



**Modesto Junior College  
Academic Senate  
Resolution FL11-F**

**Approval of Minimum Qualifications for Computer Graphics Applications at MJC  
Approval of Designation of Computer Graphics Applications Discipline**

- Proposed by: Robert Stevenson, Brian Sinclair
- Whereas: The Computer Graphics Applications Department at Modesto Junior College has historically used more rigorous minimum and desired qualifications in its hiring practices; and
- Whereas: Bachelors and master's degrees in Computer Graphics, Digital Media, and related fields are now readily available; and
- Whereas: California Education Code not only expects, but encourages that districts establish more rigorous minimum qualifications than those specified in the official Disciplines List; and
- Whereas: In May of 2009, the California Community Colleges Board of Governors approved changes to Title V, of the California Code of Regulations sections 53407 and 53410 to allow the option of minimum qualification requiring a bachelor's degree or associates to also specify degrees in specific disciplines and requisite years of professional experience; and
- Whereas: Processes for codifying these changes at the district level are unclear; and
- Whereas: No disciplines on the official disciplines list clearly define the Computer Graphics Applications program; and
- Whereas: "Multimedia" is the discipline that most closely matches the scope of Computer Graphics Applications program; and
- Whereas: The Academic Senate of the California Community Colleges leadership has advised that local colleges may create their own definitions for areas not currently covered in the Disciplines List; and
- Therefore: Be it resolved, that the Academic Senate of Modesto Junior College officially adopts the attached minimum and desirable qualifications for the Department of Computer Graphics Applications; and
- Therefore: Be it further resolved, that the Academic Senate of Modesto Junior College officially places the Department of Computer Graphics Applications in the discipline of "Multimedia."
- First Reading: December 1, 2011
- Final Reading: January 19, 2012
- Disposition: Carried

## Computer Graphics Applications

Minimum qualifications:

- Bachelor's degree in Computer Graphics, Digital Media, Multimedia, Animation, Fine Arts, or related field from an accredited college or university, AND two years of non-teaching experience in a related discipline, or the equivalent.

For the equivalent of required experience, possession of thorough and broad knowledge for each of the following as separate and distinct criteria:

- A. Mastery of the skills of the vocation thorough enough for the proposed specific assignment and broad enough to serve as a basis for teaching the other courses in the discipline; AND
- B. Extensive and diverse knowledge of the working environment of the vocation.

A candidate must present conclusive evidence in regard to both A and B above to be considered to possess the equivalent of the experience in question.

Evidence:

Conclusive evidence shall at least include one of the following:

1. A transcript showing that the applicant successfully completed appropriate courses at a regionally accredited college or equivalent foreign institution whose accredited status is recognized by the US Department of Education;
2. Publications that show the applicant's command of the major in question, his or her general education, or his or her writing skill;
3. Other work products that show the applicant's command of the major or occupation in question;
4. Work experience verification.

Desirable qualifications:

- A Master of Arts or Fine Arts, with an Emphasis or Concentration in Computer Graphics, Digital Media, Multimedia, Animation, or related field from an accredited college or university.
- Physical or digital portfolio including pieces that strongly demonstrate a sophisticated esthetic sensibility
- Demonstrated commitment to keeping current in Digital Arts and changing technologies.
- Demonstrated abilities in conceptual thinking, problem solving, and storytelling.
- Ability to utilize digital media in a manner that integrates technology with aesthetics.
- Working knowledge of a broad range of current industry standard digital media software used in digital imaging, web page design and authoring, non-linear video editing & effects, 2d and 3d modeling & animation, graphics design & page layout, digital sound production, and interactive media.
- Two years of experience teaching at the Community College level or higher.
- Versatility with the Adobe applications such as Adobe CS5.5 Suite (or higher) which includes Photoshop, InDesign, Illustrator, Dreamweaver, and Flash.
- A record of research, scholarly and/or creative activity.
- Evidence of an ability to communicate effectively both orally and in writing.