



Degree Guide:

Multimedia Communications Web and Interactive Design, Associate in Applied Science-Transfer (AAS-T) Degree

Program

[Multimedia Communications \(MEDIA\)](#)

Degree Type

Professional Technical Degree

Offered Online

Yes

Program Coordinator

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Program Description

Complete your Multimedia Communications Web and Interactive Design, Associate in Applied Science-Transfer (AAS-T). Multimedia communications and web design technologies are integral components of business, communication, and social media. Professional web designers develop websites, information portals, and interactive solutions for service, data organization, and training. This two-year program prepares students to create accessible web interface designs, database driven websites, and content management system deployment for various business, entrepreneurial, and industry services. Capstone courses offer a unique opportunity for students to interact with businesses and clients while creating a collective portfolio of student work. This degree can be completed 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: ELCWIAAS

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.

- Multimedia developer
- Web content developer
- Website designer

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 websites, web animation, and web based multimedia content



- Deploy and test web content management systems
- Create database driven websites
- Work as a team to apply multimedia competencies and plan, develop, and publish a web site for a client

Special Features

- Opportunity to arrange a concentration of classes to meet career goals
- Up to date curriculum that adapts to the rapidly changing field of multimedia and web technologies
- Unique learning environment in its accommodations for the physically challenged
- 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
- 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
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
MEDIA 115	Introduction to Digital Video	5
MEDIA 196	Intro to 3D Design	5
MEDIA 201	Digital Image Editing I	5



Third Quarter (Spring)

Catalog #	Course Title	Credits
ENGL& 101	English Composition I	5
MATH& 107	Math in Society	5
MEDIA 224	Digital Storytelling	5

Fourth Quarter (Fall)

Catalog #	Course Title	Credits
CMST& 102	Intro to Mass Media	5
MEDIA 170	Introduction to Graphic Design	5
Multimedia Elective		6

Fifth Quarter (Winter)

Catalog #	Course Title	Credits
MEDIA 204	Digital Illustration	5
MEDIA 275	Social Media Marketing	5
Social Sciences		5

Sixth Quarter (Spring)

Catalog #	Course Title	Credits
MEDIA 202	Advanced Image Editing	5
MEDIA 206	Database Driven Websites	5
MEDIA 212	Digital Portfolio	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**