

COLLEGE OF
MARIN

Multimedia Studies and Graphic Design

Industry Advisory Meeting

Monday, Dec 11, 2023

4 – 5 p.m.

MINUTES

Attended:

- Seth Cortright, College of Marin (COM) Graphic Design Instructor
- Chris Helgerson, Visual Design Manager for Mike’s Bike’s retail stores
- Susi Lyman, VP of People Operations for Kiosk
- Aaron Morton, Creative Director, Wells Fargo
- Rozanne Alaniz, President, Alaniz Marketing
- Stephen Rosas, COM graduate, Professional Expert, Game Design, Summer Career Academy
- Chelsey Perez, COM Career Internship Coordinator
- Dawud Anderson-Zafir, COM graduate, film, indie game developer, tutor for multimedia studies
- Heather Rahman, Program Coordinator, COM
- Araceli Nunez, Sub-regional Director, BACCC
- James Gonzalez, COM Multimedia Studies Instructor
- Andrew Leker, former game development studio, currently AI in Mental Health
- Bill Russell, graphic/web design business, San Rafael
- Shawn Nelson, COM 3D Game Design/Graphic Design Instructor

| | |
|---|--|
| <p>Welcome and Introductions Alina Varona (10 minutes)</p> | <p>Alina Varona, Ed. D, Dean, Career Education and Workforce Development, opened the meeting with introductions and guided the group to review College of Marin, Career Education, and Program Overview slides.</p> <p><i>Please refer to overview slides embedded in this document below including labor market information, enrollments, student success, and demographics for these programs.</i></p> |
| <p>Review and Discussion - Multimedia Studies program</p> <p>James Gonzales and Shawn Nelson (20 - 25 minutes)</p> | <ul style="list-style-type: none">• The instructors would like to set up new certificate to streamline the Video, 3d gaming certificate for MMST.<ul style="list-style-type: none">○ Feedback: important to make sure students know both technological and design side. Some |

| | |
|---|---|
| | <p>students from the tech side go for CIS degree instead of MMST degree.</p> <ul style="list-style-type: none"> ○ Use AI for coding, to help work faster. COM and faculty are beginning to incorporate how to ethically incorporate chat GPT/AI in classes ○ Students need to learn about version control, game pipelines. AI can help work faster <ul style="list-style-type: none"> ● AA degree in Entertainment- do the prerequisites need to be more specific? May replace with a game design certificate instead. <ul style="list-style-type: none"> ○ Feedback: the degree isn't specific enough with 1 semester game design requirement. Potentially drop the film requirement – don't have robust film program. ○ Historically, the AA degree has given a breadth of art/entertainment. Students could also get to the pathway through computer science pathway. |
| <p>Review and Discussion – Graphic Design program</p> <p>Seth Cortright (20 - 25 minutes)</p> | <ul style="list-style-type: none"> ● COM has AA degree in Graphic Design to transfer/move on to the professional world. Core foundation similar to graphic design school. ● How have skills in graphic design evolved and what software skills are crucial? <ul style="list-style-type: none"> ○ Teams/designers moving to Figma from Adobe suite ○ Roxanne – seek out people with Figma skills, new software, AI ○ Figma is faster, better for projects with more stakeholders. Helpful for getting approvals across different depts, can be used by people in a variety of creative positions ○ Drawback of Figma is being able to move quickly with more old-school types of projects ○ Chat GPT 4 feedback on creative work is quality ○ Still need to know how to send print files, use inDesign ○ Seth – will start incorporating Figma into classes as a new tool for students |

| | |
|--|--|
| | <p><i>Please refer to the Miro board images embedded in this document below.</i></p> |
| <p>Alina Varona - Conclusions</p> | <ul style="list-style-type: none"> • Employers value real-world experience and look for designers who have built websites for actual people. Demand for apps will be more common to go with web design. • Employers value real-world experience. • Experience in creative suite and fundamentals needed. • Many students, after leaving COM, freelance instead of going directly in-house. |

1. *How have you seen the graphic design profession evolve to meet the needs of digital marketing and mobile focused web/social media design?*

2. *Which software skills do you believe are crucial for a new graphic designer aiming to excel in the current landscape of graphic design, digital marketing and SAS?*



The sticky notes contain the following text from left to right:

- rouanne: Likes designers with Figma experience
- Looking for people with AI experience.
- Chris: Likes the need for Figma skills. Always works in responsive designs.
- Chris: still a need to have traditional print skills.
- Dawud: web tools need to scale, popular across platforms and screens.
- Need the ability to collaborate across teams seamlessly and efficiently.
- Andrew: regarding animation sequences or transitions can get complicated.
- Andrew: Adobe done a great job of integrating AI into their software suite.
- Andrew: there is a need for students to be proficient in engineering their work with AI and prompting.

Scroll down to view Miro board feedback notes.

roxanne:
Likes
designers with
Figma
experience

Looking for
people with
AI
experience.

Chris,
saw the need for
Figma skills.
Always works in
responsive
designs.

Chris,
still a need to
have
traditional
print skills.

Dawud: web tools
need to auto
populate across
platforms and
screens.

