# Signature Page

## MMST-2010

### I. Team Members

<table>
<thead>
<tr>
<th>Name</th>
<th>Member Type</th>
<th>Email</th>
<th>Contact Phone</th>
<th>Responsible for what part</th>
<th>Signature</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Derek Wilson</td>
<td>Primary Team Member</td>
<td><a href="mailto:derek.wilson@marin.edu">derek.wilson@marin.edu</a></td>
<td>x8255</td>
<td>Most parts with additions by JG</td>
<td></td>
<td></td>
</tr>
<tr>
<td>James Gonzalez</td>
<td>Team Member</td>
<td><a href="mailto:james.gonzalez@marin.edu">james.gonzalez@marin.edu</a></td>
<td>x8250</td>
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</table>

### II. Program Review Committee

<table>
<thead>
<tr>
<th>Name</th>
<th>Committee (Chairs)</th>
<th>Signature</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chris Schultz</td>
<td>Curriculum Committee Chair</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blaze Woodlief</td>
<td>Educational Planning Committee</td>
<td></td>
<td></td>
</tr>
<tr>
<td>V-Anne Chernock and Erik Dunmire</td>
<td>Facilities Committee Co-Chairs</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Yolanda Bellisimo</td>
<td>Planning and Resource Allocation Committee Co-Chair/Academic Senate President</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Nick Chang</td>
<td>Planning and Resource Allocation Committee Co-Chair/Instructional Equipment Committee Chair</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sara McKinnon and Becky Brown</td>
<td>Program Review Committee Chair and SLO Coordinators</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Chris Schulz</td>
<td>Student Access and Success Committee Chair</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Michael Irvine</td>
<td>Tech Committee Chair</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### III. Vice President of Academic Affairs

<table>
<thead>
<tr>
<th>Name</th>
<th>Signature</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nick Chang</td>
<td></td>
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</table>

### IV. Board of Trustees President

<table>
<thead>
<tr>
<th>Name</th>
<th>Signature</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eva Long</td>
<td></td>
<td></td>
</tr>
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Technology Requests

Part I: Software

I. Technology/Software Requests

This section will be filled out by faculty and reviewed by the Department Chair, the Area Dean, the Technology Committee, IPC and Budget.

<table>
<thead>
<tr>
<th>Priority</th>
<th>To Support:</th>
<th>Category</th>
<th>Discipline Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>5 Classes</td>
<td>Discipline-Related Software</td>
<td>MMST</td>
</tr>
</tbody>
</table>

Description and part number for ordering:

AutoDesk Entertainment Creation Suite, current seats 11 222 2,442 220 2, 662 AutoDesk Entertainment Creation Suite, new seats 17 547 9,299 837 10,136

<table>
<thead>
<tr>
<th>Qty.</th>
<th>Unit Cost:</th>
<th>Tax:</th>
<th>Shipping:</th>
<th>Total:</th>
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<tr>
<td>28</td>
<td>$420.00</td>
<td>$1,057.00</td>
<td>$0.00</td>
<td>$12,817.00</td>
</tr>
</tbody>
</table>

Type
License Renewal
How often?
College-wide
Open Lab
Discipline-Specific
Classroom use

Item to be shared with the following Department/Program: (Include any shared expenses)

Two seats will be available in the open lab for access outside of class and by other students (and faculty) at IVC.

Justification for Item (See Rating Rubric)

1. Indicate how important this item is to the life of your discipline.
   - 'A' means that your discipline cannot teach your course(s) without the requested equipment.
   - 'B' means that your course(s) would be greatly enhanced with the requested equipment.
   - 'C' means that you would like this piece of equipment for your course(s) but can wait for a future academic year.

In addition, how many times have you requested this item, but you have not received it?

A. This software package is required for 8 MMST classes! The district has never purchased software for the MMST classes (see below).

Software renewal resources has been requested every year, but has never been funded by the district. All software has been funded by outside grant funding. MMST has made this request in every Program Review, and has not received Instructional Equipment funding since the inception of the Program Review (the Art Department computer lab has received funding for new equipment every cycle).

