

Lakeland

COMMUNITY COLLEGE

PROGRAM GUIDE

Applied Studies Division

Media Technology

- Associate of Applied Business Degree in Media Technology
- Audio Recording and Production Technical Major
- Interactive Media Design and Delivery Technical Major
- Radio Production and Broadcast Technical Major
- Video Production and Broadcast Technical Major

 **Opportunity**
starts **HERE**

lakelandcc.edu



Media Technology



New technology available to the media enables people to connect to visual and auditory experiences in amazing ways. With access to information from distant places and across time, people can affect social change, broaden their education, influence cultural and artistic avenues, and communicate across the globe.

Career Opportunities

Media technologists are communications professionals responsible for the assistance and delivery of information to the public through broadcast tools. They can operate the sound and broadcast equipment used to record music; engineer the sound for movies; and provide broadcast information on television, the Internet or radio. They can also operate cameras, being responsible for shooting the raw video and editing the images for the Internet, television, film and videos.

Individuals with skills in this industry are most often required to understand and operate equipment that electronically conveys a message authored by another person or group. Media professionals are invisible to the outside world; their effective message is the only thing that should be visible of their craft. Designing effective presentations and making them easy for the public to understand is key to the success of any initiative a media technologist undertakes. These messages can arrive to the public through such broadcast vehicles as radio, television, theatrical productions and the Internet.

The Lakeland Advantage

- The college has a state-of-the-art broadcast, television and recording facility.
- The diverse education provided in this program means students graduate with a wide-range of skills that can lead to better job opportunities.
- Students can specialize their media technology degree or certificate in an area that most interests them.

For more information

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Lakeland's Program

Lakeland offers an Associate of Applied Business degree in media technology with concentration areas. Graduates of this degree have the necessary skills to enter the media industry or to continue their education toward a baccalaureate degree in communication technology. All students study core skills in areas of broadcast technologies, such as audio, video (film), radio, animation and interactive design and further concentrate their education in a specialty field.

Media technology specialty fields:

- Audio Recording and Production Technical Major
- Interactive Media Design and Delivery Technical Major
- Radio Production and Broadcast Technical Major
- Video Production and Broadcast Technical Major














Certificates are also available in the areas of:

- Animation and Cartoon Arts
- Audio Engineering and Production
- Interactive Entertainment Technology
- Interactive Media
- Radio Production and Broadcast
- Video Production and Broadcast


The Lakeland media technology areas of study create a media professional with specific skills, but the core education in the adjacent areas allow for diversification, so the potential for career opportunities greatly increases. Employment in this field can range from corporate communications and in-house media specialists to freelance production specialists whose entrepreneurial aptitude leads to much success, especially in the film and music production industries. Many people have messages, music, pictures and opinions that they wish conveyed to others. The media technologist makes this happen in a way that delivers maximum impact.

Audio Recording and Production Technical Major (9275)

Associate of Applied Business Degree

| Course | Title | Credit Hours |
|--|---|--------------|
| First Semester | | |
| ENGL 1110 or ENGL 1111 | English Composition I (A) ¹ or English Composition I (B) | 3 |
| FYEX 1000 | First Year Experience | 1 |
| MDIA 1003 | Introduction to the Multimedia Computer | 1 |
| MDIA 1010 | The Business and History of Broadcast and Interactive Media | 2 |
| MDIA 1200 | Video I: Introduction to Video Production and Broadcast  | 3 |
| MDIA 1300 | Radio I: Introduction to Radio Production and Broadcast  | 3 |
| MDIA 1400 | Audio I: Introduction to Audio Production and Recording  | 3 |
| Credit Hours | | 16 |
| Second Semester | | |
| BUSM 1300 | Introduction to Business | 3 |
| ENGL 1121 | English Composition II-Technical Focus | 3 |
| MDIA 1045 | Writing for Broadcast and Interactive Media  | 2 |
| MDIA 1080 | Staff Practice I  | 1 |
| MDIA 1405 | Audio II: Recording and Studio Techniques  | 3 |
| MDIA 1420 | Basics of Sound Reinforcement  | 3 |
| Credit Hours | | 15 |
| Third Semester | | |
| COMM 1000 | Effective Public Speaking | 3 |
| MDIA 1500 | Interactive Media I: Introduction to Interactive Production  | 3 |
| MDIA 2400 | Audio III: Sound Shaping and Advanced Production  | 3 |
| MDIA 2420 | Foley Sound Design and Recording  | 2 |
| Select course(s) from the Arts and Humanities Electives list | | 3 |
| Select course(s) from the General Electives list | | 2 |
| Credit Hours | | 16 |
| Fourth Semester | | |
| MATH 1600 | Survey of College Mathematics | 3 |
| MDIA 2080 | Staff Practice II  | 1 |
| MDIA 2405 | Audio IV: Advanced Recording and Editing  | 3 |
| MUSC 2650 | Electronic Music I  | 2 |
| Select course(s) from the Social & Behavioral Sciences list | | 3 |
| Select course(s) from the General Electives list | | 3 |
| Credit Hours | | 15 |
| Total Credit Hours | | 62 |

¹ English course selection is based on placement test results (ENGL 1111 English Composition I (B) is 4 credits, only 3 credits apply to the degree).

 This course is designated as a technical course in the program. Students must earn a "C" grade or higher in the course to fulfill the college's graduation requirements policy.