Need the ability
to collaborate
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Andrew:
regarding
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Andrew: there is a
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COLLEGE OF

MARIN

**Multimedia Studies & Graphic Design
Advisory Committee Meeting**

December 11, 2023

Agenda

Welcome &
Introductions

Overview

Advisory
Check-in

Program
Discussions

Summary
Wrap-up

Web Design and
Development

Game Design

Graphic Design



Hello!

Please share your name, role, organization.

Overview

Alina Varona, Dean of Career Education and Workforce Development

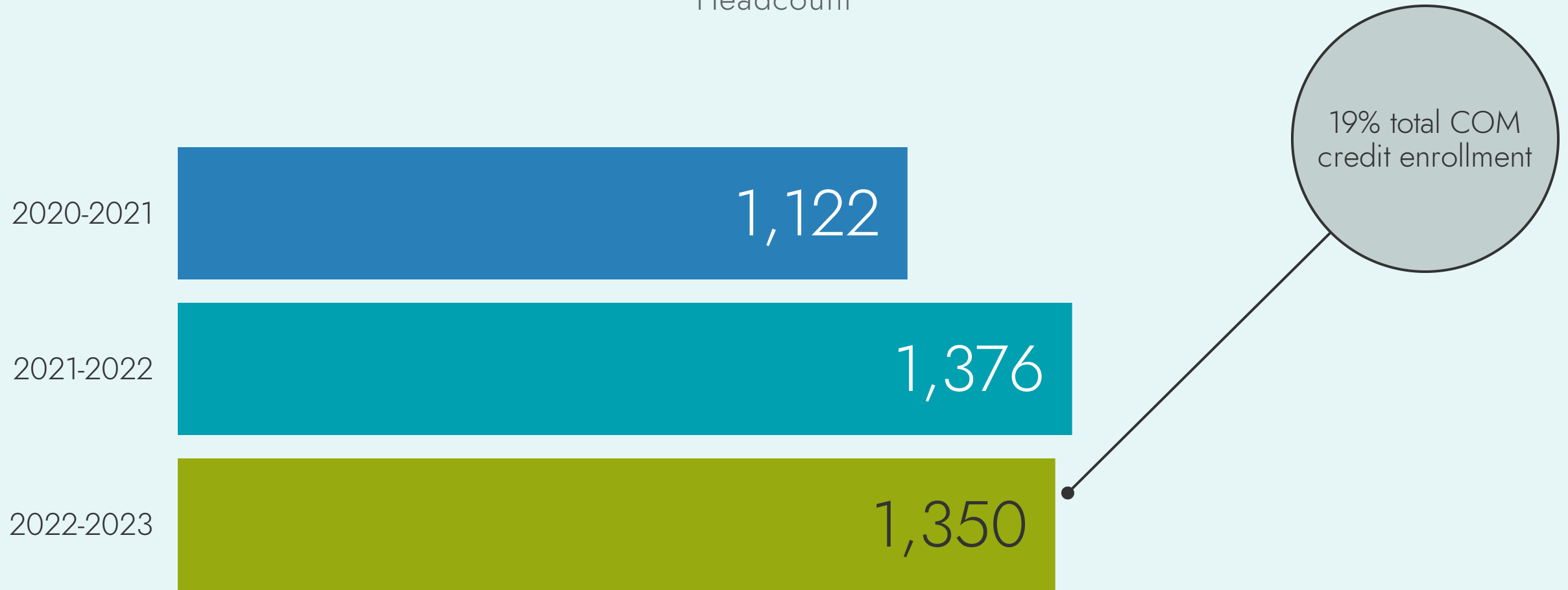
Career Education Programs



- Administration of Justice
- Auto & Industrial
Auto Collision Repair; Auto Technology;
Electronics; Machine & Metals; Theater
Technology - Stage Carpentry, Welding
- Business
Applied Accounting; Business Administration;
Entrepreneurship; Hospitality Management;
Real Estate
- **Computers & Multimedia**
Graphic Design; Game Development;
Web Design and Development; MS Office
Specialist Certification; Computer Information
Systems
- Court Reporting
- Early Childhood Education
- Health Sciences
Registered Dental Assisting; Emergency
Medical Services; Medical Assisting;
Registered Nursing; FIRE Foundry Program
- Education 2 Career (E2C)
 - Construction/OSHA 10
 - Certified Nurse Assistant/Home Health
Aide
- Summer Career Academies
- Apprenticeship Programs
 - ECEPTS-Early Childhood
 - Golden Gate Transit Bus Coach Operator

