

**CINE 110 Documentary Film (3)**  
 3 hours lecture  
*Transfer acceptability:* CSU; UC  
 A study of the complete spectrum of documentary film including actualities, travel records, political propaganda, newsreels, historical, ethnographic, and archival films and those that make a personal poetic statement. The contributions of important filmmakers including Ken Burns, Robert Flaherty, John Grierson, Barbara Kopple, Ricky Leacock, Albert and David Maysles, Michael Moore, D.A. Pennebaker, and Frederick Wiseman will be discussed. Significant 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 DBA 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  
 Film criticism refers to the serious and detailed analysis of film. Several critical approaches, i.e. auteur, genre, realism, feminism, will be studied and used to analyze film. These approaches explore film and its meaning through the historical development of the medium, from filmmaking's technical components, by relating a film or group of films to the social and cultural environment of the time, by focusing on the work in terms of its emotional and psychological impact on the viewer and how it is influenced by the nature of the film industry and financial considerations. We will recognize the collaborative nature of the medium as well as the significance of the individual artist to a particular film or group of films. Films will be screened weekly in class.

**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 123 Queer Cinema (3)**  
 3 hours lecture  
*Transfer acceptability:* CSU; UC  
 A study of how historical and cultural conditions have shaped the cinema's depictions of gay men, lesbians, bisexuals, and the transgendered, and how these "queer" subjects and communities have responded through viewing practices and alternative film and video production.

**CINE 125 Beginning Film and Video Field Production (3)**  
 1½ hours lecture - 4½ hours laboratory  
*Recommended preparation:* CINE 100 or DBA 100L  
*Note:* Cross listed as DBA 125  
*Transfer acceptability:* CSU; UC – CINE/DBA 125 and 225 combined: maximum credit, one course  
 A study of the basic techniques of field production using Super 8 or 16mm film 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 narrative storytelling for the screen.

**CINE 170 Introduction to Video Editing (3)**  
 1½ hours lecture - 4½ hours laboratory  
*Note:* Cross listed as DBA 170; may not be taken for Pass/No Pass grading  
*Transfer acceptability:* CSU  
 Covers the technical and theoretical aspects of film and video editing. Provides an introduction to the basic techniques, elements of editing language, the various technical processes used, introduction to Final Cut Pro software, as well as the related skills necessary for editing digital media.

**CINE 225 Intermediate Film and Video Field Production (3)**  
 1½ hours lecture - 4½ hours laboratory  
*Prerequisite:* A minimum grade of 'C' in CINE/DBA 125  
*Note:* Cross listed as DBA 225  
*Transfer acceptability:* CSU; UC – CINE/DBA 125 and 225 combined: maximum credit, one course  
 Principles, techniques, and theory of narrative and documentary filmmaking using digital video, Super 8 mm or 16mm film equipment. Theory and practice of nonlinear editing.

**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 225/DBA 225  
*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/		
R GCIP 149	Page Layout and Design I	4
JOUR 101	News Writing and Reporting	3
JOUR 105	Newspaper Production	3
DBA/ENTT 120	Digital Television Production	3
<b>TOTAL UNITS</b>		<b>16</b>

#### 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).  
 • Linux  
 • 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. 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

##### Electives (Select 2 courses)

CSCI 130	Linux Fundamentals	3
CSCI 230	Java GUI Programming	3
CSCI 235	Android Development	3
CSCI 260	Video Game Programming I	3
CSCI 272	Objective-C Programming for Mac	3
CSCI 275	iOS Development	3
CSNT 111	Networking Fundamentals	3
MATH 245	Discrete Mathematics	3

**TOTAL UNITS 26**

### 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. 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.

#### 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

##### Required Video Game Courses

CSCI 160	Overview of the Video Game Industry	4
CSCI 161	Video Game Design	4
CSCI 260	Video Game Programming I	3
CSCI 261	Video Game Programming II	3

**TOTAL UNITS 34**

### Linux

This certificate program in Linux/UNIX is designed for those currently in the computer industry who want to upgrade their skills, and for those with basic computer literacy who want to enter this fast-growing field. Fluency in Linux/UNIX can make the difference in winning a job or promotion, as more personnel directors regard knowledge and fluency in Linux/UNIX principles as key criteria for job recruitment and selection.

#### CERTIFICATE OF PROFICIENCY

##### Program Requirements

CSCI 130	Linux Fundamentals	3	<b>Units</b>
CSNT 140	Linux Administration	3	
CSNT 141	Linux Networking and Security	3	
CSWB 160	Perl Programming	2	

**TOTAL UNITS 11**

### Video Game Artist

This certificate program introduces students to the video game industry, video game design, and the creation of both 2D and 3D artwork for video games.

#### CERTIFICATE OF PROFICIENCY

##### Program Requirements

**Units**

See Catalog addendum at <http://www.palomar.edu/catalog>