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## Computer Information Systems (CIS)

### **CIS 002**                      **Internet Programming HTML/CSS**                      (3)

*Class Hours: 54 Lecture*

*Transfers to: UC/CSU*

#### Internet Programming HTML/CSS

CIS 002 is an intensive nine week course that helps students develop the skills needed to create and maintain well-organized and well-formed Web pages and sites. Students will learn the history, power and limitations of basic Web page development through the Web's foundation languages, Hypertext Mark-up Language (HTML) and Cascading Style Sheets (CSS) as specified by the official Web standards body. Students learn to build solid Web pages at a RAW level through a series of hands-on exercises. The course is targeted toward Web designers, developers and publications specialists. This course serves as a tutorial for students who have not coded Web pages before and a review for students who have some HTML/CSS coding knowledge and want to build on that knowledge. Upon successful completion of this course, students will have clear understanding and knowledge of Web-standards foundations for coding pages today and into the future.

### **CIS 002B**                      **Internet Programming CSS**                      (3)

*Class Hours: 54 Lecture*

*Transfers to: UC/CSU*

#### Internet Programming CSS

CIS 002B is an introductory course using Cascading Style Sheets (CSS). CSS are an addition to Hyper Text Markup Language (HTML). CSS allows web page designers to expand their ability to control a web page. CSS allows for the nesting of key page elements to allow page designers to achieve a consistent look and feel throughout a web site. This course builds upon the knowledge and experience students have gained from taking CIS 002 Internet Programming HTML/CSS. Upon successful completion of this course, students will have clear understanding and knowledge of Web-standards foundations for coding pages that include intermediate to advanced CSS options.

### **CIS 002C**                      **Internet Programming Scripting**                      (3)

*Class Hours: 54 Lecture*

*Transfers to: UC/CSU*

#### Internet Programming Scripting Languages

CIS 002C is an introductory course in the scripting languages that are used for the creation of web pages. HTML/CSS documents alone create web pages that are static, but with scripting languages, web pages can be dynamic and interactive. This course teaches students how to incorporate various scripting languages in HTML/CSS documents. Students will learn the basic syntax for scripting, as well as how to use objects and event handlers to interact with users. Additional topics may include how to respond dynamically to user actions and cross-frame communication. This course builds upon the knowledge and experience students have gained from taking CIS 002 Internet Programming HTML/CSS. Upon successful completion of this course, students will have clear understanding and knowledge of Web-standards foundations for coding pages that include intermediate to advanced scripting options.

### **CIS 002D**                      **Intro to Prog. Concepts & Meth**                      (3)

*Class Hours: 54 Lecture*

*Transfers to: UC/CSU*

#### Introduction to Programming Concepts and Methodologies-Java

CIS 002D Introduction to Programming Concepts and Methodologies - JAVA is a nine-week introduction to the fundamental concepts and models of application development including the basic concepts of program design, data structures, programming, problem solving, programming logic, and fundamental design techniques for event-driven programs. CIS 002D introduces students to the Java programming language. Good programming practices will be emphasized, including structures and object-oriented techniques.

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**CIS 021 Desktop Publishing****(3)***Class Hours: 54 Lecture**P/NP**Transfers to: CSU*

## Desktop Publishing

CIS 021 introduces the basic concepts and techniques of digital 2D design and typography along with creating press-ready, digital layouts. Using Adobe InDesign, students explore the elements and principles of design and create projects to apply concepts in practice. Topics include the formal elements and principles of design, the acquisition of technical print, make-ready skills, and the development of a personal creative vision. This project-driven course includes printable postcard mailers, event posters, business cards, and other items that replicate planning, creating, and problem-solving skills in the workplace.

**CIS 022 Digital Image Prod - Illus****(3)***Class Hours: 54 Lecture**Transfers to: UC/CSU*

## Digital Image Production - Illustrator ACA

CIS 022 introduces the principles of digital illustration and vector graphics. Students explore Adobe Illustrator's extensive tools and learn the fundamentals of shapes, colors, effects and typography. Frequent critiques foster creativity, reinforce the principles of effective design, and address current industry standards.