Career Education Unduplicated Students

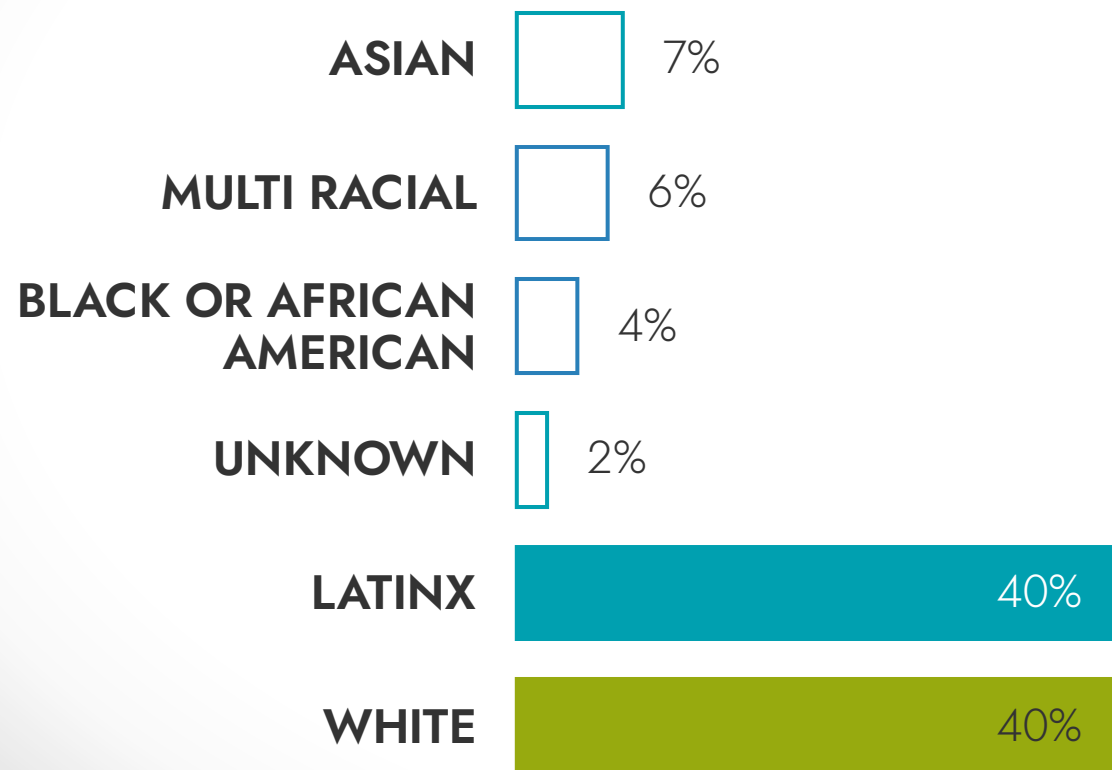
All CTE including Nursing, WEXP, ECE, Business N=21% COM Enrollment and 30% COM Unique Student Headcount



NATIVE HAWAIIAN, PACIFIC ISLANDER, AMERICAN INDIAN, ALASKA NATIVE MASKED N<1%

Career Education Student Demographics *

*2022-2023 N=2,508 for all Top CE Codes including, ECE, Business, Nursing



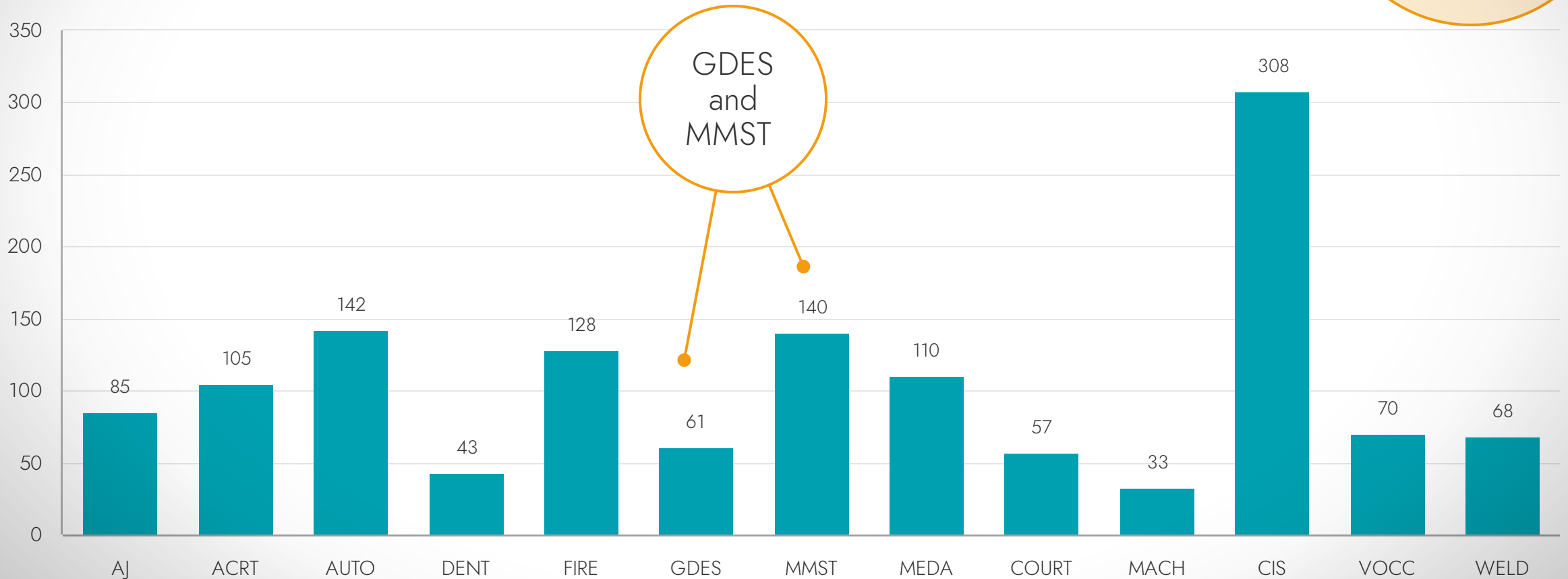
CAREER EDUCATION ALIGNED WITH ALL OTHER COM STUDENT RACE AND ETHNICITY DEMOGRAPHICS

