NEW MEDIA ARTS CURRICULA

SPECIAL ADMISSION REQUIREMENTS FOR NEW MEDIA ARTS

Program application materials including official transcripts, portfolios, and essays must be received by April 1 for fall semester admission. Grade reports for spring courses are due May 30.

The prerequisites must be completed before entry into the New Media Arts A.S. degree program. Completion of coursework and grades will be considered in selecting students for the program. Admission to the New Media Arts program is based on a competitive selection of students. The criteria for selection include:
1. Grades for prerequisite courses.
2. Portfolio (visual art portfolio for prospective Animation and Interface Design students, writing portfolio for prospective Information Architecture students.)
3. Essay.

Program Description: The New Media Arts program at Kapiʻolani Community College prepares students for professional work in the fields of digital media design, computer animation, and the converging industries that require advanced skills in multimedia design and production. The program is intended to serve professionals updating and refining their job skills and students preparing for a career in digital design or production. The program integrates classroom instruction with hands-on production skills in a learning environment that encourages the collaborative process inherent in professional multimedia design and production.

ASSOCIATE IN SCIENCE DEGREE IN NEW MEDIA ARTS WITH A SPECIALIZATION IN ANIMATION (78 SEMESTER CREDITS)

Program Competencies: Upon successful completion of the A.S. degree in New Media Arts with a specialization in Animation, the student should be able to:

- Create animation in 3D formats.
- Identify and effectively apply conceptual thinking skills that are important in animation.
- Identify and effectively apply design and animation principles in the development of 3D animation.
- Describe and draw conclusions about the relation animation has to the contemporary world.
- Create works that demonstrate an understanding of the history, theory, and aesthetics of animation production.
- Demonstrate successful problem-solving that results from experimentation, exploration, and the taking of risks during the creative problem solving process.
- Demonstrate effective use of programming to create animation appropriate to the audience and purpose.
- Create materials to convey the developmental stages of animation projects.
- Work as a team member to make collaborative decisions when appropriate and exercise independent judgment when appropriate.
- Draw illustrations for use in computer-based products in a variety of styles.
- Create electronic production and presentation materials to convey the developmental stage of motion graphics projects.
- Demonstrate basic techniques of character and narrative development as applied to motion graphic design.
- Communicate clearly and effectively in working groups and during critiques.
- Effectively write about and defend course work conceptually.
- Identify and effectively apply conceptual thinking skills that are important in animation.

- Demonstrate competence in digital image input and processing; sound input and editing; and 3D animation authoring software.
- Demonstrate competence with editing and compositing software.
- Use 3D modeling, texturing, and rendering techniques effectively in the creation of animation.
- Draw a variety of styles of illustrations for use in computer-based products.

- Create electronic production and presentation materials to convey the developmental stage of animation projects.
- Demonstrate the basic techniques of character and narrative development as applied to animation.

AS DEGREE CURRICULUM, NMA, ANIMATION (78 CREDITS)

P = Prerequisite
R = Required Semester
• = Suggested Semester

Course	Title	Cr	P	1	2	3	4	Grade Received
General Education Requirements (15 credits)								
ENG 100 or	Composition I							
ENG 160 or	Business and Technical Writing							
ESL 100	Expository Writing: A Guided Approach	3		•				
MATH 100 or	Survey of Mathematics							
PHIL 110	Introduction to Deductive Logic	3			•			
ART 101	Introduction to the Visual Arts	3	P					
ANTH 200 or	Cultural Anthropology							
PSY 100	Survey of Psychology	3				•		
KCC AS/NS	A.S. Natural Sciences Elective (100 level or higher)	3					•	
New Media Arts Requirements (63 credits)								
ART 106 or	Introduction to Sculpture							
ART 123	Introduction to Painting	3	P					
ART 107	Introduction to Photography	3	P					
ART 112	Introduction to Digital Arts	3	P					
ART 113	Introduction to Drawing	3	P					
ART 115	Introduction to Design	3	P					
ART 126	3D Computer Graphics I	3		•				
ART 156	Digital Painting	3			•			
ART 157	Film Analysis and Storytelling	3			•			
ART 158	History of Animation	3			•			
ART 202	Digital Imaging	3		•				
ART 212	Digital Animation	3		•				
ART 214	Introduction to Life Drawing	3		•				
ART 226	3D Computer Graphics II	3			•			
ART 246	3D Computer Graphics III	3				•		
ART 247	Lighting and Rendering	3				•		
ART 248	Digital Post-Production	3				•		
ART 256	Digital Compositing	3					•	
ART 259	Gaming and Realtime Computer Graphics	3					•	
ART 294 and/or	New Media Arts Practicum (3 credits)							
ART 293V	New Media Arts Internship (3-6 credits)	6				•	R	
ART 296	Demo Reel Development	3					•	
	TOTAL	**78**						

