



**MT. SAN JACINTO COLLEGE
SECONDARY TO POST-SECONDARY ARTICULATION
ARTICULATION PROPOSAL COVER SHEET**

STATEMENT OF INTENT

This agreement enables students to receive college credit and/or a waiver of a prerequisite for coursework at the secondary level comparable to courses offered by Mt. San Jacinto College District. The granting of college Credit-by-Exam is based upon achievement of competencies through a course or courses as defined in the current Articulation Handbook, which specifies the conditions of the articulation agreement.

TERMS OF AGREEMENT

This agreement between Mt. San Jacinto College District and High Schools or ROP shall remain valid for up to three years for all disciplines [except child development education (TEDS) which are valid for two years]. After this time period, the agreement must be renewed by the K-12 District. This renewal will include an examination of up-to-date course outlines, a discussion of current teaching methods, stated competencies, and measurement methods. Either party to the agreement may terminate this agreement at the close of any school year by proper written notice delivered to the Superintendent/President of Mt. San Jacinto College or to the Superintendent of the K-12 Educational Institution. This agreement will be reviewed periodically. This agreement was created using a Statewide Career Pathways Project articulation agreement template.

INSTITUTION	COURSE NAME & NUMBER
College Name: Mt. San Jacinto College	Intro to Digital Media DIG-110
K-12 District Name: Murrieta Valley USD	Multimedia Design II 7751

AUTHORIZED K-12 DISTRICT REPRESENTATIVE		
NAME	SIGNATURE	DATE
Faythe Mutchnick-Jayx	<i>Faythe Mutchnick-Jayx</i>	3/20/2023
TITLE	EMAIL ADDRESS	
Assistant Superintendent, Educational Services	fmutchnick-jayx@murrieta.k12.ca.us	

MSJC CAREER EDUCATION USE ONLY		
TITLE	SIGNATURE	DATE
Dept. Chair/Program Coordinator	<i>[Signature]</i>	Apr 3, 2023
Dean, Career Education/Instruction	<i>Marilyn Harvey</i>	Apr 4, 2023
Curriculum Committee Chair	<i>[Signature]</i> John Tribelhorn (May 23, 2023 08:04 PDT)	May 23, 2023
Vice President	<i>[Signature]</i> Jeremy Brown (May 23, 2023 19:25 PDT)	May 23, 2023

Agreement effective date 07 / 01 / 2023 Agreement end date 06/30 / 2026
 Emailed authorized K-12 District representative 06/08/23 *[Signature]*
 DATE MSJC CTE REP INITIALS



**MT. SAN JACINTO COLLEGE
SECONDARY TO POST-SECONDARY ARTICULATION**

PROPOSAL TO ARTICULATE COURSEWORK

Please use one form for each articulation request. The proposal packet should include: (1) this proposal, (2) the secondary school district or ROP official **Course Outline of Record (COR*)**, (3) the Credit-by-Exam Criteria Form, and (4) the sample final exam(s) or project(s). Send the complete proposal packet, via e-mail attachment to: articulation@msjc.edu

School Year to BEGIN Articulation:

<p>Is this proposal for a NEW agreement or a renewal of an existing agreement?</p> <p align="center"> <input type="checkbox"/> NEW <input checked="" type="checkbox"/> RENEWAL </p>

This proposal was prepared by:

Murrieta Valley Unified School District	Valerie Backus vbackus@murrieta.k12.ca.us
Name of Secondary District	Submitted by (Name & Email)

Please list all faculty within the secondary district who teach the course.

Jason Hedge	Murrieta Mesa High School	jhedge@murrieta.k12.ca.us
Faculty Name	School Site	Email Address

Secondary Course Equivalency (*List all courses that must be completed successfully for articulation*)

7751	Multimedia Design II
Course Number	Course Name/Title

Post-secondary (MSJC) Course Equivalency (**List only one MSJC course per form**)

DIG-110	Intro to Digital Media DIG-110	3
Course Number	Course Name/Title	Number of Units

FOR RENEWALS

List dates the current Articulation Agreement was approved / expired:

7/01/2020	6/30/2023
Approval Date	Expiration Date

List all changes or updates to the Secondary Course (*if no changes leave this section blank*):



MT. SAN JACINTO COLLEGE
SECONDARY TO POST-SECONDARY ARTICULATION

CREDIT-BY-EXAM CRITERIA

Mt. San Jacinto College Course Name & Number	High School / ROP / District Course Name & Number
Intro to Digital Media DIG-110	Multimedia II 7751

• What method(s) of competency will be used for the Credit-by-Exam assessment?*

- Written Exam Quizzes Portfolio Website
- Lab Project Hands-on Demonstration
- Other (specify): _____

• Please describe the Credit-by-Exam procedures:

• Who will administer the credit exam?