Electives

| Course | Title | Credit Hours |
|---|---|--------------|
| General Electives | | |
| BUSM 1620 | Introduction to Entrepreneurship | 3 |
| BUSM 1640 | Entrepreneurial Management | 3 |
| BUSM 1700 | Principles of E-Business | 3 |
| BUSM 2000 | Principles of Management | 3 |
| BUSM 2500 | Principles of Marketing | 3 |
| BUSM 2530 | Advertising | 3 |
| BUSM 2550 | Direct and Internet Marketing | 3 |
| COMM 1100 | Effective Interpersonal Communications | 3 |
| COMM 2000 | Advanced Public Speaking | 3 |
| COMM 2100 | Conflict Management | 3 |
| GRDS 1010 | Visual Organization | 3 |
| GRDS 1015 | Introduction to Typography | 3 |
| GRDS 1020 | Graphic Design | 3 |
| GRDS 1375 | Computer Graphics AI, ID and PS | 3 |
| ITCS 1010 | Programming Logic | 3 |
| ITCS 1105 | Web Programming I | 3 |
| ITIS 1000 | Basic Computer Skills | 1 |
| or ITIS 1005 | Computer Essentials | |
| ITIS 1102 | Internet: Services, Tools, and Web Page Design | 3 |
| ITIS 1108 | Using an HTML Editor | 2 |
| MUSC 2660 | Electronic Music II | 2 |
| Any course(s) included in the Transfer Module | | |
| Arts and Humanities | | |
| ARTS 1120 | Art Appreciation | 3 |
| ARTS 2220 | Survey of Art I | 3 |
| ARTS 2230 | Survey of Art II | 3 |
| ENGL 2250 | Survey of American Literature I | 3 |
| ENGL 2260 | Survey of American Literature II | 3 |
| ENGL 2280 | Survey of British Literature I | 3 |
| ENGL 2290 | Survey of British Literature II | 3 |
| HUMX 1100 | Introduction to Humanities | 3 |
| HUMX 1200 | The American Experience in the Arts | 3 |
| MUSC 1200 | Music Appreciation | 3 |
| MUSC 1215 | World Music | 3 |
| MUSC 1800 | Popular Music: Rock, Jazz, Country, and Hip-Hop | 3 |
| MUSC 2200 | Music History and Literature I | 3 |
| MUSC 2250 | Music History and Literature II | 3 |
| PHIL 1500 | Introduction to Philosophy | 3 |
| PHIL 2000 | Comparative Religion | 3 |
| PHOT 1000 | History of Photography | 3 |

Social and Behavioral Sciences

| | | |
|-----------|--|---|
| ANTH 1160 | Introduction to Cultural Anthropology | 3 |
| ECON 1150 | Basic Economics | 3 |
| ECON 2500 | Principles of Macroeconomics | 3 |
| ECON 2600 | Principles of Microeconomics | 3 |
| GEOG 1500 | Introduction to Geography | 3 |
| GEOG 1600 | World Regional Geography | 3 |
| HIST 1150 | Western Civilization I: Antiquity Through the Reformation | 3 |
| HIST 1250 | Western Civilization II: Age of Revolution Through the Present | 3 |
| HIST 2150 | U.S. History: Colonization Through Reconstruction | 3 |
| HIST 2250 | U.S. History: Reconstruction to the Present | 3 |
| POLS 1300 | U.S. National Government | 3 |
| POLS 2500 | Modern Political Ideologies | 3 |
| PSYC 1500 | Introduction to Psychology | 3 |
| SOCY 1150 | Principles of Sociology | 3 |

Interactive Media Design and Delivery Technical Major (9276)

Associate of Applied Business Degree

| Course | Title | Credit Hours |
|--|--|--------------|
| First Semester | | |
| ENGL 1110 or ENGL 1111 | English Composition I (A) ¹ or English Composition I (B) | 3 |
| FYEX 1000 | First Year Experience | 1 |
| MDIA 1003 | Introduction to the Multimedia Computer | 1 |
| MDIA 1010 | The Business and History of Broadcast and Interactive Media | 2 |
| MDIA 1200 | Video I: Introduction to Video Production and Broadcast | 3 |
| MDIA 1400 | Audio I: Introduction to Audio Production and Recording | 3 |
| MDIA 1500 | Interactive Media I: Introduction to Interactive Production | 3 |
| Credit Hours | | 16 |
| Second Semester | | |
| BUSM 1300 | Introduction to Business | 3 |
| COMM 1000 | Effective Public Speaking | 3 |
| ENGL 1121 | English Composition II-Technical Focus | 3 |
| MDIA 1045 | Writing for Broadcast and Interactive Media | 2 |
| MDIA 1080 | Staff Practice I | 1 |
| MDIA 1505 | Interactive Media II: Interactive Production Technology | 3 |
| Credit Hours | | 15 |
| Third Semester | | |
| MDIA 1540 | Interactive Media Design Theory | 2 |
| MDIA 1600 | Animation I: Introduction to Two and Three-Dimensional Animation | 3 |
| MDIA 1700 | Interactive Entertainment I: Introduction to Entertainment Production | 3 |
| MDIA 2500 | Interactive Media III: Multiple Media Integration | 3 |
| Select course(s) from the Arts and Humanities Electives list | | 3 |
| Select course(s) from the General Electives list | | 2 |
| Credit Hours | | 16 |
| Fourth Semester | | |
| MATH 1600 | Survey of College Mathematics | 3 |
| MDIA 2080 | Staff Practice II | 1 |
| MDIA 2505 | Interactive Media IV: Advanced Interactive Presentation | 3 |
| MDIA 2560 | Interactive Educational Design | 2 |
| Select course(s) from the Social & Behavioral Sciences list | | 3 |
| Select course(s) from the General Electives list | | 3 |
| Credit Hours | | 15 |
| Total Credit Hours | | 62 |

¹ English course selection is based on placement test results (ENGL 1111 English Composition I (B) is 4 credits, only 3 credits apply to the degree).

This course is designated as a technical course in the program. Students must earn a "C" grade or higher in the course to fulfill the college's graduation requirements policy.

