Diablo Valley College Mission Statement

We inspire, educate, and empower students to transform their lives and their communities. We guide students to achieve their goals by awarding degrees and certificates, preparing them for transfer to four-year colleges and universities, facilitating entrance to and advancement in careers, and fostering personal growth.
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PROGRAM AND COURSE DESCRIPTIONS

chapter four

catalog 2020-2021

NOTE: ALL INFORMATION IN THIS ADDENDUM IS EFFECTIVE FALL 2020 UNLESS OTHERWISE NOTED.

COURSE CHANGES

underline = addition

MUSIC - MUSIC

MUSIC-150 Beginning Piano I
1 units SC
• 54 hours laboratory per term
• Note: Credit by examination option available
This course provides group instruction in piano for students with no prior keyboard experience. Ensemble and solo works, basic rhythm, and fundamental keyboard and music theory skills based on major and minor five-note patterns will be covered. Attention is given to the student's individual needs, goals, and abilities. CSU, UC

MUSIC-151 Beginning Piano II
1 units SC
• 54 hours laboratory per term
• Recommended: MUSIC-150 or equivalent
• Note: Credit by examination option available
This course provides group instruction in piano. Ensemble and solo works beyond the five-finger position will be covered. Classical and popular music will be emphasized. CSU, UC

MUSIC-123 Theory and Musicianship II
4 units SC
• 54 hours lecture/54 hours laboratory per term
• Prerequisite: MUSIC-122 or equivalent
• Note: Credit by examination option available
This course is a study of harmony and voice leading in the Western Common Practice and is continuation of Music-122. Topics include diatonic functionality, four-part voice leading, simple musical structures, harmonic and formal analysis, and musicianship skills including sight singing, rhythmic training, dictation, and keyboard realization. C-ID MUS 130, MUS 135, CSU, UC

NEW COURSES

underline = addition

COMPUTER SCIENCE - COMSC

COMSC-140 Python Programming
3 units SC
• 45 hours lecture/27 hours laboratory per term
• Note: See schedule of classes for programming language presented. Students may petition to repeat this course when software or hardware is changed. Only the first course completed will be applied toward a degree or certificate requirement. Units for both courses will apply towards the 60 units required for the degree.
This course presents an introduction to the Python language. Topics covered include: primitive and collection data types, operators and statements, loops and branching, functions and variable scoping, modules and packages, object-oriented programming, file handling and exceptions, and an introduction to Graphical User Interface (GUI) programming. CSU, UC

COMSC-240 Advanced Python Programming
3 units SC
• 45 hours lecture/27 hours laboratory per term
• Prerequisite: COMSC-140 or Equivalent.
• Note: See schedule of classes for programming language presented. Students may petition to repeat this course when software or hardware is changed. Only the first course completed will be applied toward a degree or certificate requirement. Units for both courses will apply towards the 60 units required for the degree.
This advanced Python programming course is a continuation of COMSC-140, Python Programming, and is designed to prepare students for jobs as Python programmers. Regular expressions and classes are covered extensively along with elements of network programming such as File Transfer Protocol (FTP), web client, and web server. The course also covers graphics, database access, and Python extensions. CSU
ENGLISH AS A SECOND LANGUAGE - ESL

ESL-065 Beginning Oral Communication Skills
2 units P/NP
• 18 hours lecture/54 hours laboratory per term
This oral communication course focuses on the needs of multilingual students at the beginning to high-beginning levels. This course focuses on helping students to learn and understand essential language for academic and everyday communication. This course will also introduce students to essential English sounds and intonation patterns. Students will learn strategies for developing a self-awareness of strengths and challenges of communicating in English.

ESL-065NC Beginning Oral Communication Skills
0 units P/NP
• 18 hours lecture/54 hours laboratory
This non-credit oral communication course focuses on the needs of multilingual students at the beginning to high-beginning levels. This course focuses on helping students to learn and understand essential language for academic and everyday communication. This course will also introduce students to essential English sounds and intonation patterns. Students will learn strategies for developing a self-awareness of strengths and challenges of communicating in English.

ESL-067NC Beginning Integrated Academic Reading, Writing, and Study Skills
0 units P/NP
• Non degree applicable
• 90 hours lecture/18 hours laboratory per term
This non-credit course is designed for multilingual students at the beginning to high-beginning level. The course introduces the foundations of academic English reading skills to help students understand ideas and concepts. The course will also introduce students to essential English sounds and intonation patterns. Students will learn strategies for developing a self-awareness of strengths and challenges of communicating in English.

ESL-070 Intermediate Grammar for Multilingual Students
3 units SC
• 54 hours lecture
• Recommended: ESL-067 or equivalent
This course is designed for multilingual students at the intermediate level and provides grammar support for intermediate ESL reading, writing, and oral skills courses. Students will practice basic grammar skills and editing strategies. The course emphasizes grammar in the context of students' own reading and writing tasks as well as a variety of texts.