- High School / ROP Instructor High School / ROP Counselor
- MSJC Faculty MSJC Staff

• Where will the credit exam be taken?

- Online using Canvas or Eagle Advisor
- At High School Name: Murrieta Mesa High School
- At MSJC campus: San Jacinto Menifee Temecula
- Other Location (specify): _____

PLEASE NOTE: Students who earn seventy percent (70%) "C" on the credit exam will earn articulated credit, indicated by a "P/NP" on their MSJC transcript. In some instances, students may be eligible for a letter grade. If indicated below that this credit-exam is eligible for a letter grade, students who pass the approved credit exam with an 80 or above for these articulated courses will earn the letter grade of "A" or "B". The letter grade will be posted to their transcript.

** If using a Written Exam please attach a copy of the exam and answer key.
If using another method attach a copy of instructions or a description.*

Portion below is to be filled out by MSJC department chair or subject-area faculty only:

- Does the completed credit exam need to be reviewed or graded by the MSJC faculty, or the MSJC department chair, prior to credit being awarded? Yes No
- Is this credit exam eligible for a letter grade? Yes No

Course Title:	Multimedia Design II
Department:	Visual and Performing Arts
Grade:	9- 12
Length of Course:	Year
Prerequisite:	Grade of C or better in Multimedia Design I or Graphic Design I
UC/CSU (A-G) Req:	(G)
Brief Course Description:	This course is an overview of the computer-based design industry, applying advanced digital image creation methods and output options. It builds upon the skills acquired from Multimedia Design I or Graphic Design I, and also provides an overview of careers in the field. Media output topics include designing for print and web content. Interactive media projects created will consider optimum audience interaction. Photographic skills, including camera function and aesthetics, will be used to create meaningful digital images for use in multimedia. Software titles include, but are not limited to: After Effects, Flash, Illustrator, Photoshop, Garageband/Audacity, Movie Maker/iMovie. Students will have the opportunity to further develop their skills with Adobe Creative Suite applications and receive training for success in post-secondary education institution/s and/or in an entry-level position in the field of media arts.

I. GOALS

The student will:

- A. Learn basic understanding of photographic skills including camera function and aesthetics to create meaningful digital images. (VPA 2.0, 2.1, 2.3, 2.4, 2.5, 11.0) (CTE AME A 8.1, 8.2, 8.3, 8.4, 8.5, 8.6, 8.7)
- B. Develop the ability to create projects utilizing multimedia design and authoring software. (VPA 2.1, 2.2, 3.2) (CTE AME A 2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 2.9, 8.1, 8.2, 8.3, 8.4, 8.5, 8.6, 8.7)
- C. Develop technical skills through the use of audio and video recording equipment. (VPA 2.1, 2.2, 3.2) (CTE AME A 2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 2.9, 8.1, 8.2, 8.3, 8.4, 8.5, 8.6, 8.7)
- D. Develop production skills by planning and creating multifaceted projects. (VPA 5.0, 5.1, 5.2, 5.3, 5.4, 10.3) (CTE AME A 8.1, 8.2)

Course Title: Multimedia Design II

- E. Understand web design principles and constraints. (VPA 4.2, 4.3, 4.4, 4.5, 4.6, 10.0) (CTE AME A 1.6, 4.2, 4.3, 4.4, 4.5, 5.1, 5.2, 5.3, 8.6)
- F. Create advanced web graphics. (VPA 5.0) (CTE AME A 8.1, 8.2, 8.3, 8.4, 8.5, 8.6, 8.7)
- G. Create basic to advanced animation projects. (VPA 5.0) (CTE AME A 8.1, 8.2, 8.3, 8.4, 8.5, 8.6, 8.7)
- H. Incorporate sound to multimedia projects and webpages. (VPA 2.0, 2.1, 2.3, 2.4, 2.5, 11.0) (CTE AME A 8.1, 8.2, 8.3, 8.4, 8.5, 8.6, 8.7)
- I. Create and publish podcasts on the web. (VPA 2.0, 2.1, 2.3, 2.4, 2.5, 11.0) (CTE AME A 8.1, 8.2, 8.3, 8.4, 8.5, 8.6, 8.7)
- J. Develop the evaluative and analytical skills necessary to make appropriate changes and modifications to a project. (VPA 1.3) (CTE AME A 6.1, 6.2, 6.3)
- K. Demonstrate the ability to evaluate, refine and offer insight into the value of a project. (VPA 1.3) (CTE AME A 1.3, 1.4, 1.5, 1.6, 1.7, 6.1, 6.2, 6.3)