Electives

| Course | Title | Credit Hours |
|---|---|--------------|
| General Electives | | |
| BUSM 1620 | Introduction to Entrepreneurship | 3 |
| BUSM 1640 | Entrepreneurial Management | 3 |
| BUSM 1700 | Principles of E-Business | 3 |
| BUSM 2000 | Principles of Management | 3 |
| BUSM 2500 | Principles of Marketing | 3 |
| BUSM 2530 | Advertising | 3 |
| BUSM 2550 | Direct and Internet Marketing | 3 |
| COMM 1100 | Effective Interpersonal Communications | 3 |
| COMM 2000 | Advanced Public Speaking | 3 |
| COMM 2100 | Conflict Management | 3 |
| GRDS 1010 | Visual Organization | 3 |
| GRDS 1015 | Introduction to Typography | 3 |
| GRDS 1020 | Graphic Design | 3 |
| GRDS 1375 | Computer Graphics AI, ID and PS | 3 |
| ITCS 1010 | Programming Logic | 3 |
| ITCS 1105 | Web Programming I | 3 |
| ITIS 1000 | Basic Computer Skills | 1 |
| or ITIS 1005 | Computer Essentials | |
| ITIS 1102 | Internet: Services, Tools, and Web Page Design | 3 |
| ITIS 1108 | Using an HTML Editor | 2 |
| MUSC 2650 | Electronic Music I | 2 |
| MUSC 2660 | Electronic Music II | 2 |
| Any course(s) included in the Transfer Module | | |
| Arts and Humanities | | |
| ARTS 1120 | Art Appreciation | 3 |
| ARTS 2220 | Survey of Art I | 3 |
| ARTS 2230 | Survey of Art II | 3 |
| ENGL 2250 | Survey of American Literature I | 3 |
| ENGL 2260 | Survey of American Literature II | 3 |
| ENGL 2280 | Survey of British Literature I | 3 |
| ENGL 2290 | Survey of British Literature II | 3 |
| HUMX 1100 | Introduction to Humanities | 3 |
| HUMX 1200 | The American Experience in the Arts | 3 |
| MUSC 1200 | Music Appreciation | 3 |
| MUSC 1215 | World Music | 3 |
| MUSC 1800 | Popular Music: Rock, Jazz, Country, and Hip-Hop | 3 |
| MUSC 2200 | Music History and Literature I | 3 |
| MUSC 2250 | Music History and Literature II | 3 |
| PHIL 1500 | Introduction to Philosophy | 3 |
| PHIL 2000 | Comparative Religion | 3 |
| PHOT 1000 | History of Photography | 3 |

Social and Behavioral Sciences

| | | |
|-----------|--|---|
| ANTH 1160 | Introduction to Cultural Anthropology | 3 |
| ECON 1150 | Basic Economics | 3 |
| ECON 2500 | Principles of Macroeconomics | 3 |
| ECON 2600 | Principles of Microeconomics | 3 |
| GEOG 1500 | Introduction to Geography | 3 |
| GEOG 1600 | World Regional Geography | 3 |
| HIST 1150 | Western Civilization I: Antiquity Through the Reformation | 3 |
| HIST 1250 | Western Civilization II: Age of Revolution Through the Present | 3 |
| HIST 2150 | U.S. History: Colonization Through Reconstruction | 3 |
| HIST 2250 | U.S. History: Reconstruction to the Present | 3 |
| POLS 1300 | U.S. National Government | 3 |
| POLS 2500 | Modern Political Ideologies | 3 |
| PSYC 1500 | Introduction to Psychology | 3 |
| SOCY 1150 | Principles of Sociology | 3 |

Radio Production and Broadcast Technical Major (9277)

Associate of Applied Business Degree

| Course | Title | Credit Hours |
|--|--|--------------|
| First Semester | | |
| ENGL 1110 or ENGL 1111 | English Composition I (A) ¹ or English Composition I (B) | 3 |
| FYEX 1000 | First Year Experience | 1 |
| MDIA 1003 | Introduction to the Multimedia Computer | 1 |
| MDIA 1010 | The Business and History of Broadcast and Interactive Media | 2 |
| MDIA 1060 | Vocalization and Diction for Broadcast Media | 2 |
| MDIA 1300 | Radio I: Introduction to Radio Production and Broadcast | 3 |
| MDIA 1400 | Audio I: Introduction to Audio Production and Recording | 3 |
| Credit Hours | | 15 |
| Second Semester | | |
| BUSM 1300 | Introduction to Business | 3 |
| COMM 1000 | Effective Public Speaking | 3 |
| ENGL 1121 | English Composition II-Technical Focus | 3 |
| MDIA 1045 | Writing for Broadcast and Interactive Media | 2 |
| MDIA 1080 | Staff Practice I | 1 |
| MDIA 1305 | Radio II: Advanced Radio Technique | 3 |
| Credit Hours | | 15 |
| Third Semester | | |
| MDIA 1200 | Video I: Introduction to Video Production and Broadcast | 3 |
| MDIA 1320 | Live Radio Performance and Engineering | 2 |
| MDIA 1500 | Interactive Media I: Introduction to Interactive Production | 3 |
| MDIA 2300 | Radio III: Electronic News Gathering | 3 |
| Select course(s) from the Arts and Humanities Electives list | | 3 |
| Select course(s) from the General Electives list | | 2 |
| Credit Hours | | 16 |
| Fourth Semester | | |
| MATH 1600 | Survey of College Mathematics | 3 |
| MDIA 2080 | Staff Practice II | 1 |
| MDIA 2305 | Radio IV: Commercial Radio Production | 3 |
| MDIA 2340 | Radio Business Techniques and Broadcast Direction | 2 |
| Select course(s) from the Social & Behavioral Sciences list | | 3 |
| Select course(s) from the General Electives list | | 3 |
| Credit Hours | | 15 |
| Total Credit Hours | | 61 |

¹ English course selection is based on placement test results (ENGL 1111 English Composition I (B) is 4 credits, only 3 credits apply to the degree).

This course is designated as a technical course in the program. Students must earn a "C" grade or higher in the course to fulfill the college's graduation requirements policy.