The Entertainment Creation Suite provides required software for the following MMST classes:
114: 3D Studio Max, Maya, Mudbox, Soft Image

124: 3D Studio Max, Maya, Mudbox, Soft Image

125: 3D Studio Max, Maya, Mudbox, Soft Image

163: 3D Studio Max, Maya, Mudbox, Soft Image

173: 3D Studio Max, Maya, Mudbox, Soft Image

200: 3D Studio Max, Maya, Mudbox, Soft Image

210: 3D Studio Max, Maya, Mudbox, Soft Image

213: 3D Studio Max, Maya, Mudbox, Soft Image
2. Is this software required to meet Title 5 and/or Ed Code? If so, how? (Cite code)

Is this equipment required to meet any local, state or federal Health and Safety Code? If so, how? (Cite code)

N/A

3. How will the quality of instruction be improved for student learning and success? Is it necessary for students to succeed in a series of courses?

Faculty would otherwise be teaching outmoded material to an ever-decreasing number of students. Quality of instruction will grind to a halt without the requested software.

The classes would not be current with industry, other colleges or even knowledge gained by matriculated students from local high schools.

Classes would need to be cancelled.

The new classroom in MB 129 can seat 25 students. During the Fall 2010 semester, all but one MMST class had waitlisted students, most of which were turned away as a result of full sections. Due to concurrent sections, the maximum number of students served per year (with current unit allocations) is: 520 students per year.

4. How will access for students be improved? How many students (annually) will benefit from this request? Is it required to accommodate existing students? Would it be vital to attracting new students?

This is a requirement for all MMST students--current and future students. Without current software to teach, there will not be any serious students with career objectives, only "hobbyists" that should enroll in CES classes. Without current software most, if not all MMST classes would need to be cancelled.
5. What student learning or other outcomes are expected? Is it important to the achievement of student goals?

Current software is a requirement for proper workforce and career training. The current job market for multimedia professionals is stable, but very competitive. Employers require knowledge of current versions of popular software like Dreamweaver, Flash, and Photoshop. The software is updated annually with significant changes in each version that are increasingly demanding. Many students that attend MMST classes are currently employed, but require updated skills to maintain job security.

6. How will these outcomes be measured for future planning? What data or evidence supports your request?

1. Increased enrollments over the past two years.
2. Increased student success
3. Successful Internship placements.
4. Hiring of MMST students
5. The carefully outlined SLOs for MMST courses, certificates, and degrees being met and even surpassed.

Additional Justification for this item:

When will PRAC follow its own mission and provide adequate technology resources for programs and classes the district has approved? The MMST program has been in existence since 1997, yet has had to rely on outside resources and grants for both equipment and software for the past 13 years. Unfortunately, this practice has not changed with the inception of the "data driven" Program Reviews.

Every MMST course requires current hardware and software for
both degree track and career track students. However, MMST does not have any operating budget—zero dollars, and has failed to receive any instructional funding from the last three program reviews. Time to follow the past three Strategic plans that clearly outline Technology requirements.

I. Technology/Software Requests
This section will be filled out by faculty and reviewed by the Department Chair, the Area Dean, the Technology Committee, IPC and Budget.

<table>
<thead>
<tr>
<th>Priority</th>
<th>To Support:</th>
<th>Category</th>
<th>Discipline Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>02</td>
<td>30 Classes</td>
<td>Discipline-Related Software</td>
<td>MMST</td>
</tr>
</tbody>
</table>

Description and part number for ordering:
Adobe Master Suite CS5 (and future versions/upgrades) license maintenance renewal. CS 5 MASTER COLL F/WIN A????A????A??A??A??A????A????A??A??A????UE CRSGRD 1 STE (purchased through Computerland of Silicone Valley).