II. OUTLINE OF CONTENT FOR MAJOR AREAS OF STUDY

A. Digital Photography

1. History of photography, major figures, impact of traditional film to digital
2. Photo composition rules and design elements
3. Image acquisition resources
4. Camera basics: SLR, point and shoot, mobile devices
5. Cropping, resizing, color enhancement, filters
6. Storing, manipulating and publishing photos
7. Review professionally published photography products and careers

B. Multimedia Presentations

1. Explore a variety of online and offline presentation mediums
2. Study principles of design
3. Master the art of presenting through media arts

C. Animation

1. Use basic action script
2. Incorporate sounds
3. Work with symbols and interactivity
4. Build simple to complex animations
5. Create special effects
6. Import and modify graphics
7. Prepare and publish movies

D. Audio

1. Manipulate and edit audio files
2. Create, manipulate and edit music
3. Export audio and music tracks to be used in podcasts, web pages and movies

Course Title: Multimedia Design II

E. Podcasting

1. Create and maintain podcasts for the web
2. Develop broadcasting skills

F. Video

1. Introduction to recording video
2. Downloading and rendering video
3. Movie Maker/iMovie
 - a. Edit and produce video
 - b. Slide shows and effects
 - c. Sound

G. Web Design

1. Create and maintain a digital portfolio
2. Understand the purpose of website platforms
3. Understand HTML code for visual enhancement and embedding

H. Foundation Standards

1. Academics 1.0
 - a. Students understand the academic content required for entry into postsecondary education and employment in the Arts, Media, and Entertainment sector
2. Mathematics 1.1
 - a. 1.1 Compare weights, capacities, geometric measures, times and temperatures within and between measurement systems (e.g., miles per hour and feet per second, cubic inches to cubic centimeters, percentages, pixels, cm, in)
3. History–Social Science 1.3 Specific applications of Chronological and Spatial Thinking standards (grades 9-12):
 - a. Students analyze how change happens at different rates at different times; understand that some aspects can change while others remain the same; and understand that change is complicated and affects not only technology and politics but also values and beliefs
4. Career Planning and Management 3.0
 - a. Students understand how to make effective decisions, use career information and manage personal career plans:
 - b. 3.2 Understand the scope of career opportunities and know the requirements for education, training, and licensure
5. Technology 4.0
 - a. Students know how to use contemporary and emerging technological resources in diverse and changing personal, community and workplace environments:
 - b. 4.2 Understand the use of technological resources to gain access to, manipulate, and produce information, products and services
 - c. 4.5 Know the key technological skills appropriate for occupations in the arts industry
 - d. 4.7 Understand how technology can reinforce, enhance, or alter products and performances
6. Responsibility and Flexibility 7.0

Course Title: Multimedia Design II

- a. Students know the behaviors associated with the demonstration of responsibility and flexibility in personal, workplace and community settings:
- b. 7.1 Understand the qualities and behaviors that constitute a positive and professional work demeanor
- c. 7.2 Understand the importance of accountability and responsibility in fulfilling personal, community and workplace roles
- 7. Ethics and Legal Responsibilities 8.0
 - a. Students understand professional, ethical, and legal behavior consistent with applicable laws, regulations, and organizational norms
 - b. 8.4 Adhere to the copyright and intellectual property laws and regulations, and use and cite proprietary information appropriately
 - c. 8.5 Understand the ethical implications of the degree of influence media, arts, and performances have on individuals
- 8. Technical Knowledge and Skills 10.0
 - a. Students understand the essential knowledge and skills common to all pathways in the Arts, Media, and Entertainment sector:
 - b. 10.10 Use technical applications in the creative process, where appropriate
 - c. 10.12 Use a variety of strategies (e.g., personal experience, discussion, research) to comprehend, interpret, evaluate and appreciate source and technical documents and materials

I. Pathway Standards

- 1. A 1.0 Students master appropriate visual and performing arts (VPA) and English–language arts (ELA) content standards in relation to visual, aural, written and electronic media projects and products
 - a. Specific applications of VPA Artistic Perception standards for Visual Arts at the advanced level (grades 9-12):
 - i. (1.1) Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content and real vs virtual in works of art
 - ii. (1.3) Analyze their works of art as to personal direction and style
 - iii. (1.7) Select three works of art from their art portfolio and discuss the intent of the work and the use of the media
- 2. A 1.2 Specific applications of VPA Creative Expression standards for Visual Arts at the advanced level (grades 9-12):
 - a. (2.4) Demonstrate in their own works of art a personal style and an advanced proficiency in communicating an idea, theme, or emotion
 - b. (2.5) Use innovative visual metaphors in creating works of art
 - c. (2.6) Present a universal concept in a multimedia work of art that demonstrates knowledge of technology skills
- 3. A 1.3 Specific applications of VPA Historical and Cultural Context standards for Visual Arts at the advanced level (grades 9-12):
 - a. (3.3) Investigate and discuss universal concepts expressed in works of art from diverse cultures
- 4. A 1.4 Specific applications of VPA Aesthetic Valuing standards for Visual Arts at the advanced level (grades 9-12):
 - a. (4.1) Describe the relationship involving the art maker (artist), the making (process), the artwork (product), and the viewer
 - b. (4.6) Develop written criteria for the selection of a body of work from their portfolios that represents significant achievements