Academic year 2022-2023

Enrollments by Program

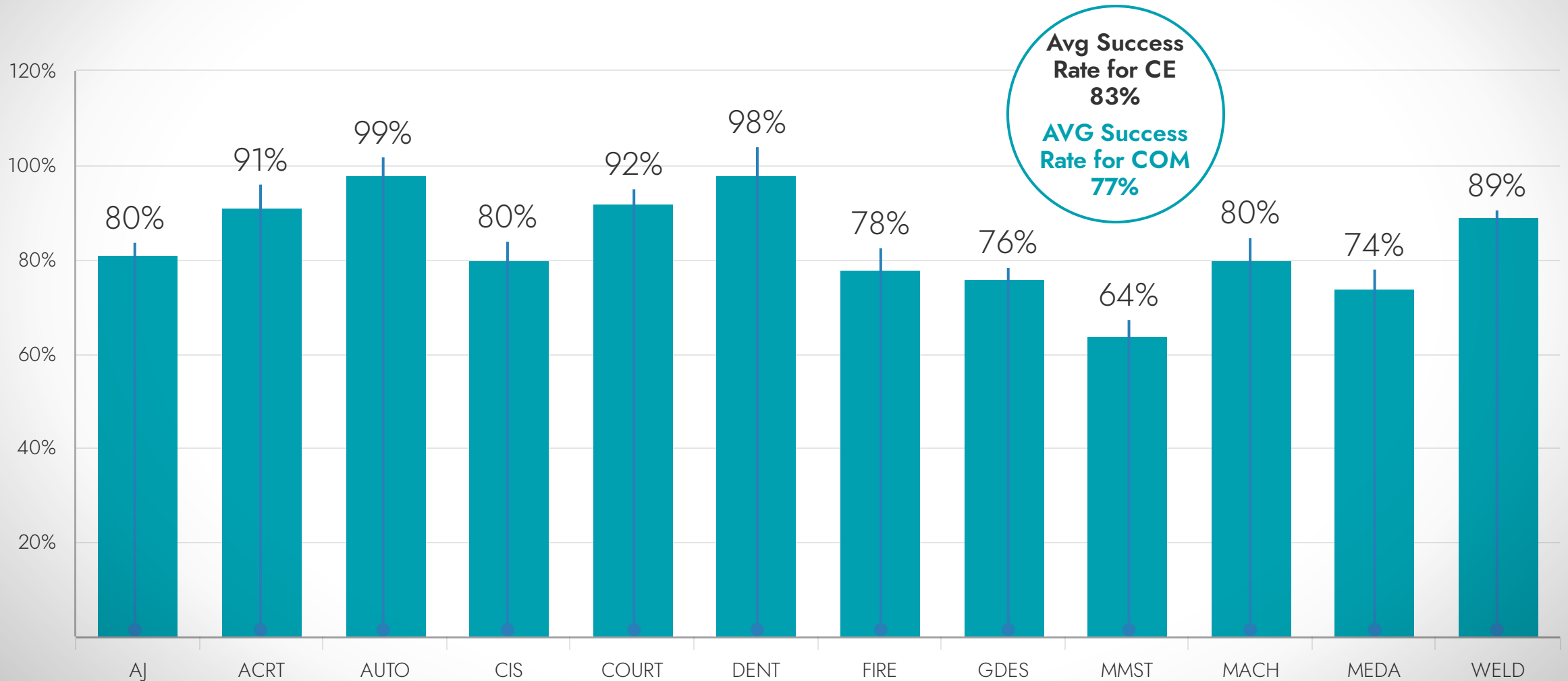
N=1,282 Credit Students

6,695 Total
COM Credit
Students 2022-
2023



Course Completion

Success percentage average across all credit programs, all modalities for 2022-2023



Career Education Outcomes

Source: Awards Transfers-Career Ed 2020-2022



33% of Total College Awards and Aproximately 36% of all degrees at COM

27

Degrees 2020 -2021

67

Certificates 2021-2022

143

All: Noncredit certificates, skills, Chancellor's approved, and/or degree on a TOP code assigned to a vocational sector

Total COM Awards 2020-2022 N= 430

Career Technical Education Outcomes Survey (CTEOS)

EMPLOYMENT DATA

18 months after college completion

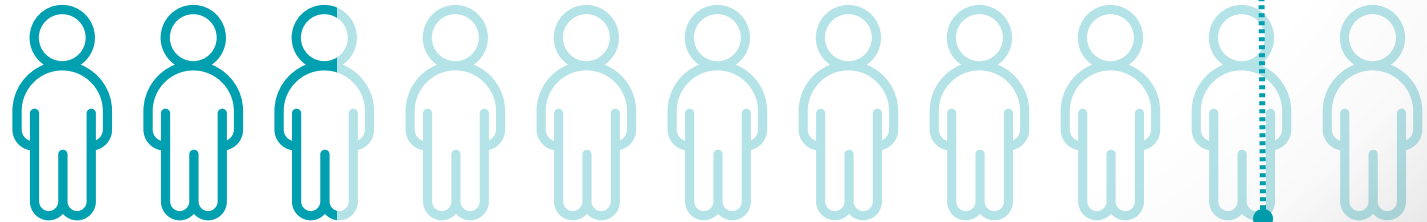
85% Goal

77%



Found a job very closely or closely related to their field.