ESL-077 Intermediate Integrated Reading, Writing, and Study Skills
5 units SC
• 90 hours lecture/18 hours laboratory
• Recommended: ESL-067 or placement through the ESL assessment process or equivalent
This course focuses on the needs of multilingual students at the intermediate level to help them develop reading, writing, and study skills needed in academic settings. The course introduces students to academic reading skills that enable them to grasp ideas, details, and themes of college texts. Students will develop their command of English vocabulary by using context clues, analyzing work parts, and using acquired vocabulary in writing. Following the steps of the writing process, students will compose paragraphs and short essays in response to ideas from readings and topics introduced in class. Language instruction focuses on sentence-level grammar topics essential to students' writing, individual proofreading, and editing. The course will also emphasize study skills, use of campus resources, and the norms of the American college classroom.

ESL-087 High-Intermediate Integrated Academic Reading, Writing, and Study Skills
5 units SC
• Non degree applicable
• 90 hours lecture/18 hours laboratory per term
• Recommended: ESL-076 or ESL-078 or ESL-077 or placement through the ESL assessment process or equivalent
This course focuses on the needs of multilingual students at the high-intermediate level to help them strengthen their academic reading, writing, and study skills. The course emphasizes vocabulary expansion and context clues, strategies for reading, comprehending, summarizing, and responding to college-level texts. Following the steps of the writing process, students will also continue to refine their knowledge of paragraph writing and work towards composing thesis-driven essays in response to ideas from readings, topics covered in class, and personal experience. Language instruction focuses on strengthening understanding of grammar and on individual proofreading and editing skills. While this course emphasizes the combination of reading and writing, the course also emphasizes study skills, campus resources, and the norms of the American college classroom.
INDUSTRIAL DESIGN - IDSGN

IDSGN-131 Color Visualization for Product Design
3 units SC
- 36 hours lecture/72 hour laboratory per term
- Prerequisite: ENGTC-119 or equivalent
- Note: Students may petition to repeat this course when software or hardware is changed. Only the first course completed will be applied toward a degree or certificate requirement. Units for both courses will apply towards the 60 units required for the degree.

This course introduces color drawing as a component of the design process through the use of traditional marker rendering and digital imaging. Drawings will reflect the product development process including the initial concept, iterations, and final presentation drawings. Specific focus will be given to principles of perspective, shade and tone, shadow casting, and color. Computer-assisted imaging software and digital drawing tablets will be introduced. Students will develop a portfolio of color drawing that showcases their hand renderings and digital visualization skills. CSU

NEW DEGREES

strikethrough = deletion    underline = addition

ART – ART

Toni Fannin, Dean
Applied and Fine Arts Division
Business and Foreign Language Building, Room 204

Associate in arts
Photography

Students completing this program will be able to...
A. execute technical proficiency using photographic equipment and software.
B. demonstrate an understanding of the principles and concepts of analog and digital photography in selected areas of emphasis.
C. articulate, analyze, and evaluate the meaning in photographs, including social contexts and ethical choices.
D. employ critical thinking skills regarding their artwork and the artwork of others.
E. work collaboratively within a creative team.
F. develop a portfolio of work.

The associate in arts degree in photography offers students a curricular program for studying a variety of fine art and commercially-driven courses within the field of professional photography. The student with an associate in arts degree in photography is prepared for upper division work in the major at four-year institutions. The major is available at UC and CSU systems, the San Francisco Art Institute, the California College of Art, and at other colleges of art and schools of design. The photography curriculum develops a student’s critical thinking skills, hones problem-solving skills, and establishes a well-rounded photographic skillset. The photography associate in arts program prepares students for entry-level employment in the photography industry.

Career opportunities in photography include: freelance photographer, commercial photographer, artist, product photographer, architectural photographer, editorial photographer, wedding photographer, portrait photographer, food photographer, event photographer, photojournalist, assistant photographer, production assistant, photography studio assistant, lighting technician, digital technician, photo editor, photographic retouching specialist, art director, stylist, curator, gallery director, digital restoration technician, educator, photography instructor, photography lab technician, fine art printer, print production technician, and camera operator.

To earn an associate in art in photography degree, students must complete each course used to meet a major requirement with a “C” grade or higher. Certain courses may satisfy both major and general education requirements; however, the units are only counted once.

major requirements: units

<table>
<thead>
<tr>
<th>Course</th>
<th>Units</th>
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<tbody>
<tr>
<td>ART-160 Photography I</td>
<td>3</td>
</tr>
<tr>
<td>ARTDM-136 Introduction to Digital Photography</td>
<td>3</td>
</tr>
<tr>
<td>ARTHS-199 Contemporary Art History</td>
<td>3</td>
</tr>
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plus at least 3 units from:

<table>
<thead>
<tr>
<th>Course</th>
<th>Units</th>
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<tbody>
<tr>
<td>ART-161 Photography II</td>
<td>3</td>
</tr>
<tr>
<td>ART-163 Documentary Photography</td>
<td>3</td>
</tr>
<tr>
<td>ARTDM-137 Intermediate Digital Photography</td>
<td>3</td>
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</table>

plus at least 3 units from:

<table>
<thead>
<tr>
<th>Course</th>
<th>Units</th>
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<tbody>
<tr>
<td>ART-164 Photographic Portfolio Development</td>
<td>3</td>
</tr>
<tr>
<td>ART-165 Advanced Photographic Portfolio Development</td>
<td>3</td>
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plus at least 6 units from:

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<thead>
<tr>
<th>Course</th>
<th>Units</th>
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</thead>
<tbody>
<tr>
<td>ART-135 Art Gallery/Museum Management</td>
<td>3</td>
</tr>
<tr>
<td>ART-164* Photographic Portfolio Development</td>
<td>3</td>
</tr>
<tr>
<td>ART-165* Advanced Photographic Portfolio Development</td>
<td>3</td>
</tr>
<tr>
<td>WRKX-180 Internship in Occupational Work Experience Education</td>
<td>3</td>
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</table>

total minimum units for the major 21

*if not used above
ART DIGITAL MEDIA – ARTDM

Toni Fannin, Dean
Applied and Fine Arts Division
Business and Foreign Language Building, Room 204

**Associate in arts**

**Game design**

Students completing this program will be able to...
A. develop technical proficiency using computer hardware and software appropriate to the game design or 3D design industry.
B. visually and verbally conceptualize in a clear and concise way the artistic/technical direction for a game design project.
C. articulate, analyze, and evaluate the meaning in creative projects, including social contexts and ethical choices.
D. work collaboratively within a creative team.
E. develop a professional portfolio of work.

The game design associate in arts degree provides students with a strong foundation in the fundamental aspects of game design. Students will learn the skills to develop games including game engine integration. Courses present material that will take the student through the production process and workflow game design. The program goal is to provide the skills necessary to enter this growing, professional field.

The types of industries that employ individuals with game design skills include game design, game development for the web, and assets for game production. Advanced students have the opportunity to create portfolios to prepare for game design careers.

To earn an associate in arts degree with a major in game design, students must complete each course used to meet a major requirement with a “C” grade or higher. Degree requirements can be completed by attending classes in the day, evening, online, or a combination of those. Some courses may satisfy both major and other general education requirements; however, the units are only counted once.

**major requirements:**

- ARTDM-105 Introduction to Digital Imaging ............... 3 units
- ARTDM-160 3D Modeling and Animation I ............... 3
- ARTDM-161 3D Modeling and Animation II .................. 3
- ARTDM-167 Digital Animation ................................. 3
- ARTDM-180 Game Design I ....................................... 3
- ARTDM-181 Game Design II ....................................... 3

*plus at least 3 units from:*

- ARTDM-115 Digital Interface Design ......................... 3
- COMSC-110 Introduction to Programming .................. 4
- DRAMA-122 Basic Principles of Acting ..................... 3

**total minimum units for the major** 21

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BUSINESS – BUS

Despina Prapavessi, Dean
Business Division
Math Building, Room 267

**Associate in science**

**Professional and technical workplace skills**

Program learning outcomes for the professional workplace skills:

Students completing this program will be able to...
A. communicate clearly in writing.
B. communicate clearly in meetings and oral presentations.
C. perform essential functions in Microsoft Excel.
D. navigate Microsoft Office suite applications proficiently (Outlook, PowerPoint, Word).
E. demonstrate professionalism in daily interactions.
F. deliver and receive feedback in a professional manner.
G. work collaboratively with colleagues and clients.

Program learning outcomes for the technical workplace skills: Helpdesk and desktop support

Students completing this program will be able to...
A. identify, assemble, and disassemble the major components of a personal computer.
B. describe the basics of networking and security forensics.
C. diagnose and troubleshoot common hardware, software, and networking issues.
D. identify the basics of virtualization, desktop imaging, and deployment.
E. create basic business documents including letters, memos, and email messages.

Program learning outcomes for the technical workplace skills: Project management support

Students completing this program will be able to...
A. utilize project management concepts, terminology, and processes.
B. use project management software to manage multi-facet ed projects.
C. define a project plan and develop diagrams and charts to illustrate enterprise structure, workflow, and scheduling.
D. demonstrate basic graphical user interface operations in a computer environment.
E. produce spreadsheets, documents, and presentations by using basic to advanced software operations.

The professional and technical workplace skills associate in science degree program is designed in consultation with industry-wide professionals to address changing workforce needs. Students complete a set of interdisciplinary core courses that deliver communication and fundamental workplace competencies and select a specialization in one of the following areas: Helpdesk and Desktop Support or Project Management Support. In addition, students have the option to participate in work experience opportunities that reinforce classroom learning. This degree major will provide robust preparation for a student interested in a career in technology support in either of these job categories.
Eligible DVC students have the option to complete this program in an accelerated format through the DVC Year Up program. See the college website for details.