<table>
<thead>
<tr>
<th>Qty.</th>
<th>Unit Cost:</th>
<th>Tax:</th>
<th>Shipping:</th>
<th>Total:</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td>$392.00</td>
<td>$1,060.00</td>
<td>$0.00</td>
<td>$12,820.00</td>
</tr>
</tbody>
</table>

Type: License Renewal
How often?: Every Two Years
College-wide License
Discipline-Specific Classroom use

Item to be shared with the following Department/Program: (Include any shared expenses)
The software will be used in the MMST classroom/lab in MB 129 M-Th from 9am -9:30 pm, and Fridays and Saturdays for an additional 10 hours. Four additional seats will be available at IVC for out-of-class access. In addition, other IVC students (and faculty) would have access to Acrobat Pro, DreamWeaver, Flash, Illustrator, InDesign, Photoshop, and Premiere to create content for other classes at College of Marin.

Justification for Item (See Rating Rubric)
1. Indicate how important this item is to the life of your discipline.
   • 'A' means that your discipline cannot teach your course(s) without the requested equipment.
   • 'B' means that your course(s) would be greatly enhanced with the requested equipment.
   • 'C' means that you would like this piece of equipment for your course(s) but can wait for a future academic year.
   In addition, how many times have you requested this item, but you have not received it?

   A. This software package is required for all 30 MMST classes! The district has never purchased software for the MMST classes (see below).

Software renewal resources has been requested every year, but has never been funded by the district. All software has been funded by outside grant funding. MMST has made this request in every Program Review, and has not received Instructional Equipment funding since the inception of the Program Review process (the Art Department computer lab has received funding).
The Master Collection provides required software for the following MMST classes:

110: Dreamweaver, Fireworks, Flash, Photoshop.

111: Dreamweaver, Fireworks, Flash, Photoshop.

112: Illustrator, Photoshop.

114: 3D Studio Max, Maya, Mudbox, Soft Image, Flash, Photoshop.

122: Acrobat Pro, Illustrator, Photoshop.

124: 3D Studio Max, Maya, Mudbox, Soft Image, Photoshop.

125: 3D Studio Max, Maya, Mudbox, Soft Image, Photoshop.

131A: Dreamweaver, Fireworks, Flash, Photoshop.

131B: Dreamweaver, Fireworks, Flash, Photoshop.

131C: Dreamweaver, Fireworks, Flash, Photoshop.

132: Dreamweaver, Fireworks, Flash, Photoshop.

133: Dreamweaver,
Fireworks, Flash, Photoshop.

134A: Dreamweaver, 
Fireworks, Flash, Photoshop.

134B: Dreamweaver, 
Fireworks, Flash, Photoshop.

146: Encore, Photoshop, Premiere Pro

150: 
Acrobat Pro, Bridge, Photoshop Extended

151: Flash, 
Garageband, Illustrator, Photoshop.

156: After 
Effects, Encore, Flash, Photoshop, Premiere Pro

160: 
Acrobat Pro, Bridge, Photoshop Extended

161: Flash, Illustrator, Photoshop.

163: 3D 
Studio Max, Maya, Mudbox, Soft 
Image, Photoshop.

166: After 
Effects, Encore, Flash, Photoshop, Premiere Pro

173: Photoshop.

176: After 
Effects, Encore, Flash, Photoshop, Premiere Pro

183: Acrobat 
Pro, Bridge, Illustrator, InDesign, Photoshop

193: Acrobat 
Pro, Bridge, Illustrator, InDesign, Photoshop.

200: Acrobat 
Pro, After Effects, Bridge, DreamWeaver, Encore, Fireworks, Flash Pro, Illustrator, 
InDesign, Photoshop Extended, Premiere Pro, 3D Studio 
Max, Maya, Mudbox, Soft Image
210: Acrobat Pro, After Effects, Bridge, DreamWeaver, Encore, Fireworks, Flash Pro, Garageband, Illustrator, InDesign, Photoshop Extended, Premiere Pro, 213: Acrobat Pro, After Effects, Bridge, DreamWeaver, Encore, Fireworks, Flash Pro, Illustrator, InDesign, Photoshop Extended, Premiere Pro,

2. Is this software required to meet Title 5 and/or Ed Code? If so, how? (Cite code) Is this equipment required to meet any local, state or federal Health and Safety Code? If so, how? (Cite code) 
N/A

3. How will the quality of instruction be improved for student learning and success? Is it necessary for students to succeed in a series of courses?