**CIS 022A Digital Motion Graphics****(3)***Class Hours: 54 Lecture**Transfers to: UC/CSU*

## Digital Motion Graphics

CIS 022A introduces the basic concepts of motion graphics with a focus on combining 2D graphics, video, typography and sound. Topics include composition and design, storyboarding, project planning, adding music and sound synchronization. Students learn to set keyframes on a timeline and work with transform properties, motion paths, masks, effects, and more.

**CIS 023 Digital Video Production****(3)***Class Hours: 54 Lecture**Transfers to: UC/CSU*

## Digital Video Production

CIS 023 introduces the theory and practice of video production for a wide variety of distribution forms including broadcast television, the internet, product demonstrations, and corporate and educational videos. Students learn basic theory, grammar, and practice of video production and non-linear video editing. Students plan and assemble video, audio, images, and titles into a cohesive sequence that addresses project goals and target audience priorities. Using cameras and video editing software, students gain experience in lighting, capture, and assembly of video content. Frequent critiques foster creativity, reinforce the principles of effective design, and address current industry standards.

**CIS 024A Game Design Essentials****(3)***Class Hours: 54 Lecture**Transfers to: UC/CSU*

## Game Design Essentials

CIS 024A introduces the theory and practice of using Unity as a foundation tool to create and design projects and demos within the Unity game engine. These projects can be exported as multiple formats and will serve as the core result portraying the students proficiency within the Unity environment. A variety of design skills regarding level design, basic 3D modeling, lighting, animation, particle FX and UI creation will be created so that students will have a complete understanding of Unity as a design tool.



**CIS 031B MS PowerPoint II****(1)***Class Hours: 18 Lecture**Prerequisite(s): CIS-031A**Transfers to: CSU**C-ID: BSOT 124X*

P/NP

## MS PowerPoint II

CIS 031B features PowerPoint as a tool for designing, producing and controlling visual elements to build and deliver effective presentations. Creating templates, publishing, customizing, and protecting presentations as well as inserting audio, video, and animations and integrating with other programs is included. This course focuses on the design and effective delivery methods which are explored through project presentations.

**CIS 032A MS Outlook****(1)***Class Hours: 18 Lecture**Advisory(s): Computer Literacy or equivalent**Transfers to: CSU**C-ID: BSOT 106X*

P/NP

## MS Outlook

CIS 032A introduces personal management software and the use of Microsoft Outlook functions. Topics include management of email, organization of contacts, creation and scheduling of events using calendar, and creating and managing tasks for personal and business use. Customization of Outlook features is also covered.

**CIS 034 Introduction to Spreadsheets****(3)***Class Hours: 54 Lecture**Transfers to: CSU*

## Introduction to Spreadsheets

CIS 034 is an introduction to microcomputer spreadsheets using Microsoft Excel. Primary emphasis will be on the use of the command structure and operation. Topics covered will include spreadsheets design and format, graphs, and database functions.

**CIS 035 Advanced Spreadsheets****(3)***Class Hours: 54 Lecture**Prerequisite(s): CIS 034**Transfers to: CSU*

P/NP

## Advanced Spreadsheets

CIS 035 is an advanced spreadsheet course using Microsoft Excel. Primary emphasis will be on the use of the program's advanced features, such as file management, multiple worksheets, data tables and scenario management, and application development with macros using Visual Basic. Students should have a firm understanding of Microsoft Excel prior to taking this course.

**CIS 049 Directed Study****(1 - 2)***Class Hours: 108 Laboratory**Transfers to: CSU*

## Directed Study

CIS 049 is designed for students who wish to undertake special projects related to a particular field. Student, under instructor guidance and acknowledgement, may pursue individual exploration after completing or while currently enrolled in at least one course in the department of directed study.