America   (3)
3 hours lecture
Transfer acceptability: CSU; UC – COMM 100 and 105 combined: maximum credit, one course
A multi media approach to a comparative survey of communication in 20th century America, studying the history, structure, and social impact of television, cinema, radio, journalism, and new forms of communication.

COMM 104   Principles of Public Relations   (3)
3 hours lecture
Transfer acceptability: CSU
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 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. Techniques for addressing media consumption with children, parents and families.

Computer Science and Information Systems - Computer Science (CSCI)

See also CSIS - Database, CSIS - Information Technology, CSIS - Networking, and CSIS - Web Technology

Contact the Computer Science and Information Systems Department for further information.
(760) 744-1150, ext. 2387
Office: ST 6
http://www.palomar.edu/csis

Associate in Arts Degrees -
AA 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).
• Java Software Development
• Linux
• Mac Programming
• Video Game Artist
• 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. Applications range from simple game playing to the control of space vehicles, power plants and factories, from banking machines to intelligent medical diagnosis systems. Computer Science professionals are concerned with the creation of computer and information systems for the benefit of society.

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 programing. See a Counselor for additional university transfer requirements in this major.

A.A. DEGREE MAJOR OR CERTIFICATE OF ACHIEVEMENT

Program Requirements		Units
CSCI 108	Survey of Computer Science	4
CSCI 110	Programming for Computer Science	4
CSCI 210	Data Structures	4.5
CSCI 212	Machine Organization and Assembler Language	4
CSCI 220	C Programming	4
CSCI 222	C++ and Object-Oriented Programming	4.5
CSCI 230	Java GUI Programming	3

Group One Electives (Select 3 courses)		
CSCI 130	Linux Fundamentals	3
CSCI 240	Windows API Programming	4
CSCI 260	Video Game Programming I	4
CSCI 270	Mac OS Cocoa Programming	3
CSDB 140	Introduction to Oracle	3
CSIT 180	C# Programming I	3
CSIT 290	Systems Analysis and Design	4
CSNT 111	Networking Fundamentals	4

Group Two Electives (Select 1 Course)		
CSCI 170	BSD Unix for Mac	3
CSCI 171	Mac OS AppleScripting	2.5
CSCI 172	Objective-C Programming for Mac	3
CSCI 271	OpenGL for Mac OS	3
CSCI 275	iPhone SDK Programming	3
CSCI 132	Linux Shell Scripting	3
CSCI 232	Java Mobile Programming	3
MATH 245	Discrete Mathematics	3

| **TOTAL UNITS** | | **39.5 – 43** |

Computer Science with Emphasis in Video Gaming

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. Applications range from simple game playing to the control of space vehicles, power plants and factories, from banking machines to intelligent medical diagnosis systems. Computer Science professionals are concerned with the creation of computer and information systems for the benefit of society.

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. This program also introduces students to the video game industry, video game design and programming.

See a Counselor for additional university transfer requirements in this major.