Faculty would otherwise be teaching outmoded material to an ever-decreasing number of students. Quality of instruction will grind to a halt without the requested software. The classes would not be current with industry, other colleges or even knowledge gained by matriculated students from local high schools.

Classes would need to be cancelled.

4. How will access for students be improved? How many students (annually) will benefit from this request? Is it required to accommodate existing students? Would it be vital to attracting new students?

The new classroom in MB 129 can seat 25 students. During the Fall 2010 semester, all but one MMST class had waitlisted students, most of which were turned away as a result of full sections. Due to concurrent sections, the maximum number of students served per year (with current unit allocations) is: 520 students per year.

This is a requirement for all MMST students--current and future students. Without current software to teach, there will not be any serious students with career objectives, only "hobbyists" that should enroll in CES classes. Without current software most, if not all MMST classes would need to be cancelled.

5. What student learning or other outcomes are expected? Is it important to the achievement of student goals?

Current software is a requirement for proper workforce and career training. The current job market for multimedia professionals is stable, but very competitive. Employers require knowledge of current versions of popular software like Dreamweaver, Flash, and Photoshop. The software is updated annually with significant changes in each version that are increasingly demanding. Many students that attend MMST classes are currently employed, but require updated skills to maintain job security.

6. How will these outcomes be measured for future planning? What data or evidence supports your request?
1. Increased enrollments over the past two years.
2. Increased student success
3. Successful Internship placements.
4. Hiring of MMST students
5. The carefully outlined SLOs for MMST courses, certificates, and degrees being met and even surpassed.

Additional Justification for this item:

When will PRAC follow its own mission and provide adequate technology resources for programs and classes the district has approved? The MMST program has been in existence since 1997, yet has had to rely on outside resources and grants for both equipment and software for the past 13 years. Unfortunately, this practice has not changed with the inception of the "data driven" Program Reviews.

Every MMST course requires current hardware and software for both degree track and career track students. However, MMST does not have any operating budget—zero dollars, and has failed to receive any instructional funding from the last three program reviews. Time to follow the past three Strategic plans that clearly outline Technology requirements.
Faculty Members
MMST-2010

I. Program Faculty
List of Faculty Members and Total faculty Units separately for Fall, Spring and Summer

<table>
<thead>
<tr>
<th>Last Name</th>
<th>First Name</th>
<th>Year Retired</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abouaf</td>
<td>Jeff</td>
<td></td>
</tr>
</tbody>
</table>

Status: Shared W/other program(s):
Adjunct, ETCUM No

Summer 2009 TU Fall 2009 TU Spring 2010 TU Reassigned (Total)
8.30 00.000

Years of Service: Specialty:
9 MFA in Art: Painting, 3D character design and animation.

Leadership: List involvement in committees or other service
Participation in regional and statewide events for 3D development, design, and animation. Frequent expert on BLOGs and other online resources for Autodesk's 3D Studio Max software.
Faculty screener for statewide Art and Multimedia competition (2005 and 2006).

Gonzalez James

Status: Shared W/other program(s):
Full-time, tenured No

Summer 2009 TU Fall 2009 TU Spring 2010 TU Reassigned (Total)
32.00 32.00 00.000

Years of Service: Specialty:
12 Web Design, Development and Promotion; Interactive Media Design, HTML, Web Scripting, Student Portfolio, Digital Information Design, Synchronous and Asynchronous Distance Education