The issuance of an A.S. degree requires that the student must earn a grade point ration (G.P.R.) of 2.0 or higher for all courses applicable toward the degree. Lists of A.S. electives (KCC AS/NS) are in the "Degree and Certificate Programs" section.

ASSOCIATE IN SCIENCE DEGREE IN NEW MEDIA ARTS WITH A SPECIALIZATION IN INTERFACE DESIGN (78 SEMESTER CREDITS)

Program Competencies: Upon successful completion of the A.S. degree in New Media Arts with a specialization in Interface Design, the student should be able to:
- Create interface design products.
- Identify and effectively apply conceptual thinking skills that are important in interface design.
- Identify and effectively apply design principles in the development of screen-based media.
- Describe and draw conclusions about the relation interface design has to the contemporary world.
- Create works that demonstrate an understanding of the history, theory, and aesthetics of interface design and production.
- Demonstrate successful problem-solving that results from experimentation, exploration, and the taking of risks during the creative problem solving process.
- Demonstrate effective use of programming to create interface design appropriate to the audience and purpose.

- Create materials to convey the developmental stages of interface design projects.
- Work as a team member to make collaborative decisions when appropriate and exercise independent judgment when appropriate.
- Communicate clearly and effectively in working groups and during critiques.
- Effectively write about and defend course work conceptually.
- Identify and effectively apply conceptual thinking skills that are important in interface design.
- Identify and effectively apply graphic and interface design principles in the development of interface design.
- Respond to needs of particular organizational structures with appropriate user-centered design.
- Demonstrate competence in digital image input and processing; sound input and editing; and interface design authoring software.
- Demonstrate effective use of programming to create interface design appropriate to the audience and purpose
- Create materials to convey the developmental stage of interface design projects.

AS DEGREE CURRICULUM, NMA, INTERFACE DESIGN (78 CREDITS)

P = Prerequisite
• = Suggested Semester

Course	Title	Cr	P	1	2	3	4	Grade Received
General Education Requirements (15 credits)								
ENG 100 or	Composition I							
ENG 160 or	Business and Technical Writing							
ESL 100	Expository Writing: A Guided Approach	3	P					
MATH 100 or	Survey of Mathematics							
PHIL 110	Introduction to Deductive Logic	3			•			
ART 101	Introduction to the Visual Arts	3	P					
ANTH 200 or	Cultural Anthropology							
PSY 100	Survey of Psychology	3	•					
KCC AS/NS	A.S. Natural Sciences Elective (100 level or higher)	3				•		
New Media Arts Requirements (60 credits)								
ART 107	Introduction to Photography	3	P					
ART 112	Introduction to Digital Arts	3	P					
ART 113	Introduction to Drawing	3	P					
ART 115	Introduction to Design	3	P					
ART 125	Introduction to Graphic Design	3		•				
ART 127	Graphic Symbolism	3		•				
ART 128	Interface Programming I	3			•			
ART 129	Corporate Identity	3			•			
ART 155	Information Architecture	3			•			
ART 159	History of Communication Design	3		•				
ART 202	Digital Imaging	3			•			
ART 222	Digital Multimedia	3				•		
ART 229	Interface Design I	3			•			
ART 249	Interface Design II	3				•		
ART 257	Motion Graphic Design	3				•		
ART 258	Interface Design with Database Content	3				•		
ART 266	Typography	3		•				
ART 293V or	New Media Arts Internship							
ART 294	New Media Arts Practicum	6					R	
ART 295	Design Portfolio	3				•		
Support Courses (3 credits)								
MKT 185	E-Commerce Marketing	3				•		
	TOTAL	**78**						

The issuance of an A.S. degree requires that the student must earn a grade point ratio (G.P.R.) of 2.0 or higher for all courses applicable toward the degree. Lists of A.S. electives (KCC AS/NS) are in the "Degree and Certificate Programs" section.