The DVC professional and technical workplace skills major is not intended for transfer. General Education Option 1 (DVC-GE) is advised for students who do not intend to transfer. Students who intend to transfer to a four-year baccalaureate program should consult with a counselor regarding specific major preparation requirements at the transfer institution of their choice. Students who intend to transfer are advised to select General Education Option 2 (IGETC) or Option 3 (CSU-GE).

To earn an associate in science degree with a major in professional and technical workplace skills, students must complete each course used to meet a major requirement with a "C" grade or higher and complete all general education requirements as listed in the catalog.

Certain courses may satisfy both major and general education requirements; however, the units are only counted once.

**required courses:**
- BUS-250 Business Communications .......................... 3
- BUSMG-168 Customer Service .................................. 0.5
- BUSMG-174 Business Ethics ...................................... 0.5
- CIS-116 Microsoft Excel – Comprehensive ...................... 2
- COMM-120 Public Speaking ......................................... 3
- COMSC-101 Computer Literacy ................................... 4

Complete all units from one of the following specializations:

helpdesk and desktop support:
- BUS-101 Business English ........................................... 3
- CNT-104 IT Essentials (A+) ......................................... 3

or

project management support
- CIS-180 Introduction to Project Management .............. 3
- CIS-185 Project Management Tools ............................... 2

plus at least 0-9 units from:
- BUS-295 Occupational Work Experience
- BUS-296 Internship in Occupational Work Experience
- WRKX-180 Internship in Occupational Work Experience

**total minimum units for the major** 18

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**MUSIC INDUSTRY STUDIES – MUSX**

Toni Fannin, Dean
Applied and Fine Arts Division
Business and Foreign Language Building, Room 204

**Associate in art**

**Commercial music**

**Media composition**

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**Students completing this program will be able to...**

A. produce recorded music projects.
B. demonstrate professional behaviors required in the music industry.
C. apply vocabulary and demonstrate processes used in the protection of intellectual property rights.
D. demonstrate practical musical literacy, both theoretical and historical.
E. mix live performances in a variety of genres.
F. create a portfolio of original compositions for various ensembles/media.

The commercial music – media composition associate in art degree is composed of core music and technology courses that provide both a conceptual foundation in music theory and a technical foundation in a digital audio workstation to record, sequence, and mix music. Graduates of the commercial music – media composition program are prepared for many facets of the music and entertainment industries. Students create a portfolio of diverse compositions that demonstrate competency for such careers as film composer, music editor, film arranger, orchestrator, and more. Graduates can also transfer to four-year universities to prepare for careers at major and independent record labels, motion picture studios, music production companies, music publishing companies, and music libraries.

To earn an associate in art degree, students must complete each course used to meet a major requirement with a "C" grade or higher and complete all general education requirements as listed in the catalog. Certain courses may satisfy both major and general education requirements; however, the units are only counted once.

**required courses:**
- MUSC-122 Theory and Musicianship I .............................. 4
- MUSC-129 Counterpoint ............................................. 3
- MUSC-165 Introduction to Music Technology and Pro Tools ... 3
- MUSC-174 Introduction to Music Technology and Pro Tools ... 3
- MUSC-182 Songwriting I ................................................ 3

**total minimum units for the major** 36

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**recommended GE elective (DVC GE Area III)**
- MUSC-110 History of Electronic Music .............................. 3
**Associate in art**

**Commercial music**

**Performance**

Students completing this program will be able to...

A. produce recorded music projects.

B. demonstrate professional behaviors required in the music industry.

C. apply vocabulary and demonstrate processes used in the protection of intellectual property rights.

D. demonstrate practical musical literacy, both theoretical and historical.

E. mix live performances in a variety of genres.

F. utilize basic ensemble skills by performing in an ensemble.

The commercial music – performance associate in art degree consists of comprehensive curriculum that provides students with a solid foundation in music theory, composition, performance, technology, production, and business. This degree offers a unique blend of the art of music and the discipline of business. Students can participate in traditional music courses such as individual applied music lessons and performing ensembles, while immersing themselves in music technology. Graduates of the commercial music – performance degree program may move into all facets of the music and entertainment industries. Graduates may also transfer to four-year universities, which can prepare them for successful careers at media venues, and entertainment industries. Graduates prepare a portfolio of work to demonstrate competencies for work as an AV technician, music engineer, music producer, music editor, film composer, and more. Graduates may also transfer to four-year universities, which can prepare them for successful careers at media venues, major and independent record labels, motion picture studios, music production companies, music publishing companies, music libraries, artist management companies, music promotion companies, or as performing artists.

To earn an associate in art degree, students must complete each course used to meet a major requirement with a "C" grade or higher and complete all general education requirements as listed in the catalog. Certain courses may satisfy both major and general education requirements; however, the units are only counted once.