Electives

| Course | Title | Credit Hours |
|---|---|--------------|
| General Electives | | |
| BUSM 1620 | Introduction to Entrepreneurship | 3 |
| BUSM 1640 | Entrepreneurial Management | 3 |
| BUSM 1700 | Principles of E-Business | 3 |
| BUSM 2000 | Principles of Management | 3 |
| BUSM 2500 | Principles of Marketing | 3 |
| BUSM 2530 | Advertising | 3 |
| BUSM 2550 | Direct and Internet Marketing | 3 |
| COMM 1100 | Effective Interpersonal Communications | 3 |
| COMM 2000 | Advanced Public Speaking | 3 |
| COMM 2100 | Conflict Management | 3 |
| GRDS 1010 | Visual Organization | 3 |
| GRDS 1015 | Introduction to Typography | 3 |
| GRDS 1020 | Graphic Design | 3 |
| GRDS 1375 | Computer Graphics AI, ID and PS | 3 |
| ITCS 1010 | Programming Logic | 3 |
| ITCS 1105 | Web Programming I | 3 |
| ITIS 1000 | Basic Computer Skills | 1 |
| or ITIS 1005 | Computer Essentials | |
| ITIS 1102 | Internet: Services, Tools, and Web Page Design | 3 |
| ITIS 1108 | Using an HTML Editor | 2 |
| MUSC 2650 | Electronic Music I | 2 |
| MUSC 2660 | Electronic Music II | 2 |
| Any course(s) included in the Transfer Module | | |
| Arts and Humanities | | |
| ARTS 1120 | Art Appreciation | 3 |
| ARTS 2220 | Survey of Art I | 3 |
| ARTS 2230 | Survey of Art II | 3 |
| ENGL 2250 | Survey of American Literature I | 3 |
| ENGL 2260 | Survey of American Literature II | 3 |
| ENGL 2280 | Survey of British Literature I | 3 |
| ENGL 2290 | Survey of British Literature II | 3 |
| HUMX 1100 | Introduction to Humanities | 3 |
| HUMX 1200 | The American Experience in the Arts | 3 |
| MUSC 1200 | Music Appreciation | 3 |
| MUSC 1215 | World Music | 3 |
| MUSC 1800 | Popular Music: Rock, Jazz, Country, and Hip-Hop | 3 |
| MUSC 2200 | Music History and Literature I | 3 |
| MUSC 2250 | Music History and Literature II | 3 |
| PHIL 1500 | Introduction to Philosophy | 3 |
| PHIL 2000 | Comparative Religion | 3 |
| PHOT 1000 | History of Photography | 3 |

Social and Behavioral Sciences

| | | |
|-----------|--|---|
| ANTH 1160 | Introduction to Cultural Anthropology | 3 |
| ECON 1150 | Basic Economics | 3 |
| ECON 2500 | Principles of Macroeconomics | 3 |
| ECON 2600 | Principles of Microeconomics | 3 |
| GEOG 1500 | Introduction to Geography | 3 |
| GEOG 1600 | World Regional Geography | 3 |
| HIST 1150 | Western Civilization I: Antiquity Through the Reformation | 3 |
| HIST 1250 | Western Civilization II: Age of Revolution Through the Present | 3 |
| HIST 2250 | U.S. History: Reconstruction to the Present | 3 |
| POLS 1300 | U.S. National Government | 3 |
| POLS 2500 | Modern Political Ideologies | 3 |
| PSYC 1500 | Introduction to Psychology | 3 |
| SOCY 1150 | Principles of Sociology | 3 |

Video Production and Broadcast Technical Major (9278)

Associate of Applied Business Degree

| Course | Title | Credit Hours |
|--|--|--------------|
| First Semester | | |
| ENGL 1110 or ENGL 1111 | English Composition I (A) ¹ or English Composition I (B) | 3 |
| FYEX 1000 | First Year Experience | 1 |
| MDIA 1003 | Introduction to the Multimedia Computer | 1 |
| MDIA 1010 | The Business and History of Broadcast and Interactive Media | 2 |
| MDIA 1060 | Vocalization and Diction for Broadcast Media | 2 |
| MDIA 1200 | Video I: Introduction to Video Production and Broadcast | 3 |
| MDIA 1400 | Audio I: Introduction to Audio Production and Recording | 3 |
| Credit Hours | | 15 |
| Second Semester | | |
| BUSM 1300 | Introduction to Business | 3 |
| COMM 1000 | Effective Public Speaking | 3 |
| ENGL 1121 | English Composition II-Technical Focus | 3 |
| MDIA 1045 | Writing for Broadcast and Interactive Media | 2 |
| MDIA 1080 | Staff Practice I | 1 |
| MDIA 1205 | Video II: Action Videography and Video Techniques | 3 |
| Credit Hours | | 15 |
| Third Semester | | |
| MDIA 1500 | Interactive Media I: Introduction to Interactive Production | 3 |
| MDIA 1600 | Animation I: Introduction to Two and Three-Dimensional Animation | 3 |
| MDIA 2200 | Video III: Electronic News Gathering | 3 |
| MDIA 2260 | Video Compositing and Special Effects | 2 |
| Select course(s) from the Arts and Humanities Electives list | | 3 |
| Select course(s) from the General Electives list | | 2 |
| Credit Hours | | 16 |
| Fourth Semester | | |
| MATH 1600 | Survey of College Mathematics | 3 |
| MDIA 2080 | Staff Practice II | 1 |
| MDIA 2205 | Video IV: Independent Commercial Video Production | 3 |
| MDIA 2265 | Sports Reporting, Commentary and Videography | 2 |
| Select course(s) from the Social & Behavioral Sciences list | | 3 |
| Select course(s) from the General Electives list. | | 3 |
| Credit Hours | | 15 |
| Total Credit Hours | | 61 |

¹ English course selection is based on placement test results (ENGL 1111 English Composition I (B) is 4 credits, only 3 credits apply to the degree).

This course is designated as a technical course in the program. Students must earn a "C" grade or higher in the course to fulfill the college's graduation requirements policy.