ASSOCIATE IN SCIENCE DEGREE WITH A SPECIALIZATION IN INFORMATION ARCHITECTURE (79 SEMESTER CREDITS)

Program Competencies: Upon successful completion of the A.S. degree in New Media Arts with a specialization in Information Architecture, the student should be able to:

- Create materials to convey the developmental stages of multimedia projects.
- Identify and effectively apply conceptual thinking skills that are important in information architecture.
- Identify and effectively apply design principles in the development of screen-based media.
- Describe and draw conclusions about the relation information architecture has to the contemporary world.
- Create works that demonstrate an understanding of the history, theory, and aesthetics of information architecture and interface design production.
- Demonstrate successful problem-solving that results from experimentation, exploration, and the taking of risks during the creative problem solving process.
- Demonstrate effective use of programming to create information architecture appropriate to the audience and purpose
- Work as a team member to make collaborative decisions when appropriate and exercise independent judgment when appropriate.
- Communicate clearly and effectively in working groups and during critiques.
- Effectively write about and defend course work conceptually.
- Identify and effectively apply conceptual thinking skills that are important in information architecture.
- Respond to needs of particular organizational structures with appropriate user-centered design.
- Demonstrate competence in digital image input and processing; sound input and editing; and interface design authoring software.
- Demonstrate effective use of programming to create information architecture appropriate to the audience and purpose.

AS DEGREE CURRICULUM, NMA, INFORMATION ARCHITECTURE (79 CREDITS)

P = Prerequisite
R = Required Semester
• = Suggested Semester

Course	Title	Cr	P	1	2	3	4	Grade Received
General Education Requirements (15 credits)								
ENG 100 or	Composition I							
ENG 160 or	Business and Technical Writing							
ESL 100	Expository Writing: A Guided Approach	3	P					
MATH 100 or	Survey of Mathematics							
PHIL 110	Introduction to Deductive Logic	3				•		
ART 101	Introduction to the Visual Arts	3	P					
ANTH 200 or	Cultural Anthropology							
PSY 100	Survey of Psychology	3		•				
KCC AS/NS	A.S. Natural Sciences Elective (100 level or higher)	3					•	
New Media Arts Requirements (45 credits)								
ART 107	Introduction to Photography	3	P					
ART 112	Introduction to Digital Art	3	P					
ART 115	Introduction to Design	3	P					
ART 125	Introduction to Graphic Design	3		•				
ART 128	Interface Programming I	3			•			
ART 129	Corporate Identity	3			•			
ART 155	Information Architecture	3			•			
ART 202	Digital Imaging	3			•			
ART 222	Digital Multimedia	3				•		
ART 229	Interface Design I	3			•			
ART 249	Interface Design II	3				•		
ART 257	Motion Graphic Design	3				•		
ART 258	Interface Design with Database Content	3					•	
ART 293V or	New Media Arts Internship							
ART 294	New Media Arts Practicum	6					R	

AS DEGREE CURRICULUM,
NMA, INFORMATION ARCHITECTURE (79 CREDITS)

P = Prerequisite
R = Required Semester
• = Suggested Semester

Course	Title	Cr	P	1	2	3	4	Grade Received
Support Courses (19 credits)								
ENG 108G	Editing	1	P					
ENG 209	Business and Managerial Writing	3		•				
ENG 215	Research and Argumentative Writing	3				•		
ENG 227	Writing for Publication	3					•	
ICS 102	The Internet	3		•				
ITS 103	Introduction to the Programming Process	3		•				
MKT 185	E-Commerce Marketing	3				•		
	TOTAL	**79**						

The issuance of an A.S. degree requires that the student must earn a grade point ration (G.P.R.) of 2.0 or higher for all courses applicable toward the degree. Lists of A.S. electives (KCC AS/NS) are in the "Degree and Certificate Programs" section.