**required courses:**

<table>
<thead>
<tr>
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<tr>
<td>MUSIC-122 Theory and Musicianship I</td>
<td>4</td>
</tr>
<tr>
<td>MUSIC-120 Live Sound</td>
<td>3</td>
</tr>
<tr>
<td>MUSX-124 Introduction to Music Production and</td>
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<td>Multi-Track Recording</td>
<td>3</td>
</tr>
<tr>
<td>MUSX-172 Introduction to Electronic Music and MIDI</td>
<td>3</td>
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<tr>
<td>MUSX-174 Introduction to Music Technology and Pro Tools</td>
<td>3</td>
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<tr>
<td>MUSX-181 Introduction to the Music Industry</td>
<td>3</td>
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<tr>
<td>MUSX-182 Songwriting I</td>
<td>3</td>
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**plus at least 14 units from:**

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<td>MUSIC-100 Applied Music</td>
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<tr>
<td>MUSIC-101 Beginning Guitar</td>
<td>1</td>
</tr>
<tr>
<td>MUSIC-103 Guitar Ensemble</td>
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</tr>
<tr>
<td>MUSIC-108 Rock Theory and Improvisation I</td>
<td>1</td>
</tr>
<tr>
<td>MUSIC-109 Live Music Production and Stagecraft I</td>
<td>1</td>
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<td>MUSIC-127 Jazz Theory and Improvisation</td>
<td>2</td>
</tr>
<tr>
<td>MUSIC-128 Jazz Theory and Improvisation II</td>
<td>2</td>
</tr>
<tr>
<td>MUSIC-135 Vocal Jazz Ensemble</td>
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</tr>
<tr>
<td>MUSIC-136 Jazz Ensemble</td>
<td>1</td>
</tr>
<tr>
<td>MUSIC-137 Jazz Combos</td>
<td>1</td>
</tr>
<tr>
<td>MUSIC-150 Beginning Piano I</td>
<td>1</td>
</tr>
<tr>
<td>MUSIC-151 Beginning Piano II</td>
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**total minimum units for the major** 36

**recommended GE elective (DVC GE Area III)**

<table>
<thead>
<tr>
<th>Course</th>
<th>Units</th>
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<tbody>
<tr>
<td>MUSIC-114 World Music</td>
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<tr>
<td>MUSIC-117 History of Rock and R&amp;B</td>
<td>3</td>
</tr>
<tr>
<td>MUSIC-118 History of Jazz</td>
<td>3</td>
</tr>
<tr>
<td>MUSIC-119 The History and Culture of Hip Hop Music</td>
<td>3</td>
</tr>
<tr>
<td>MUSX-110 History of Electronic Music</td>
<td>3</td>
</tr>
</tbody>
</table>

**Associate in art**

**Commercial music**

**Technology and production**

Students completing this program will be able to...

A. produce recorded music projects.

B. demonstrate professional behaviors required in the music industry.

C. apply vocabulary and demonstrate processes used in the protection of intellectual property rights.

D. demonstrate practical musical literacy, both theoretical and historical.

E. mix live performances in a variety of genres.

F. create, arrange, and produce advanced recorded music projects utilizing a digital audio workstation that is MIDI capable.

The commercial music – technology and production associate in art degree begins with a set of core music and technology courses to provide both the conceptual foundation in music theory and the technical foundation in a digital audio workstation to record, sequence, and mix music. Graduates of the commercial music – technology and production program move into all facets of the music and entertainment industries. Graduates prepare a portfolio of work to demonstrate competencies for work as an AV technician, music engineer, music producer, music editor, film composer, and more.

Graduates may also transfer to four-year universities, which can prepare them for successful careers at media venues, major and independent record labels, motion picture studios, music production companies, music publishing companies, and music libraries.

To earn an associate in art degree, students must complete each course used to meet a major requirement with a "C" grade or higher and complete all general education requirements as listed in the catalog. Certain courses may satisfy both major and general education requirements; however, the units are only counted once.
NEW CERTIFICATES

ART – ART

Certificate of achievement
Photography

Students completing the program will be able to:
A. execute technical proficiency using photographic equipment and software appropriate to creative and commercial photographic industries;
B. demonstrate an understanding of the principles and concepts of analog and digital photography in selected areas of emphasis;
C. articulate, analyze, and evaluate the meaning in photographs, including social contexts and ethical choices;
D. employ critical thinking skills regarding their artwork and the artwork of others;
E. work collaboratively within a creative team;
F. develop a professional portfolio of work.

The certificate of achievement in photography is designed to acquaint students with a variety of skills as practiced by photography professionals. The photography curriculum develops a student’s critical thinking skills, hones problem-solving skills, and establishes a well-rounded photographic skill set.