23%



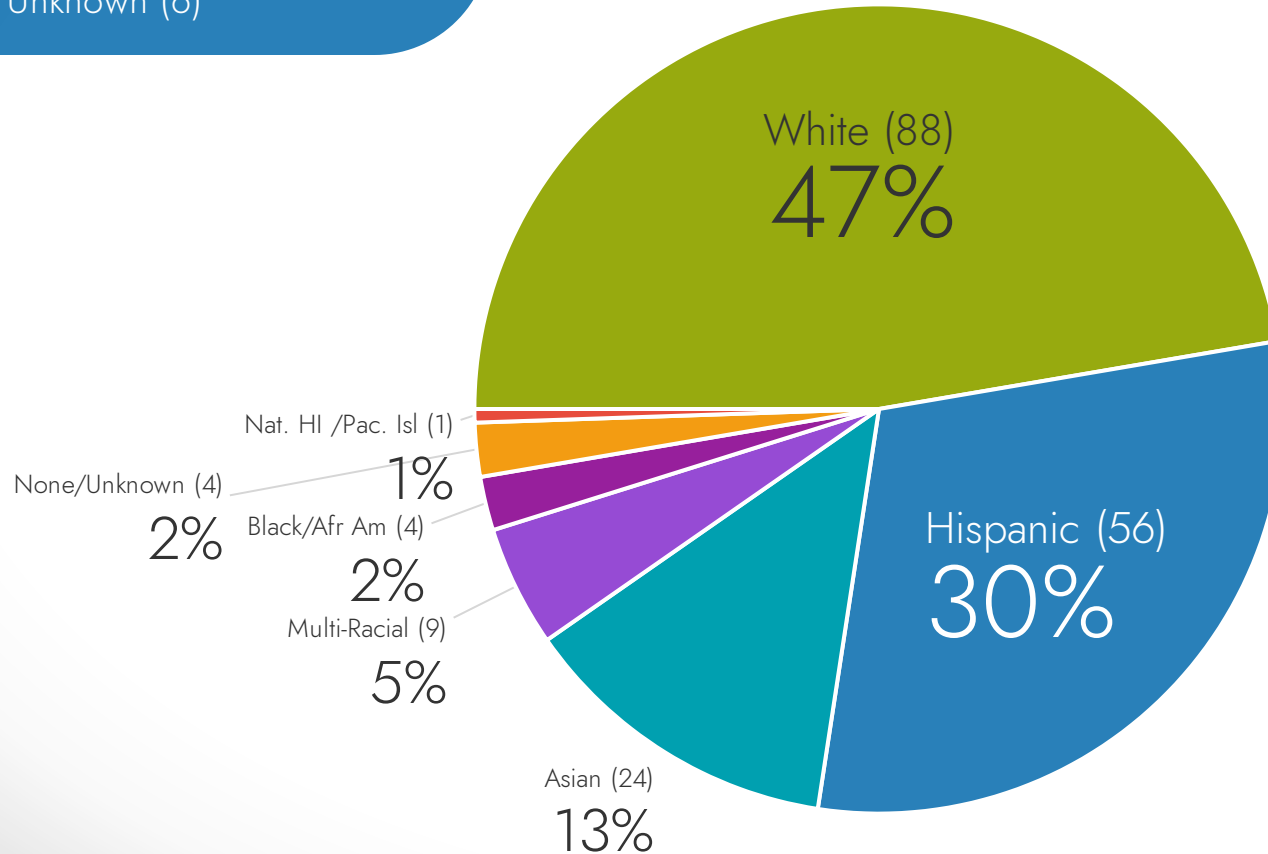
Reported job is not closely related to their field.