Electives

| Course | Title | Credit Hours |
|---|---|--------------|
| General Electives | | |
| BUSM 1620 | Introduction to Entrepreneurship | 3 |
| BUSM 1640 | Entrepreneurial Management | 3 |
| BUSM 1700 | Principles of E-Business | 3 |
| BUSM 2000 | Principles of Management | 3 |
| BUSM 2500 | Principles of Marketing | 3 |
| BUSM 2530 | Advertising | 3 |
| BUSM 2550 | Direct and Internet Marketing | 3 |
| COMM 1100 | Effective Interpersonal Communications | 3 |
| COMM 2000 | Advanced Public Speaking | 3 |
| COMM 2100 | Conflict Management | 3 |
| GRDS 1010 | Visual Organization | 3 |
| GRDS 1015 | Introduction to Typography | 3 |
| GRDS 1020 | Graphic Design | 3 |
| GRDS 1375 | Computer Graphics AI, ID and PS | 3 |
| ITCS 1010 | Programming Logic | 3 |
| ITCS 1105 | Web Programming I | 3 |
| ITIS 1000 | Basic Computer Skills | 1 |
| or ITIS 1005 | Computer Essentials | |
| ITIS 1102 | Internet: Services, Tools, and Web Page Design | 3 |
| ITIS 1108 | Using an HTML Editor | 2 |
| MUSC 2650 | Electronic Music I | 2 |
| MUSC 2660 | Electronic Music II | 2 |
| Any course(s) included in the Transfer Module | | |
| Arts and Humanities | | |
| ARTS 1120 | Art Appreciation | 3 |
| ARTS 2220 | Survey of Art I | 3 |
| ARTS 2230 | Survey of Art II | 3 |
| ENGL 2250 | Survey of American Literature I | 3 |
| ENGL 2260 | Survey of American Literature II | 3 |
| ENGL 2280 | Survey of British Literature I | 3 |
| ENGL 2290 | Survey of British Literature II | 3 |
| HUMX 1100 | Introduction to Humanities | 3 |
| HUMX 1200 | The American Experience in the Arts | 3 |
| MUSC 1200 | Music Appreciation | 3 |
| MUSC 1215 | World Music | 3 |
| MUSC 1800 | Popular Music: Rock, Jazz, Country, and Hip-Hop | 3 |
| MUSC 2200 | Music History and Literature I | 3 |
| MUSC 2250 | Music History and Literature II | 3 |
| PHIL 1500 | Introduction to Philosophy | 3 |
| PHIL 2000 | Comparative Religion | 3 |
| PHOT 1000 | History of Photography | 3 |

Social and Behavioral Sciences

| | | |
|-----------|--|---|
| ANTH 1160 | Introduction to Cultural Anthropology | 3 |
| ECON 1150 | Basic Economics | 3 |
| ECON 2500 | Principles of Macroeconomics | 3 |
| ECON 2600 | Principles of Microeconomics | 3 |
| GEOG 1500 | Introduction to Geography | 3 |
| GEOG 1600 | World Regional Geography | 3 |
| HIST 1150 | Western Civilization I: Antiquity Through the Reformation | 3 |
| HIST 1250 | Western Civilization II: Age of Revolution Through the Present | 3 |
| HIST 2150 | U.S. History: Colonization Through Reconstruction | 3 |
| HIST 2250 | U.S. History: Reconstruction to the Present | 3 |
| POLS 1300 | U.S. National Government | 3 |
| POLS 2500 | Modern Political Ideologies | 3 |
| PSYC 1500 | Introduction to Psychology | 3 |
| SOCY 1150 | Principles of Sociology | 3 |

Animation and Cartoon Arts Certificate (2504)

Cartoons and animations have been an active form of entertainment since Edison's kinescope techniques of the late 1800s. This program relies on a foundation of basic cartoon art skills and develops their role in contemporary media industry. Modern animation skills are developed through hands-on training and professional business outcomes. Also included is in-depth analysis and training in three-dimensional animation skills, both for entertainment and industrial applications. This program is designed to meet the needs for gainful employment in the media industry.

| Course | Title | Credit Hours |
|---------------------------|---|--------------|
| MDIA 1003 | Introduction to the Multimedia Computer | 1 |
| MDIA 1010 | The Business and History of Broadcast and Interactive Media | 2 |
| MDIA 1080 | Staff Practice I | 1 |
| MDIA 1200 | Video I: Introduction to Video Production and Broadcast | 3 |
| MDIA 1500 | Interactive Media I: Introduction to Interactive Production | 3 |
| MDIA 1600 | Animation I: Introduction to Two and Three-Dimensional Animation | 3 |
| MDIA 1605 | Animation II: Two Dimensional Animation and Cartooning | 3 |
| MDIA 1640 | Cartoon Animation Drawing | 2 |
| MDIA 1700 | Interactive Entertainment I: Introduction to Entertainment Production | 3 |
| MDIA 2080 | Staff Practice II | 1 |
| MDIA 2600 | Animation III: Three Dimensional Animation | 3 |
| MDIA 2605 | Animation IV: Advanced Animation | 3 |
| MDIA 2660 | Virtual Set and World Design | 2 |
| Total Credit Hours | | 30 |

The following courses are suggested as supplementary enrichment to the Media Technology certificates:

| Course | Title | Credit Hours |
|---------------------------|--|--------------|
| ARTS 1120 | Art Appreciation | 3 |
| ARTS 1130 | Art Drawing I | 3 |
| ENGL 2215 | Graphic Fiction | 4 |
| GRDS 1010 | Visual Organization | 3 |
| GRDS 1375 | Computer Graphics AI, ID and PS | 3 |
| ITCS 1010 | Programming Logic | 3 |
| ITCS 1105 | Web Programming I | 3 |
| ITCS 1820 | Java Programming I | 3 |
| MUSC 1200 | Music Appreciation | 3 |
| MUSC 1215 | World Music | 3 |
| MUSC 1800 | Popular Music: Rock, Jazz, Country, and Hip-Hop | 3 |
| PHOT 1100 or PHOT 1105 | Basic Photography Basic Photography - Digital | 3 |
| PHOT 1400 | Commercial Photography | 3 |

Audio Engineering and Production Certificate (2503)