The program primarily aims to provide an individual with the knowledge to maximize his or her own proficiency in the photographic arts. While not designed to provide preparation for a career in photography, individuals may apply the skills in a variety of jobs and career fields. Certain required courses provide prerequisite preparation for advanced professional programs should students decide to pursue an associate or bachelor’s degree.

To earn a certificate of achievement, students must complete each course used to meet a certificate requirement with a “C” grade or higher.

required courses: units
MUSIC-122 Theory and Musicianship I ........................................... 4
MUSIC-120 Live Sound ........................................................................ 3
MUSIC-124 Introduction to Music Production and Multi-Track Recording ........................................... 3
MUSX-172 Introduction to Electronic Music and MIDI .................. 3
MUSX-174 Introduction to Music Technology and Pro Tools ............. 3
MUSX-181 Introduction to the Music Industry .................................... 3
MUSX-182 Songwriting I ...................................................................... 3

plus at least 3 units from:

MUSC-150 Beginning Piano I ....................................................... 1
MUSC-151 Beginning Piano II ......................................................... 1
MUSC-120 Live Sound ........................................................................ 3
MUSC-124 Introduction to Music Production and Multi-Track Recording ........................................... 3

total minimum units for the major 36

recommended GE elective (DVC GE Area III)
MUSX-110 History of Electronic Music............................................ 3

EDUCATION – SPECIAL EDUCATION - EDUSP

Certificate of achievement
Special education fundamentals

Students completing this program will be able to:
A. analyze state and federal legislation pertaining to general and special education.
B. use a variety of instructional strategies and materials that respect individual differences.
C. demonstrate an understanding of how culture affects relationships among children, families, and schooling.

This entry-level program prepares students with practical skills and knowledge to work with people with disabilities in a variety of educational and rehabilitation settings. Additionally, the courses are intended to introduce students to career opportunities in special education or other disability-related fields, and can provide preparation for transfer to four-year institutions to continue a course of study in general education and special education. Classes are designed to serve working individuals wishing to improve their applied skills and professional growth. To earn a certificate of achievement, students must complete each course used to meet a certificate requirement with a “C” grade or higher. Required courses are available in the evening and during the day.

required courses: units
EDUSP-101 Introduction to Disabilities ........................................... 3
EDUSP-102 Historical Perspectives of Disabilities and the Law ........ 3
EDUSP-103 Classroom Strategies for the Special Education Paraprofessional ........................................... 3
ECE-124 Child Development and Psychology .................................. 3

total minimum required units 12
To earn the certificate of achievement students must complete the following courses with a "C" grade or higher.

required courses:

- GEOG-164 Fundamentals of Drone Operations and Licensing ................................................................. 3
- GEOG-165 Drone Remote Sensing ......................................................... 3

complete at least 6 units from one of the following groups:

- geography and geospatial
  - GEOG-125 Introduction to Geographic Information Systems (GIS) ........................................ 3
  - GEOG-129 Field Data Acquisition and Management ........................................ 3
  - GEOG-160 Introduction to Remote Sensing ........................................ 3

- administration of justice
  - ADJUS-203 Crime Scene Investigation ......................................................... 4
  - ADJUS-222 Criminal Investigation ............................................................ 3
  - ADJUS-205 Terrorism and Homeland Security ............................................... 3

- art digital media
  - ARTDM-105 Introduction to Digital Imaging ......................................................... 3
  - ARTDM-117 Digital Illustration ................................................................. 3

- biology and environmental science
  - BIOSC-126 Ecology and Field Biology ......................................................... 4
  - BIOSC-170 Environmental Science ............................................................ 3
  - GEOG-140 Introduction to Weather ............................................................ 3

- business and entrepreneurship
  - ARCHI-120 Introduction to Architecture and Environmental Design ................................ 3
  - CONST-124 Construction Details and Specifications ........................................ 3
  - CONST-170 Fundamentals of Building Inspection ........................................... 3
  - CONST-298 Independent Study ................................................................. 0.5-3
  - RE-162 Real Estate Appraisal I ............................................................... 3
  - RE-201 Advanced Real Estate Studies ......................................................... 0.5-4

- horticulture
  - HORT-110 Introduction to Horticulture and Plant Science ........................................ 3
  - HORT-179 Arboriculture ................................................................. 3
  - HORT-180 Introduction to Landscape Architecture ......................................... 3
  - HORT-185 Site Analysis ................................................................. 1.5
  - HORT-298 Independent Study ................................................................. 0.5-3

total minimum required units 12
To earn the certificate of accomplishment students must complete each course used to meet a certificate requirement with a “C” grade or higher.

**required courses:** | units
---|---
GEOG-164 Fundamentals of Drone Operations and Licensing | 3
GEOG-165 Drone Remote Sensing | 3

**total minimum required units** | 6

**INTERDISCIPLINARY STUDIES – INTD**

Kim Schenk, Senior Dean  
Administration Building, AB 214

**Noncredit - Certificate of completion**

**Skills for success in science, math, and engineering pathways**

**Students completing this program will be able to...**

A. identify the variables and problem-solving strategy for word problems involving applications in science and engineering.
B. use algebraic terms, expressions, and equations to solve problems in science and engineering.
C. apply algebraic laws to science and engineering concepts.
D. use technology including calculators and graphing programs to perform calculations and to visualize and interpret data in science and engineering.