206 Student respondents

Student Demographics

MMST Program 2022 - 2023

46% Male (85)
51% Female (95)
3% Unknown (6)



COLLEGE OF MARIN CREDIT STUDENT CHARACTERISTICS

Gender: Male 41% Female 57%;

Median Age: 22

Race/Ethnicity:

Asian: 440 (6%)

Black/African American: 215 (3%)

Hispanic: 2245 (34%)

Multi-racial: 441 (7%)

Native American: 9 (0.1%)

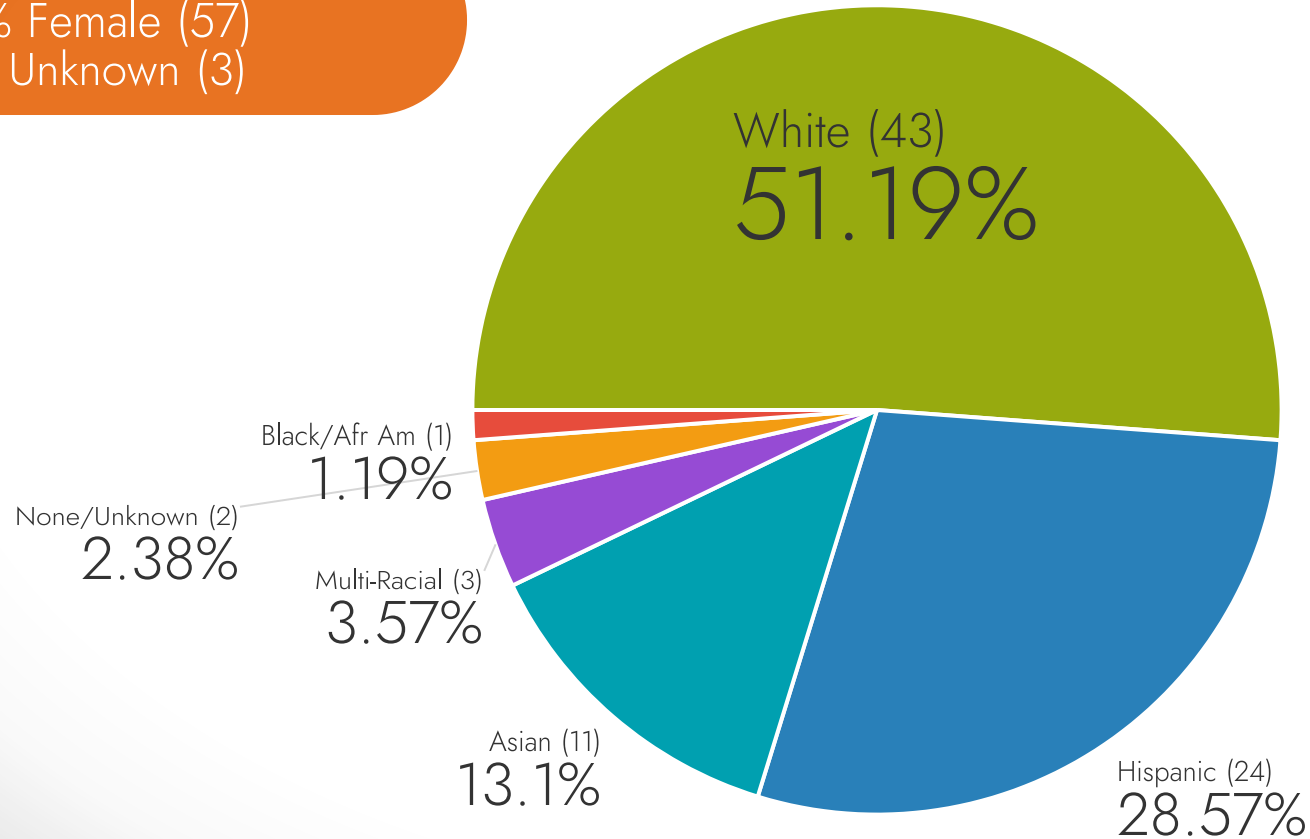
Native Hawaiian/Pacific Islander: 15 (0.2%)

White: 3135 (47%)

Student Demographics

GDES Program 2022 - 2023

29% Male (24)
68% Female (57)
4% Unknown (3)



COLLEGE OF MARIN CREDIT STUDENT CHARACTERISTICS

Gender: Male 39% Female 59%;
Median Age: 24
Race/Ethnicity:
Asian: 538 (8%)
Black/African American: 219 (3%)
Hispanic: 2,170 (31%)
Multi-racial: 445 (6%)
Native American: 15 (0.2%)
Native Hawaiian/Pacific Islander: 13 (0.2%)
White: 3,377 (49%)

Multimedia Studies and Graphic Design

Persistence, Retention and Success



1

Multimedia Studies

Persistence Rate for
First Time Students:
84% (2021 - 2022)

Retention Rate: **79%**
(2020 - 2023)

Success Rate: **66%**
(2020 - 2023)

2

Graphic Design

Persistence Rate for
First Time Students:
80% (2021 - 2022)

Retention Rate: **80%**
(2020 - 2023)

Success Rate: **76.6 %**
(2020 - 2023)

Advisory Check-In

PRIORITIES AND CURRENT LANDSCAPE

Advisory Member Share Outs & Discussion

What has this last year looked like for your field?



Staffing and Recruiting

- Where do you find your candidates?
- What wages can be expected for entry level positions?



Training & Professional Development

- What are the skills required? For which levels?
- Any emerging technology skills that should be considered?



Community Partnership & Impacts

- How should we best prepare our students to be qualified and competitive?



Needs and Priorities

- What are your current priorities and needs for hiring?



Other Key Items?

- What should we be aware of to support our future students?
- Potential technology, training, or emerging sectors?