Leadership: List involvement in committees or other service
MMST Coordinator 1998-03
Leads Web-based Webinars with International Audience covering Adobe Flash and Dreamweaver for Website LearnFlash.com
Published numerous books, articles and training CDs/DVDs related to his area of expertise, including:
+ Macromedia Flash Professional 8 Hands-On Training by James Gonzalez
+ Adobe Director 11 + Adobe Flash CS4
+ AdobeDreamweaver CS4 and Adobe Fireworks CS4
+ Creating CSS Layouts
+ ActionScript 3 Programming for Web Designers + Director MX 2004 Lingo VTC Training CD by James Gonzalez
+ Adobe Photoshop Elements 5.0/Premiere Elements 3.0 VTC Training CD by James Gonzalez
+ Search Engine Optimization VTC Training CD by James Gonzalez
+ Adobe Dreamweaver CS3 VTC Training CD by James Gonzalez
+ Adobe Premiere Pro CS3 VTC Training CD by James Gonzalez
+ Adobe Captivate 2 VTC Training CD by James Gonzalez
+ Macromedia Captivate VTC Training CD by James Gonzalez
+ Adobe Audition 1.5 VTC Training CD by James Gonzalez
+ Flash Video VTC Training CD by James Gonzalez
Jim was recently hired (as an emergency hire) to replace Karen Sutherland after she resigned/retired from teaching at COM. Karen had taught video for MMST since the inception of MMST in 1996.

Jim has experience in teaching at the JC level, ROP, and high school. He is VERY knowledgeable about all aspects of video post-production and the core audio and video applications taught at COM: AfterEffects, Color, Final Cut Pro, GarageBand, Motion, Soundtrack Pro.

Leadership: List involvement in committees or other service

Participation in multiple Statewide events for 3D, Game Design, Simulation, and Multimedia. Including Virtools training and Serious Games Conference at GDC in SF 2/20–2/22.

Mr Maxwell received his AS from COM in the eighties. He was a game designer at Lucas Arts. David was the lead level designer for X-Wing Fighter the most popular game produced by Lucas Arts. He has written a number of articles and a book on game strategies.

David Maxwell is currently the lead level designer at Stormfront Studios in Marin. He works 50+ hours per week and still finds time to teach the Game Design class at COM. David's past and current experience in the game industry directly benefits each of his students.

---

Maxwell David

Status: Emergency Hire No

Summer 2009 TU Fall 2009 TU Spring 2010 TU Reassigned (Total)
0 4.1 4.1 00.000

Years of Service: Specialty: 3 Game Design, Game Level Designer

Leadership: List involvement in committees or other service

Participation in multiple Statewide events for 3D, Game Design, Simulation, and Multimedia. Including Virtools training and Serious Games Conference at GDC in SF 2/20–2/22.

Mr Maxwell received his AS from COM in the eighties. He was a game designer at Lucas Arts. David was the lead level designer for X-Wing Fighter the most popular game produced by Lucas Arts. He has written a number of articles and a book on game strategies.

David Maxwell is currently the lead level designer at Stormfront Studios in Marin. He works 50+ hours per week and still finds time to teach the Game Design class at COM. David's past and current experience in the game industry directly benefits each of his students.
List of Faculty Members and Total faculty Units separately for Fall, Spring and Summer

<table>
<thead>
<tr>
<th>Last Name</th>
<th>First Name</th>
<th>MI</th>
<th>Year Retired:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wilson</td>
<td>Derek</td>
<td>E</td>
<td></td>
</tr>
</tbody>
</table>

**Shared W/other program(s):**
- Full-time, tenured
- No

<table>
<thead>
<tr>
<th>Status:</th>
<th>Summer 2009 TU</th>
<th>Fall 2009 TU</th>
<th>Spring 2010 TU</th>
<th>Reassigned (Total)</th>
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<tbody>
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<td>14.50</td>
<td>14.00</td>
<td>2.00</td>
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</tbody>
</table>