This noncredit certificate of completion presents the critical algebra skill development necessary for students to be successful in science and engineering educational pathways. The courses cover the application of fundamental skills in advanced science and engineering courses contextualized to a student’s course of interest.

To earn a noncredit certificate of completion, students must complete both courses. The courses are noncredit. They are non-degree applicable and do not transfer to the California State University (CSU) or University of California (UC) systems or other private universities.

**required courses:** | units
---|---
INTD-080NC Problem Solving Skills for Science and Engineering Courses | 0
INTD-081NC Applying Algebra Skills in Advanced Science and Engineering | 0

**total minimum required units** | 0

**MUSIC INDUSTRY STUDIES – MUSX**

Toni Fannin, Dean  
Applied and Fine Arts Division  
Business and Foreign Language Building, Room 204

**Certificate of achievement**

**Commercial music**

**Media composition**

Students completing this program will be able to...

A. produce recorded music projects.
B. demonstrate professional behaviors required in the music industry.
C. apply vocabulary and demonstrate processes used in the protection of intellectual property rights.
D. demonstrate practical musical literacy, both theoretical and historical.
E. mix live performances in a variety of genres.
F. create a portfolio of original compositions for various ensembles/media.

The commercial music – media composition certificate of achievement is composed of core music and technology courses that provide both a conceptual foundation in music theory and a technical foundation in a digital audio workstation to record, sequence, and mix music. Graduates of the commercial music – media composition program are prepared for many facets of the music and entertainment industries. Students create a portfolio of diverse compositions that demonstrate competency for such careers as film composer, music editor, film arranger, orchestrator, and more.

To earn a certificate of achievement, students must complete each course used to meet a certificate requirement with a “C” grade or higher.

**required courses:** | units
---|---
MUSIC-122 Theory and Musicianship I | 4
MUSX-120 Live Sound | 3
MUSX-124 Introduction to Music Production and Multi-Track Recording | 3
MUSX-172 Introduction to Electronic Music and MIDI | 3
MUSX-174 Introduction to Music Technology and Pro Tools | 3
MUSX-181 Introduction to the Music Industry | 3
MUSX-182 Songwriting I | 3

plus at least 14 units from:

**required courses:** | units
---|---
MUSIC-121 Introduction to Music Composition | 3
MUSIC-123 Theory and Musicianship II | 4
MUSIC-127 Jazz Theory and Improvisation | 2
MUSIC-129 Counterpoint | 3
MUSIC-150 Beginning Piano I | 1
MUSIC-176 String Ensemble | 1
MUSIC-221 Advanced Music Composition | 3
MUSX-178 Music and Sound for Visual Media | 3
MUSX-221 Orchestration and Arranging for Digital Instruments | 3

**total minimum required units** | 36
Certificate of achievement
Commercial music
Performance

Students completing this program will be able to:
A. produce recorded music projects.
B. demonstrate professional behaviors required in the music industry.
C. apply vocabulary and demonstrate processes used in the protection of intellectual property rights.
D. demonstrate practical musical literacy, both theoretical and historical.
E. mix live performances in a variety of genres.
F. utilize basic ensemble skills by performing in an ensemble.

The commercial music – performance certificate of achievement consists of comprehensive curriculum that provides students with a solid foundation in music theory, composition, performance, technology, production, and business. This program offers a unique blend of the art of music and the discipline of business. Students can participate in traditional music courses such as individual applied music lessons and performing ensembles, while immersing themselves in music technology. Graduates of the commercial music – performance may move into all facets of the music and entertainment industries.

To earn the certificate of achievement, students must complete each course used to meet a certificate requirement with a “C” grade or higher.

required courses: units
MUSIC-122 Theory and Musicianship I ............................................. 4
MUSX-120 Live Sound ................................................................. 3
MUSX-124 Introduction to Music Production and Multi-Track Recording ................. 3
MUSX-172 Introduction to Electronic Music and MIDI ......................... 3
MUSX-174 Introduction to Music Technology and Pro Tools ......... 3
MUSX-181 Introduction to the Music Industry ...................................... 3
MUSX-182 Songwriting I .......................................................... 3