Labor Market Information Overview

Regional Counties:
Marin, Napa,
Sonoma, Solano, San
Francisco and San
Mateo

Regional Labor Market Information

Sources: Centers of Excellence Demand Tables
and O*Net Online

Web
Develop/Design
jobs closely related

| Occupation | Job Titles | Average Annual Earnings (hourly) | Job Openings projected through 2028 |
|---------------------------------------|--|----------------------------------|-------------------------------------|
| Special Effects Artists and Animators | 3D Animator or Artist, Animator, Digital Artist, Multimedia Producer | \$113,068 (\$54.36) | 738 |
| Web Developers | Technology Applications Engineer, Web Architect, Web Developer, Webmaster | \$97,760 (\$47) | 1,696 |
| Web and Digital Interface Designers | Web Design Specialist, Web Designer, Webmaster, | \$119,059 (\$57.24) | 1,839 |
| Graphic Designers | Artists, Designer, Graphic Artist, Graphic Designer, Online Producer, Production Artist, Publications Designer | \$74,880 (\$35.97) | 2,018 |

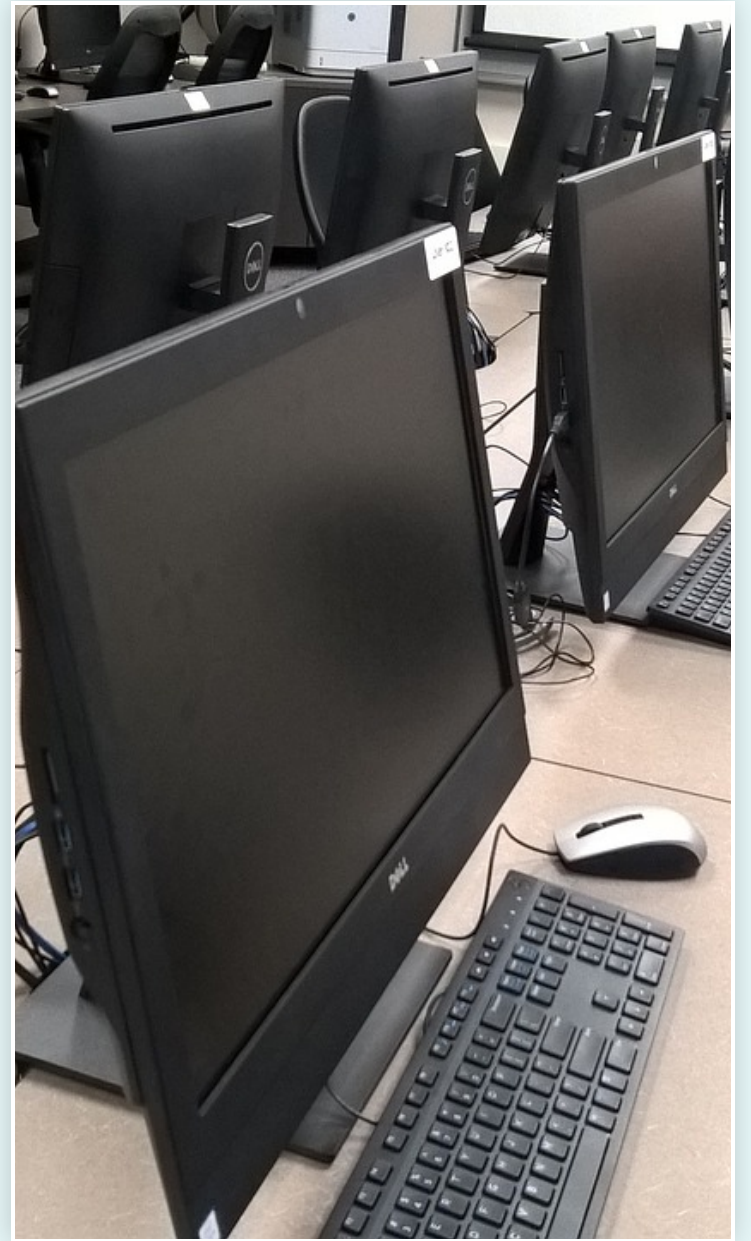
<http://coeccc.net/>
<https://www.onetonline.org/>

Program Updates

Graphic Design - Seth Cortright

**Web Design/Development
- James Gonzales**

Game Design - Shawn Nelson



Current Program Offerings

MULTIMEDIA STUDIES (MMST)

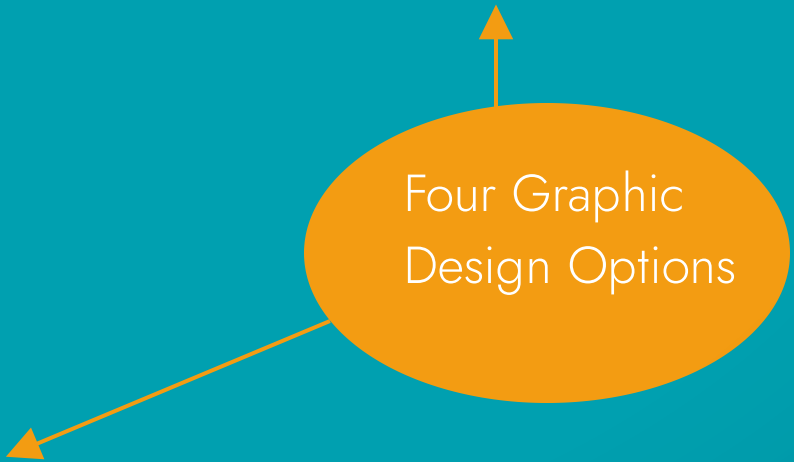
- A.S. in Multimedia Studies, Authoring
- Certificate of Achievement in Multimedia Studies, Authoring
(Web Design, Web Development)