The audio recording and production industry has been a mainstay of the communications field for many decades. The techniques used to create fine audio programs have been a paramount issue in the media industry. With the advent of modern music and the associated industry promotion, there is an increased interest in this discipline. Lakeland's Audio Engineering and Production certificate program, in keeping with the industry's history of master/apprentice training, provides students with the opportunity to work with a teaching staff well recognized for its accomplishments in the world of broadcast, recording, sound reinforcement, and audio production. With its heavy emphasis on direct application of skills, the program helps prepare students for success in the audio recording and production industry.

| Course | Title | Credit Hours |
|---------------------------|---|--------------|
| MDIA 1003 | Introduction to the Multimedia Computer | 1 |
| MDIA 1010 | The Business and History of Broadcast and Interactive Media | 2 |
| MDIA 1080 | Staff Practice I | 1 |
| MDIA 1200 | Video I: Introduction to Video Production and Broadcast | 3 |
| MDIA 1300 | Radio I: Introduction to Radio Production and Broadcast | 3 |
| MDIA 1400 | Audio I: Introduction to Audio Production and Recording | 3 |
| MDIA 1405 | Audio II: Recording and Studio Techniques | 3 |
| MDIA 1420 | Basics of Sound Reinforcement | 3 |
| MDIA 2080 | Staff Practice II | 1 |
| MDIA 2400 | Audio III: Sound Shaping and Advanced Production | 3 |
| MDIA 2405 | Audio IV: Advanced Recording and Editing | 3 |
| MDIA 2420 | Foley Sound Design and Recording | 2 |
| MUSC 2650 | Electronic Music I | 2 |
| Total Credit Hours | | 30 |

The following courses are suggested as supplementary enrichment to the Media Technology certificates:

| Course | Title | Credit Hours |
|---------------------------|--|--------------|
| ARTS 1120 | Art Appreciation | 3 |
| ARTS 1130 | Art Drawing I | 3 |
| ENGL 2215 | Graphic Fiction | 4 |
| GRDS 1010 | Visual Organization | 3 |
| GRDS 1375 | Computer Graphics AI, ID and PS | 3 |
| ITCS 1010 | Programming Logic | 3 |
| ITCS 1105 | Web Programming I | 3 |
| ITCS 1820 | Java Programming I | 3 |
| MUSC 1200 | Music Appreciation | 3 |
| MUSC 1215 | World Music | 3 |
| MUSC 1800 | Popular Music: Rock, Jazz, Country, and Hip-Hop | 3 |
| PHOT 1100 or PHOT 1105 | Basic Photography Basic Photography - Digital | 3 |
| PHOT 1400 | Commercial Photography | 3 |

Interactive Entertainment Technology Certificate (2505)

Video games have swept the world as both a form of entertainment and as learning tools for many industries. The field and its underlying hardware are one of the key factors in the development of innovational technology. This program sets forth a series of courses that encourage the development of analytical, psychological, and programming techniques to produce entertainment and educational-oriented assets. Through this program of study, students will engage in hands-on study of a field they have enjoyed as a diversion or relaxation and be prepared to work as a member of the media industry's most exciting workforces.

| Course | Title | Credit Hours |
|---------------------------|---|--------------|
| MDIA 1003 | Introduction to the Multimedia Computer | 1 |
| MDIA 1010 | The Business and History of Broadcast and Interactive Media | 2 |
| MDIA 1080 | Staff Practice I | 1 |
| MDIA 1200 | Video I: Introduction to Video Production and Broadcast | 3 |
| MDIA 1500 | Interactive Media I: Introduction to Interactive Production | 3 |
| MDIA 1600 | Animation I: Introduction to Two and Three-Dimensional Animation | 3 |
| MDIA 1640 | Cartoon Animation Drawing | 2 |
| MDIA 1700 | Interactive Entertainment I: Introduction to Entertainment Production | 3 |
| MDIA 1705 | Interactive Entertainment II: Interactive Game Design Techniques | 3 |
| MDIA 1740 | Interactive Entertainment Design Theory | 2 |
| MDIA 2080 | Staff Practice II | 1 |
| MDIA 2700 | Interactive Entertainment III: Applied Game Logic | 3 |
| MDIA 2705 | Interactive Entertainment IV: Advanced Game Design and Production | 3 |
| Total Credit Hours | | 30 |

The following courses are suggested as supplementary enrichment to the Media Technology certificates:

| Course | Title | Credit Hours |
|---------------------------|--|--------------|
| ARTS 1120 | Art Appreciation | 3 |
| ARTS 1130 | Art Drawing I | 3 |
| ENGL 2215 | Graphic Fiction | 4 |
| GRDS 1010 | Visual Organization | 3 |
| GRDS 1375 | Computer Graphics AI, ID and PS | 3 |
| ITCS 1010 | Programming Logic | 3 |
| ITCS 1105 | Web Programming I | 3 |
| ITCS 1820 | Java Programming I | 3 |
| MUSC 1200 | Music Appreciation | 3 |
| MUSC 1215 | World Music | 3 |
| MUSC 1800 | Popular Music: Rock, Jazz, Country, and Hip-Hop | 3 |
| PHOT 1100 or PHOT 1105 | Basic Photography Basic Photography - Digital | 3 |
| PHOT 1400 | Commercial Photography | 3 |

Interactive Media Certificate (2501)

Media integration and presentation have become accepted as one useful form of communication. Be it for a CD-based retail catalog, business website, or DVD video, media integration brings together the best possible communications tools to provide efficiency, impact, clarity, and entertainment. Lakeland's Interactive Media (Interactive Web Design) certificate program spans a number of media-related communications disciplines and topics. The study of concepts reinforced with a heavy emphasis on realistic application helps prepare students for employment in a variety of settings.

