

CINE 225 Intermediate Film and Video Field Production (3)

1½ hours lecture - 4½ hours laboratory

Prerequisite: A minimum grade of 'C' in CINE/RTV 125, and a minimum grade of 'C' in RTV 110, or concurrent enrollment in RTV 110**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 Media Studies 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

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 (1.5)

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 - 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: MD-275

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