**Years of Service:**
- 8

**Specialty:**
- Art (2 BFAs and an MA): Drawing, Illustration, Interactive and Print design, and Multimedia.

**Leadership: List involvement in committees or other service**
- CIO Hiring Committee- present (COM)
- Academic Senator 2007-present, Vice President 2008-2010 (COM)
- Curriculum Committee 2002 to 2009, Chairperson, 2003-2008 (COM)
- Budget Committee Member 2007-2009, Co-chair 2008 -2009 (COM)
- Update of Program Review Template (June - October 2008)
- Designed and Developed Program Review Template (Spring 2008)
- Director, Multimedia and Entertainment Initiative ($370,000 grant) 2004-06 (COM, CA) MMST Coordinator 2003-06
- Web Design Curriculum Task Force, 2006 (CA)
- Technology Committee member 2004-05 (COM)
- Student Learning Outcomes Task Force 2004-05 (COM)
- Faculty chair for statewide New Media Awards (2005 Illustration; 2004 web design; 2002 web design)
- Workforce Development, Master Plan Task Force 2003-04 (CA)

Fall 2008 TU were below load (14 TU), and only 12 TU for Spring 2009 as a DIRECT result of TU removed from MMST program because load has been offset by MULTIPLE reassigned units (outlined above) since second year of teaching at COM. Previously, 32 TU annually (2007-08), 12 of which were reassigned!

**Additional Teaching Unit Requests**

II. **Additional Unit requests for NEW classes or extra sections** (requests for returned units has different process).

<table>
<thead>
<tr>
<th>Specialty:</th>
<th>Units/Class</th>
<th>Number of Sections/Year Existing or New Course</th>
</tr>
</thead>
<tbody>
<tr>
<td>MMST 114: Intro to Game Design</td>
<td>3.0</td>
<td>1</td>
</tr>
</tbody>
</table>

To meet Program requirements for the following:
- [ ] Health/Safety
- [ ] Scheduling
- [ ] Title 5/Ed.Code
- [ ] Waitlists

**Other:**
- Requirement for Entertainment Certificate of Achievement and AS Degree.

If it is for a new course, has the outline been submitted and approved by curriculum, UDWC and the Board?

This course has been offered since 2005 and has a current COR in curriculum.

**Justification for new units:**

1. Why do you feel this is an important addition to your overall curriculum and/or number of offerings?
2. Is it or will it be required for a degree or certificate?
3. Is it a new state law requirement?
4. How will this improve access, student learning outcomes and success?
5. Do you have evidence to support the need for your request? If so, please explain and/or
1. This is not an addition, but a reinstatement of units that were mismanaged under ART, and lost as a result. Classes have flourished within the CTE department at IVC.  
2. It is a requirement for both the Entertainment Specialty Certificate of Achievement and AS Degree.  
3. No.  
4. This has always been a very popular course, it has attracted numerous very skilled and talented students to the program. Game design is essential in understanding the dynamic structure of interactive content and careful planning for success. Additionally, it utilizes all elements of multimedia--storytelling, graphics, motion, effects, writing, organization, and frequently team-based development.  
5. The MMST program at COM was the first CC in California to offer a Game Design class where students produced robust, finished “video games.” Since 2005, all other schools have caught up and surpassed our Program (once again) due to lack of resources.

Shared Resources: If you have requested additional units that will be used by more than one department, please indicate here. Please indicate which disciplines and/or departments and the number of combined students/faculty or classes he/she would serve. Please indicate how it will improve access or outcomes and if it is needed for health and safety concerns or required by law.  
N/A

III. FT Faculty Needs (Please fill this out ONLY if you are stating a need for new full time faculty in your area.)  
1. Please indicate if there are NO FT faculty in your discipline. Please provide data regarding the length of time this discipline has been without a full time instructor.

2. Non-availability of part-time instructors in a subject area. Please provide evidence demonstrating the difficulty in finding part-time instructors to teach in the subject area.

3. RETCUM Faculty: How many FT faculty have retired in the past ten years. How many units are now taught by RETCUM faculty each year?

4. New FT Faculty: How many NEW FT faculty have been hired in past 10 years? Please list each faculty name and the year of employment. If this instructor is shared with another department, please list the equivalent FTE% for your department. Please list instructional equivalencies as necessary and if faculty member was the result of retreat rights.

