



# Multimedia Studies

This program is designed to provide a link between content, technology and creative vision for emerging digital artists. Each course provides hands-on experience for professional advancement and career related training. Each course develops the creative process through project-based learning that prepares students to be resourceful and independent, and to succeed in the wide range of multimedia careers.

## Job Opportunities

WHAT JOBS ARE AVAILABLE IN THIS FIELD?	HOW MUCH DO THEY EARN?	HOW MANY PEOPLE CURRENTLY WORK IN THIS POSITION IN THE AREA?	HOW MANY NEW JOBS WILL OPEN BY 2022 IN THE AREA?	GROWTH INDICATOR
Multimedia Artists*	\$65,416 yearly	1,213	134	▲ Strong
Graphic Designers*	\$58,344 yearly	5,324	398	▲ Strong
Web Developers*	\$79,248 yearly	3,754	1,121	▲ Strong

Multimedia Artists create special effects, animation, or other visual images using film, video, computers, or other electronic tools and media for use in products or creations, such as computer games, movies, music videos, and commercials.

Graphic Designers design or create graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. May use a variety of mediums to achieve artistic or decorative effects.

Web Developers design, create, and modify Web sites. Analyze user needs to implement Web site content, graphics, performance, and capacity. May integrate Web sites with other computer applications. May convert written, graphic, audio, and video components to compatible Web formats by using software designed to facilitate the creation of Web and multimedia content.

To explore these professions in more detail or find out about other growing professions, visit [onetonline.org](http://onetonline.org). The College of Marin Career and Technical Education department can be contacted at (415) 457-8811 x8200 for more information about this and other Workforce and Career Technical Education programs.

\*Labor data and potential median income sourced from Economic Modeling Specialists International ([www.economicmodeling.com](http://www.economicmodeling.com)) and includes the North Bay Region and San Francisco County. For more information about graduation rates, median debt of students who have completed the program, and other important information, visit our website at [www1.marin.edu/gainful-employment](http://www1.marin.edu/gainful-employment)

## Program

CERTIFICATE PROGRAM LENGTH	ESTIMATED TUITION AND FEES*	ESTIMATED BOOKS AND SUPPLIES*
A.S. in Multimedia Studies with an Authoring, Design, or Entertainment Specialty (requires general education in addition to completed certificate coursework): 46.5 Units, 4-5 Semesters	\$2,409	\$30 in materials for Authoring and Entertainment \$100 in materials for Design
(A) Certificate of Achievement, Authoring Specialty: 27.5 Units, 4 semesters	\$1,481	\$30
(D) Certificate of Achievement, Design Specialty: 27.5 Units, 4 semesters	\$1,481	\$100
(E) Certificate of Achievement, Entertainment Specialty: 27.5 Units, 4 semesters	\$1,481	\$30

\* These expenses may not reflect your actual cost to attend College of Marin. For information about opportunities for financial aid, please contact Enrollment Services at (415) 457-8811 Ext. 8822 or via email [admissions@marin.edu](mailto:admissions@marin.edu)

# Projected full-time course rotation

CLASS TITLE	COMPLETED	COURSE #	COURSE UNITS			SEMESTER OFFERED	DAYS OFFERED	TIME OF CLASS	REQUIRED FOR CERTIFICATE OR ASSOCIATE DEGREE <sup>1</sup>
<b>SEMESTER 1</b>			<b>(9.5)</b>	<b>(9.5)</b>	<b>(9.5)</b>				
Orientation to Multimedia	<input type="checkbox"/>	MMST 101		.5		Fall, Spring	Online	Online	A, D, E
Introduction to Multimedia	<input type="checkbox"/>	MMST 110		3		Fall	T	Morning	A, D, E
Web Design I	<input type="checkbox"/>	MMST 131A		3		Fall, Spring	T, R, Online	Afternoon	A
Web Development I	<input type="checkbox"/>	MMST 134A		3		Fall	T, R	Evening	A
Design I: Fundamentals	<input type="checkbox"/>	MMST 112		3		Fall, Spring	M, W	Morning	D
Design II: Graphics and Typography	<input type="checkbox"/>	MMST 122		3		Fall	T, R	Morning	D
3D I: Models and Textures	<input type="checkbox"/>	MMST 141		3		Fall	F	Morning, Afternoon	E
Video and Sound I: Editing	<input type="checkbox"/>	MMST 146		3		Fall	MW	Evening	E
<b>SEMESTER 2</b>			<b>(6)</b>	<b>(9)</b>	<b>(9)</b>				
Multimedia Production	<input type="checkbox"/>	MMST 111		3		Spring	T, R	Morning	A, D, E
Web Design II	<input type="checkbox"/>	MMST 131B		3		Fall, Spring	T, R, Online	Afternoon	A
Multimedia I: Digital Drawing	<input type="checkbox"/>	MMST 120		3		Spring	M, W	Afternoon	D
Design III: Page Layout	<input type="checkbox"/>	MMST 183		3		Spring	M, W	Afternoon	D
Video Effects I: Transitions and Titles	<input type="checkbox"/>	MMST 166		3		Spring	M,W	Evening	E
3D III: Advanced Models and Textures	<input type="checkbox"/>	MMST 161		3		Spring	F	Morning, Afternoon	E
<b>SEMESTER 3</b>			<b>(9)</b>	<b>(6)</b>	<b>(6)</b>				
Portfolio Development	<input type="checkbox"/>	MMST 200		3		Fall	M, W	Evening	A, D, E
Web Design III	<input type="checkbox"/>	MMST 131C		3		Fall, Spring	T, R, Online	Afternoon	A
Web Development II	<input type="checkbox"/>	MMST 134B		3		Fall	T, R	Evening	A
Photoshop I: Intermediate Techniques	<input type="checkbox"/>	MMST 150		3		Fall	M, W	Afternoon	D
Game Development I: Design and Creation	<input type="checkbox"/>	MMST 142		3		Fall, Spring	S	Morning, Afternoon	E
<b>SEMESTER 4</b>			<b>(3)</b>	<b>(3)</b>	<b>(3)</b>				
Multimedia Internship	<input type="checkbox"/>	MMST 213		3		Spring	T, R	Evening	A, D, E
<b>TOTAL UNITS (CERTIFICATE)</b>			<b>(27.5)</b>	<b>(27.5)</b>	<b>(27.5)</b>				

<sup>1</sup>Associates Degree and Administration of Justice for Transfer Associate in Science Degree both require completion of additional general education coursework. Please refer to the course catalog or consult your counselor for requirements.

For assistance with creating your educational plan and choosing the program that is right for you, stop in and see your counselor. To schedule an appointment, call the counseling office at (415) 485-9432.