Course Title: Multimedia Design II

5. A 1.5 Specific applications of VPA Connections, Relationships, Applications standards for Visual Arts at the advanced level (grades 9-12):
 - a. (5.3) Prepare portfolios of their original works of art for a variety of purposes (e.g., review for postsecondary application, exhibition, job application and personal collection)
6. A 1.7 Specific applications of ELA Writing Strategies and Applications standards (grades 11-12):
 - a. (1.9) Revise text to highlight the individual voice, improve sentence variety and style, and enhance subtlety of meaning and tone in ways that are consistent with the purpose, audience, and genre
7. 2.3 Write reflective compositions:
 - a. Explore the significance of personal experiences, events, conditions, or concerns by using rhetorical strategies (e.g., narration, description, exposition, persuasion) Specific applications of ELA Written and Oral English Language Conventions standards (grades 11-12):
 - b. (1.1) Demonstrate control of grammar, diction, and paragraph and sentence and an understanding of English usage
 - c. (1.2) Produce legible work that shows accurate spelling and correct punctuation and capitalization
8. A 2.0 Students understand the key technical and technological requirements applicable to various segments of the Media and Design Arts Pathway:
 - a. A 2.1 Analyze the way in which technical design (e.g., color theory, lighting, graphics, typography, posters, sound, costumes, makeup) contributes to a performance or presentation
 - b. A 2.2 Know the component steps and skills required to design, edit, and produce a production for audio, video, electronic, or printed presentation
 - c. A 2.3 Use technology to create a variety of audio, visual, written, and electronic products and presentations
 - d. A2.5 Know the writing processes, formats, and conventions used for various media
 - e. A 2.6 Understand technical support related to various media and design arts
 - f. A 2.7 Know how advanced and emerging technologies (e.g., virtual environment or voice recognition software) may affect or improve media and design arts products or productions
 - g. A 2.8 Use models, simulations, and other tests to determine optimal design solutions from a variety of options

III. ACCOUNTABILITY DETERMINANTS

A. Assessment Methods

1. Teacher observations of day-to-day classroom participation, effort and achievement
2. Individual performance tests
3. Projects
4. Website production

IV. INSTRUCTIONAL MATERIALS AND METHODOLOGIES

A. Required Textbook

None. The primary method of instruction is through lectures and projects designed to reinforce curricular concepts. Lectures, exercises and resources for the course can be accessed online and reviewed anytime by the students on the course website.

B. Supplementary Materials

The following software will be utilized:

1. Adobe Creative Suite: Photoshop, Illustrator, After Effects, Animate, Bridge
2. Internet Browsers: Chrome, Explorer, Firefox, Safari
3. Movie Maker/iMovie/Final Cut Pro/ Adobe Premiere/After Effects
4. Audacity/Garageband/Logic
5. Presentation Software: PowerPoint, Keynote, Prezi, Haiku Deck
6. Freeware

Multimedia II/III Final and Articulation Project

Worth 800 Points

Due May 20th 2020

Students will be using this guide for their final project. All elements will be required for full credit.

Project: You are to use all of the skills you have learned over the amount of time you have been in Multimedia. Illustration, Graphic Design, Sound Design, Animation, Web Design, Advertising, Marketing and Music creation will all be showcased in this project. You will brand yourself, create a product (your portfolio) and create a website with all of your elements on display. The purpose of your website is to sell your skills and get potential clients. If you have another angle you would like to use (Sports, Specific products, Movie, Music, etc...) you need to gain my permission first. I will provide you with an excel spreadsheet so I can see your progress in real time and you can be sure that you have included all of the elements I need to see.

Elements needed are as followed:

Graphics or Photos	70 Points
Magazine Flier	60 Points
Full Screen/Poster	70 Points
3rds	70 Points
Water Marks	70 Points
Stock Graphic	60 Points
Web Page	100 Points
Animation	200 Points
Video	200 Points
Music/Sound	100 Points

In regard to the webpage, please use www.Sitely.com if you are not going to create one from scratch. I can't see most other sites from the Mesa. **Let me know the second you run into any trouble so we can get you moving along.**

Final Grading Rubric and Articulation List			
Target	Created	Published	Grade
Graphics or Photos			70
Magazine/Flier			60
Full Screen/Poster			70
3rds			70
Water Marks			70
Stock Graphic			60
			/400
Web Page			/100
Animation			/200
Video			/200
Music/Sound			/100
		Total	/800