5. Reduction in department TUs as a result of FT Faculty retirements or other significant causes? Please provide data that illustrates a change in teaching unit allocation as a direct result of FT faculty retirements within your department and how this may change in the coming year(s).

6. Other reasons: Have there been other causes for a reduction in units in your discipline? If so, please explain and provide evidence.

7. Changes in Student Demand: Recent or forthcoming growth as a result of added sections due to enrollment demands. Provide evidence that illustrates the need for additional faculty due to increased student demand such as numbers of sections added and/or courses with waitlist totals showing a need for additional sections. What is the % of FTEF for this increase in units? If there has been a decline in student growth, please explain why.

8. Current of forthcoming changes that illustrate the immediate need of additional FT faculty within this department. Please outline all relevant circumstances that justify the priority of a FT hire in addition to those already outlined above. Consider changes in the field, changes in the job market and population shifts.

9. Program Review Findings: Indicate what trends you identified in your last program review that support the need for full time faculty hires. Tie these to the department and college mission.

10. Other considerations: Include such information as matriculation needs, changes in student demand or
community and job market needs, response to legislation, or rapid growth of the discipline.

11. Shared Resources: If you have requested FT faculty that will be used by more than one department, please indicate here. Please indicate which disciplines and/or departments and the number of combined students/faculty or classes he/she would serve. Please indicate how it will improve access or outcomes and if it is needed for health and safety concerns or required by law.
Department Chair Comments
MMST-2010

1. Please make any comments on the Five Pathways, Student Access and Success, Facilities, Curriculum and SLO sections.

All five pathways are addressed in Multimedia Studies. The use of computers require a high level of basic skills allowing students to work towards many career opportunities. Members of the community can update their computer literacy and learn how to express their thoughts using multimedia presentations. There are many opportunities for students to use the skills they learned in multimedia to transfer to higher education. Classes are offered at a variety of times during the day and evenings. Students have plenty of opportunities to complete degrees in a timely manner. The facility is in good shape with modern equipment and is scheduled to move into the new main building spring 2011. The Multimedia Studies faculty continuously update their curriculum to stay current with industry trends. All course curriculum has been updated within the last five years. The Multimedia Studies department has well developed SLO's for each of their courses. Students know what is expected of them as they progress through the courses and programs. Students use critical thinking and problem solving techniques on a daily basis while working on assignments in multimedia courses.

2. Please comment on the instructional equipment requests, technology requests and other instructional materials requests sections. Please comment especially on any specific priorities without which this program cannot function.

It is important to understand that computer technology and software changes rapidly. Multimedia Studies is highly dependent on modern and up to date computers and software so that students prepare themselves for the work force. Multimedia needs a budget that keeps their software and hardware needs up to date.

3. Please comment on the faculty and staff sections.

The Multimedia Studies program currently have two full time faculty members and four part time faculty. The faculty seems to be well diversified in all areas of multimedia and work together to provide a well rounded curriculum.

4. Other comments
Area Directors and Deans Comments
MMST-2010

1. Please make any comments on the Five Pathways, Student Access and Success, Facilities, Curriculum and SLO sections.

2. Please comment on the instructional equipment requests, technology requests and other instructional materials requests sections. Please comment especially on any specific priorities without which this program cannot function.

3. Please comment on the faculty and staff sections.

4. Please itemize expenses currently covered by external funds that may revert back to general funds.

5. Other comments

The Multimedia Program has undergone a voluntary revitalization and has doubled enrollment in the last three years. This was done in spite of a significant reduction of units and zero budget for supplies. The district did build a state-of-the-art lab as was promised by Measure C, and that is the first investment in MMST equipment by the district. This program has relied on grant funds for all equipment and supplies up until this year.

In order to maintain industry standards in technology as required by Career Technical Education Standards, the software requested here is required.

In addition, the approximately 20 that were cut from MMST while in the Arts & Humanities Division were invested in the Art Dept. Those units should be restored as a result of the remarkable revitalization progress.