plus at least 14 units from: units
MUSIC-100 Applied Music ............................................................. 1
MUSIC-101 Beginning Guitar ......................................................... 1
MUSIC-103 Guitar Ensemble .......................................................... 1
MUSIC-108 Rock Theory and Improvisation I ..................................... 1
MUSIC-109 Live Music Production and Stagecraft I .................... 1
MUSIC-127 Jazz Theory and Improvisation ..................................... 2
MUSIC-128 Jazz Theory and Improvisation II .................................. 2
MUSIC-135 Vocal Jazz Ensemble .................................................... 1
MUSIC-136 Jazz Ensemble ............................................................. 1
MUSIC-137 Jazz Combos ............................................................... 1
MUSIC-150 Beginning Piano I ......................................................... 1
MUSIC-151 Beginning Piano II .......................................................... 1
MUSIC-152 Jazz Piano ................................................................. 1
MUSIC-162 Concert Choir ............................................................. 1
MUSIC-166 Chamber Singers ............................................................ 1
MUSIC-168 Percussion Ensemble .................................................. 1
MUSIC-170 Applied Voice Training .................................................. 1
MUSIC-171 Jazz and Popular Voice .................................................. 1
MUSIC-179 Intermediate Applied Voice .......................................... 1
MUSIC-208 Rock Theory and Improvisation I .................................... 1
MUSIC-209 Live Music Production and Stagecraft II .................... 1

MUSIC-250 Intermediate Piano I ................................................. 1
MUSIC-251 Intermediate Piano II .................................................. 1
MUSIC-256 Pedagogy for Studio Music Teachers ......................... 1
MUSX-183 Artist Development in the Music Industry ................. 3
MUSX-282 Songwriting II .......................................................... 3

total minimum required units ........................................ 36

Certificate of achievement
Commercial music
Technology and production

Students completing this program will be able to:
A. produce recorded music projects.
B. demonstrate professional behaviors required in the music industry.
C. apply vocabulary and demonstrate processes used in the protection of intellectual property rights.
D. demonstrate practical musical literacy, both theoretical and historical.
E. mix live performances in a variety of genres.
F. create, arrange, and produce advanced recorded music projects utilizing a digital audio workstation that is MIDI capable.

The commercial music – technology and production certificate of achievement begins with a set of core music and technology courses to provide both the conceptual foundation in music theory and the technical foundation in a digital audio workstation to record, sequence, and mix music. Graduates of the commercial music – technology and production move into all facets of the music and entertainment industries. Graduates prepare a portfolio of work to demonstrate competencies for work as an AV technician, music engineer, music producer, music editor, film composer, and more.

To earn the certificate of achievement, students must complete each course used to meet a certificate requirement with a “C” grade or higher.

required courses: units
MUSIC-122 Theory and Musicianship I ............................................. 4
MUSX-120 Live Sound ................................................................. 3
MUSX-124 Introduction to Music Production and Multi-Track Recording ................. 3
MUSX-172 Introduction to Electronic Music and MIDI ......................... 3
MUSX-174 Introduction to Music Technology and Pro Tools ......... 3
MUSX-181 Introduction to the Music Industry ...................................... 3
MUSX-182 Songwriting I .......................................................... 3

plus at least 14 units from: units
MUSIC -117 History of Rock and R&B .................................. 3
MUSIC-150 Beginning Piano I ......................................................... 1
MUSIC-151 Beginning Piano II .......................................................... 1
MUSX-100 AV Essentials: Systems and Analysis ......................... 3
MUSX-175 Advanced Pro Tools ...................................................... 3
MUSX-176 Introduction to Ableton Live ......................................... 3
MUSX-177 Introduction to Reason .................................................. 3

total minimum required units ........................................ 36
Limitations on enrollment
Effective fall term 2013, changes to the regulations that govern community college enrollments placed limitations on the number of courses that students may take in certain disciplines within the Contra Costa Community College District. The charts below indicate which Diablo Valley College (DVC) courses are assigned to groups of courses (“families”) for which limitations have been imposed. Certain courses within certain “families” may be repeated (see catalog description), however, students are limited to four experiences within the family. Certain DVC courses are equivalent to courses at Los Medanos College and Contra Costa College. An enrollment in an equivalent course at one of those colleges will count toward the allowable four enrollments within the family.

NOTE: Diablo Valley College may offer experimental or topics courses. When appropriate, based on content, such courses will be assigned to a “family” and that enrollment will be counted as an experience within the “family.”

ART

Family: Applied Art Design
ART-146 Metalsmithing and Jewelry I
ART-147 Metalsmithing and Jewelry II
ART-150DC Digital Ceramics Workshop
ART-150HC Hand-Built Ceramics II
ART-150JC Introduction to Jewelry Casting
ART-150LE Metalsmithing and Jewelry III
ART-150PJ Production Pottery
ART-150PX Wheel-Thrown Pottery III
ART-150PY Wheel-Thrown Pottery IV
ART-150SM Small Metal Casting for Jewelry
ART-152 Wheel-Thrown Pottery I
ART-153 Wheel-Thrown Pottery II
ART-154 Hand-Built Ceramics I
ART-252 Wheel-Thrown Pottery III
ART-253 Wheel-Thrown Pottery IV
ART-254 Hand-Built Ceramics II