| Course | Title | Credit Hours |
|---------------------------|--|--------------|
| MDIA 1003 | Introduction to the Multimedia Computer | 1 |
| MDIA 1010 | The Business and History of Broadcast and Interactive Media | 2 |
| MDIA 1080 | Staff Practice I | 1 |
| MDIA 1200 | Video I: Introduction to Video Production and Broadcast | 3 |
| MDIA 1400 | Audio I: Introduction to Audio Production and Recording | 3 |
| MDIA 1500 | Interactive Media I: Introduction to Interactive Production | 3 |
| MDIA 1505 | Interactive Media II: Interactive Production Technology | 3 |
| MDIA 1540 | Interactive Media Design Theory | 2 |
| MDIA 1600 | Animation I: Introduction to Two and Three-Dimensional Animation | 3 |
| MDIA 2500 | Interactive Media III: Multiple Media Integration | 3 |
| MDIA 2505 | Interactive Media IV: Advanced Interactive Presentation | 3 |
| MDIA 2560 | Interactive Educational Design | 2 |
| MDIA 2080 | Staff Practice II | 1 |
| Total Credit Hours | | 30 |

The following courses are suggested as supplementary enrichment to the Media Technology certificates:

| Course | Title | Credit Hours |
|---------------------------|--|--------------|
| ARTS 1120 | Art Appreciation | 3 |
| ARTS 1130 | Art Drawing I | 3 |
| ENGL 2215 | Graphic Fiction | 4 |
| GRDS 1010 | Visual Organization | 3 |
| GRDS 1375 | Computer Graphics AI, ID and PS | 3 |
| ITCS 1010 | Programming Logic | 3 |
| ITCS 1105 | Web Programming I | 3 |
| ITCS 1820 | Java Programming I | 3 |
| MUSC 1200 | Music Appreciation | 3 |
| MUSC 1215 | World Music | 3 |
| MUSC 1800 | Popular Music: Rock, Jazz, Country, and Hip-Hop | 3 |
| PHOT 1100 or PHOT 1105 | Basic Photography Basic Photography - Digital | 3 |
| PHOT 1400 | Commercial Photography | 3 |

Radio Production and Broadcast Certificate (2506)

One of the most significant developments of the 20th century was the advent of organized radio transmission. To this day, news, information, and music find radio their marketplace and a pinnacle of the communications industry. Internet radio production has increased dramatically the broadcast reach of the medium and has secured radio's future as a communications giant. This program is designed to provide real-world knowledge and hands-on training in the areas of broadcast, newsgathering, live performances and radio business. Designed to facilitate both broadcast and interactive media applications, this program is designed to meet the needs of students seeking employment in the radio industry.

| Course | Title | Credit Hours |
|---------------------------|---|--------------|
| MDIA 1003 | Introduction to the Multimedia Computer | 1 |
| MDIA 1010 | The Business and History of Broadcast and Interactive Media | 2 |
| MDIA 1045 | Writing for Broadcast and Interactive Media | 2 |
| MDIA 1060 | Vocalization and Diction for Broadcast Media | 2 |
| MDIA 1080 | Staff Practice I | 1 |
| MDIA 1300 | Radio I: Introduction to Radio Production and Broadcast | 3 |
| MDIA 1305 | Radio II: Advanced Radio Technique | 3 |
| MDIA 1320 | Live Radio Performance and Engineering | 2 |
| MDIA 1400 | Audio I: Introduction to Audio Production and Recording | 3 |
| MDIA 2080 | Staff Practice II | 1 |
| MDIA 2300 | Radio III: Electronic News Gathering | 3 |
| MDIA 2305 | Radio IV: Commercial Radio Production | 3 |
| MDIA 2340 | Radio Business Techniques and Broadcast Direction | 2 |
| Total Credit Hours | | 28 |

The following courses are suggested as supplementary enrichment to the Media Technology certificates:

| Course | Title | Credit Hours |
|---------------------------|--|--------------|
| ARTS 1120 | Art Appreciation | 3 |
| ARTS 1130 | Art Drawing I | 3 |
| ENGL 2215 | Graphic Fiction | 4 |
| GRDS 1010 | Visual Organization | 3 |
| GRDS 1375 | Computer Graphics AI, ID and PS | 3 |
| ITCS 1010 | Programming Logic | 3 |
| ITCS 1105 | Web Programming I | 3 |
| ITCS 1820 | Java Programming I | 3 |
| MUSC 1200 | Music Appreciation | 3 |
| MUSC 1215 | World Music | 3 |
| MUSC 1800 | Popular Music: Rock, Jazz, Country, and Hip-Hop | 3 |
| PHOT 1100 or PHOT 1105 | Basic Photography Basic Photography - Digital | 3 |
| PHOT 1400 | Commercial Photography | 3 |

Video Production and Broadcast Certificate (2502)

Our increasing dependence on broadcast television, film, and video as means of communication has helped to further the development of technology necessary for proper production. The advent of internet broadcasting and high capacity satellite transmissions has further increased the need for training in the techniques of communication. Lakeland's Video Production and Broadcast certificate program, designed to provide hands-on training in the areas of broadcast, newsgathering, live performance, and video engineering for both broadcast and interactive media applications, helps prepare students to meet the needs of the video communications industry.

| Course | Title | Credit Hours |
|---------------------------|---|--------------|
| MDIA 1003 | Introduction to the Multimedia Computer | 1 |
| MDIA 1010 | The Business and History of Broadcast and Interactive Media | 2 |
| MDIA 1045 | Writing for Broadcast and Interactive Media | 2 |
| MDIA 1060 | Vocalization and Diction for Broadcast Media | 2 |
| MDIA 1080 | Staff Practice I | 1 |
| MDIA 1200 | Video I: Introduction to Video Production and Broadcast | 3 |
| MDIA 1205 | Video II: Action Videography and Video Techniques | 3 |
| MDIA 1400 | Audio I: Introduction to Audio Production and Recording | 3 |
| MDIA 2080 | Staff Practice II | 1 |
| MDIA 2200 | Video III: Electronic News Gathering | 3 |
| MDIA 2205 | Video IV: Independent Commercial Video Production | 3 |
| MDIA 2260 | Video Compositing and Special Effects | 2 |
| MDIA 2265 | Sports Reporting, Commentary and Videography | 2 |
| Total Credit Hours | | 28 |