-
- A.S. in Multimedia Studies, Entertainment
 - Certificate of Achievement in Multimedia Studies, Entertainment
(Video Production, Digital Game Design)

-
- A.S. in Multimedia Studies, Graphic Design
 - Certificate of Achievement in Multimedia Studies, Graphic Design

GRAPHIC DESIGN (GDES)

- A.A. Degree in Graphic Design
- Certificate of Achievement, Graphic Design
- AA - Transfer, Graphic Design- coming soon!



Four Graphic Design Options

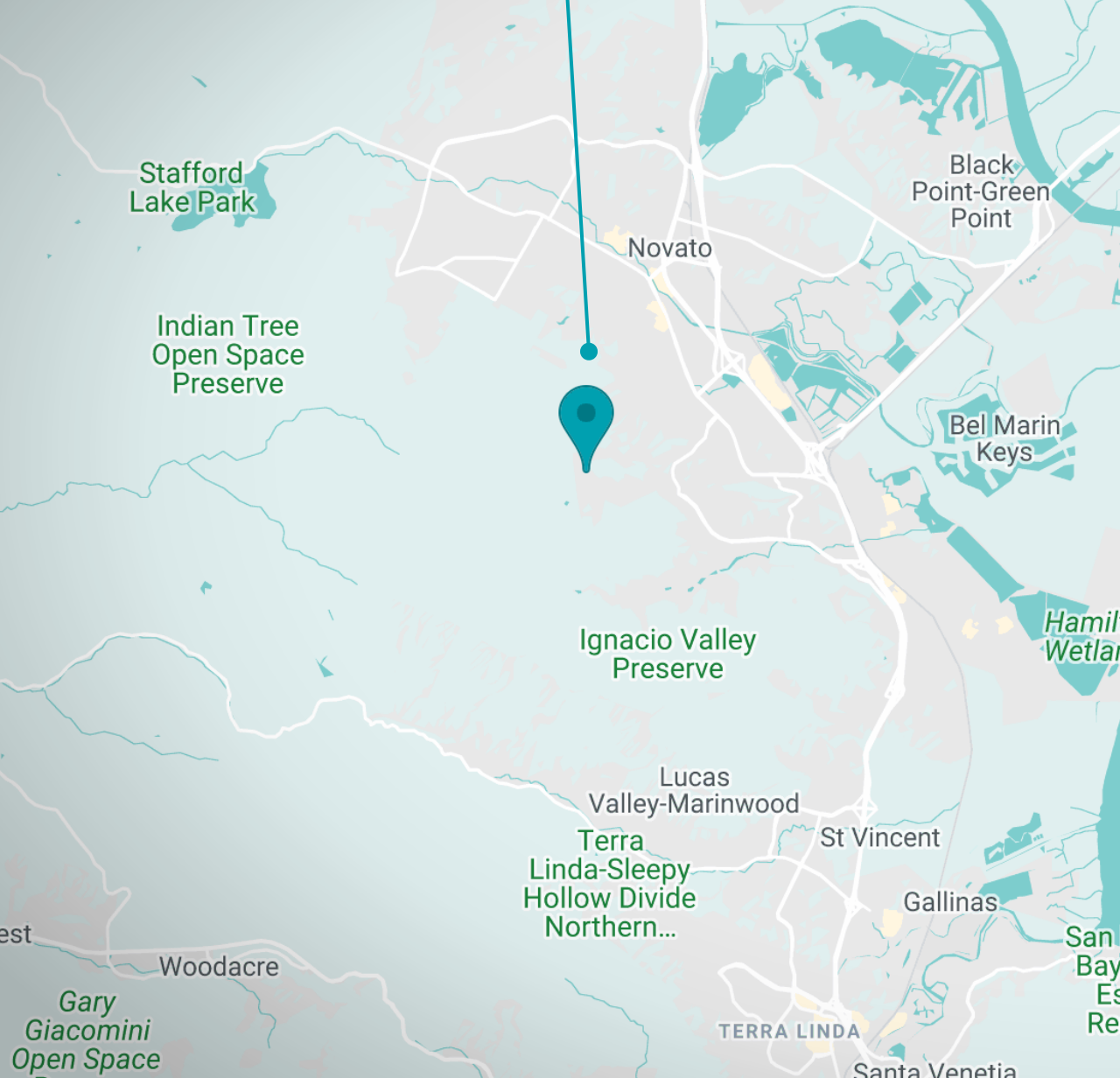
Summary/Wrap-up

Thoughts? **Questions?**

NEXT STEPS








College of Marin, Indian Valley Campus



Thank You!

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