Degree Guide:

Multimedia Communications Graphics, Associate in Applied Science-Transfer (AAS-T) Degree

Program
[Multimedia Communications (MEDIA)](#)
Degree Type
Professional Technical Degree
Offered Online
Yes
Program Coordinator

Renne Brock
(360) 417-6249
rbrock@pencol.edu

Program Description

Complete your Multimedia Communications Graphics, Associate in Applied Science-Transfer (AAS-T). This program prepares students for entry level employment in a variety of digital media careers including graphic design, digital photography, e-book design and publishing, content development for websites, and design for print publications. Foundation courses provide individuals with hands-on experience using a number of multimedia and graphic software applications. Core courses teach students an understanding of visual communications and provide a strong foundation of multimedia concepts and skills. Capstone courses offer a unique opportunity for students to interact with local businesses, entrepreneurs, and clients while creating a collective portfolio of student work. Some courses in this degree concentration are not offered online. Students are required to have access to Adobe Design Premium software, supply their own digital still and video camera, Adobe Creative Cloud, personal website including domain and webhosting for Portfolio and subdomains for web-based projects, a digital camera for photography and video, and books for this degree option. Visit our web site at: pencol.edu/program/multimedia-communications.

Program Length: 6 Quarters
Program Code: DMWMCAAS

Career Opportunities and Earnings

There is a high demand for talented people with digital media skills and an increasing number of employers are seeking workers with knowledge of multimedia communication tools. Graduates may find positions with a variety of multimedia oriented companies and organizations in the public and private sectors.

- Digital illustrator
- Graphic designer
- Multimedia developer
- Photographer
- Print production artist
- Web content developer

For current employment and wage estimates, please visit and search for the relevant occupational term: bls.gov/oes.

Program Outcomes

When this program is completed, the student will be able to:

- Demonstrate an understanding of the core concepts, terms, tools, and methods used to create digital video, illustrations, page layout documents, and web based multimedia content
- Plan, film, and edit, and publish digital videos on the internet
- Digitize, manipulate, and prepare photographic files for print and web publication
- Plan, create, implement, test, and manage multimedia tasks
- Produce a website portfolio that showcases individual multimedia competencies

Special Features

- Encourages students to explore how multimedia technologies impact art, business, and education
- Up to date curriculum that adapts to the rapidly changing field of multimedia
- Significantly more cost effective than most private and public schools

Program Prerequisites

Students entering this program should have good computer knowledge and skills to type and operate a computer. Online students should complete HUMDV 101 or have successfully completed an online course. College-level skills in English and math (eligibility for courses numbered 100 or higher) are required before registering for the English, math, or applied math courses in this program. Students may need to complete prerequisite coursework. The placement test will help determine placement level if not known. Previous coursework may also indicate placement level.

Approximate Additional Costs

- Books, supplies and miscellaneous fees (per quarter): $250
- Computer which meets the system requirements of required software*: approximately $1,400-$1,700
- 'Adobe Creative Cloud for Education' or 'Adobe Creative Cloud' (Education edition available with use of Peninsula College student email address): approximately $20 per month
- E-Portfolio website hosting and domain registration: approximately $175 per year
- Digital camera: $500-$1000

*Please confirm the computer you have access to meets the system requirements for Adobe Premiere Pro: helpx.adobe.com/premiere-pro/system-requirements.html

Sample Schedule

This sample schedule is provided as a guide for a full-time student starting in fall quarter whose goal is to earn the AAS-T. The typical student schedule is based on entering the program during the fall quarter, however some programs allow students to enter in the winter or spring as well. Since not all do, please confirm with an advisor whether this program must be started during a specific quarter or not.

First Quarter (Fall)

Catalog #	Course Title	Credits
HUMDV 101	Success in the Online Classroom	1
MEDIA 110	Introduction to Multimedia Graphic	5
MEDIA 111	Introduction to Multimedia Web	5
MEDIA 175	Principles of Digital Photography	4

Second Quarter (Winter)

Catalog #	Course Title	Credits
ART& 100 or MEDIA 226		5
MEDIA 201	Digital Image Editing I	5
MEDIA 203	Advanced Digital Photography	5

Third Quarter (Spring)

Catalog #	Course Title	Credits
ENGL& 101	English Composition I	5
MATH& 107 or above		5
MEDIA 202	Advanced Image Editing	5

Fourth Quarter (Fall)

Catalog #	Course Title	Credits
CMST& 102	Intro to Mass Media	5
MEDIA 170	Introduction to Graphic Design	5
MEDIA 195	Infographic and Data Visualization	5

Fifth Quarter (Winter)

Catalog #	Course Title	Credits
MEDIA 196	Intro to 3D Design	5
MEDIA 204	Digital Illustration	5
Social Sciences		5

Sixth Quarter (Spring)

Catalog #	Course Title	Credits
MEDIA 155	E-Book Design and Publishing	5
MEDIA 212	Digital Portfolio	5
MEDIA 224	Digital Storytelling	5

Your personal educational plan will vary based on many factors including:

- The quarter you begin
- How many classes/credits you plan to take in each quarter
- Your math and English placement; Learn more about placement options by visiting the Assessment and Placement website.
- If you start in our Transitional Studies program

Total Credits 90