The following courses are suggested as supplementary enrichment to the Media Technology certificates:

| Course | Title | Credit Hours |
|---------------------------|--|--------------|
| ARTS 1120 | Art Appreciation | 3 |
| ARTS 1130 | Art Drawing I | 3 |
| ENGL 2215 | Graphic Fiction | 4 |
| GRDS 1010 | Visual Organization | 3 |
| GRDS 1375 | Computer Graphics AI, ID and PS | 3 |
| ITCS 1010 | Programming Logic | 3 |
| ITCS 1105 | Web Programming I | 3 |
| ITCS 1820 | Java Programming I | 3 |
| MUSC 1200 | Music Appreciation | 3 |
| MUSC 1215 | World Music | 3 |
| MUSC 1800 | Popular Music: Rock, Jazz, Country, and Hip-Hop | 3 |
| PHOT 1100 or PHOT 1105 | Basic Photography Basic Photography - Digital | 3 |
| PHOT 1400 | Commercial Photography | 3 |

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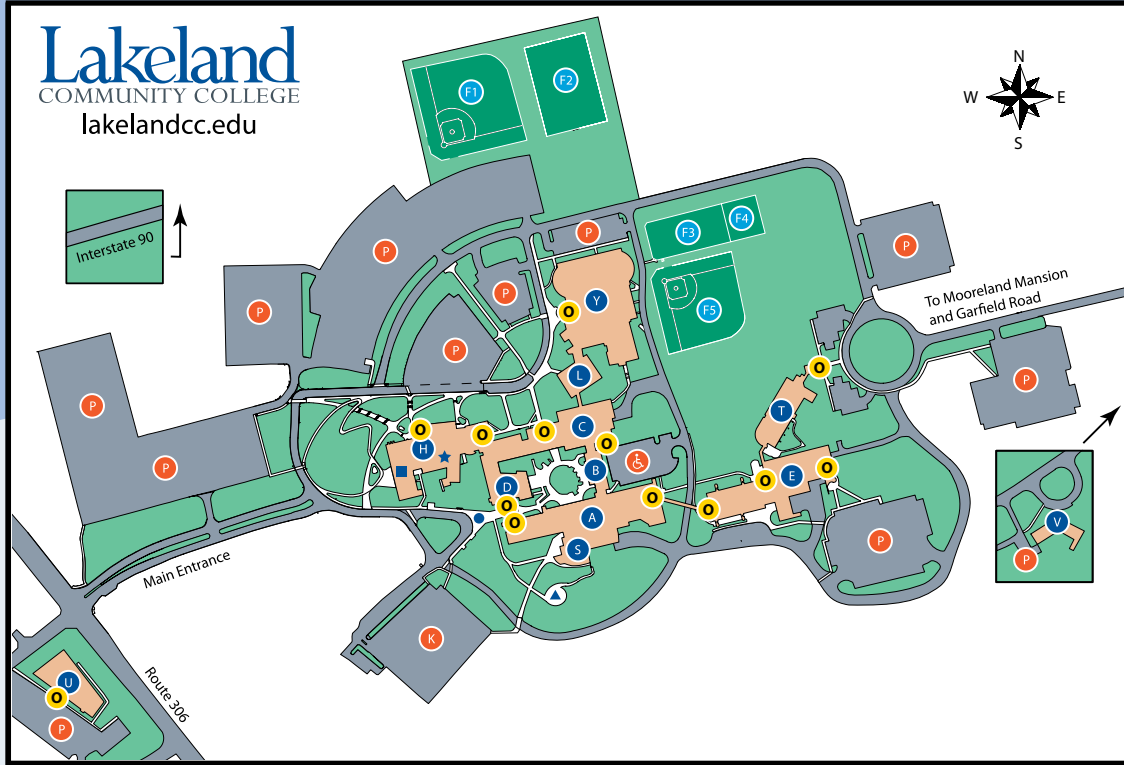


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CAMPUS MAP

- | | | |
|--|-------------------------------------|--|
| A A-Building/ Student Service Center | F4 Multi-Purpose Court | V Mooreland Mansion |
| B B-Building | F5 Softball Field | Y Athletic & Fitness Center |
| C C-Building | H H-Building | ● Clocktower |
| D D-Building | K Faculty Staff Lot | ★ Dental Hygiene Clinic |
| E E-Building | L Teaching Learning Center | ♿ Handicap Parking |
| F1 Baseball Field | P Parking | ■ HIVE |
| F2 Soccer Field | S S-Building/Breakers Dining | ▲ Mind Ladders |
| F3 Tennis Courts | T T-Building | ○ Open Entrances and Temperature Check Station during COVID-19 |
| | U Holden University Center | |

Quality Education

Professors at Lakeland are experts in their fields with real-world experience. Lakeland prepares you for a high-demand career or for transfer to a four-year college or university. Access to bachelor's and graduate degrees is available on campus from partner institutions through Lakeland's Holden University Center (lakelandcc.edu/uc).

Affordable Tuition

Lakeland's tuition is about one-third the cost of most four-year schools. More than 50 percent of Lakeland students receive some form of financial assistance (lakelandcc.edu/tuition).

Convenience

Lakeland offers convenient day, evening, weekend and online courses (lakelandcc.edu/schedule).

Focus on Students

Lakeland offers a variety of student services to help you succeed, such as counseling, tutoring, computer labs, career services, free parking and affordable child care.

Opportunity starts HERE

Visit us on campus or online. Call 440.525.7900, email recruitmentcenter@lakelandcc.edu or visit lakelandcc.edu/visit for a campus tour.

Apply online: lakelandcc.edu/apply

Accreditation

Lakeland Community College is accredited through the Higher Learning Commission (HLC) and participates in the Academic Quality Improvement Program (AQIP). The Higher Learning Commission, 230 South LaSalle Street, Suite 7-500, Chicago, IL 60604-1413, phone: 800.621.7440, hlcommission.org.