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## PROGRAM MODIFICATIONS TO EXISTING DEGREES

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### ASSOCIATE OF ARTS IN ANTHROPOLOGY FOR TRANSFER DEGREE (N)

NAA616/NAA618

(August 2019 Addendum)

PSY/SOC-48, PSY-50, and SOC-50 were added as elective options to List A. ANT-1L and ANT-16 were added as elective options to List B. The complete list of required courses is below. For additional details and a complete program description, please see the Norco Course Catalog.

<u>Required Courses (18-21 units)</u>	<u>Units</u>
ANT-1*/1H* Physical Anthropology/Honors	3
ANT-2*/2H* Cultural Anthropology/Honors	3
ANT-6* Introduction to Archaeology	3
List A Select from the list below	6-8
List B Select from the list below	3-4
<b>List A Select two courses from the following (6-8 units)</b>	
ANT-3* Prehistoric Cultures	3
GEG-1*/1H* Physical Geography/Honors	3
GEG-2* Human Geography	3
MAT-12*/12H* Statistics/Honors	4
OR	
PSY/SOC-48* Statistics for the Behavioral Sciences	3
PSY-50* Research Methods in Psychology	4
OR	
SOC-50* Introduction to Social Research Methods	3
<b>List B Select one to two courses from the following for a minimum of 3 units (3-4 units)</b>	
Any course from List A not already used	
ANT-1L*Physical Anthropology Laboratory	1
ANT-4* Native American Cultures	3
ANT-5* Cultures of Ancient Mexico	3
ANT-7* Anthropology of Religion	3
ANT-8* Language and Culture	3
ANT-10 Forensic Anthropology	3
ANT-16 Field Methods in Archaeology	3
<b>Total Major Units</b>	<b>18-21</b>

Associate in Arts for Transfer Degree

The Associate in Arts in Anthropology for Transfer degree will be awarded upon completion of 60 California State University (CSU) transferable units including the above major requirements and the Intersegmental General Education Transfer Curriculum (IGETC) or California State University General Education (CSUGE) requirements with a minimum grade point average of 2.0. All courses in the major must be completed with a grade of "C" or better.

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### ASSOCIATE OF ARTS IN POLITICAL SCIENCE FOR TRANSFER DEGREE (N)

NAA754/NAA755

(August 2019 Addendum)

PSY/SOC-48 were added as elective options under List A. ADJ-9, PSY-50, SOC-3, and SOC-50 were added as elective options under List B. The complete list of required courses is below. For additional details and a complete program description, please see the Norco Course Catalog.

<u>Required Courses (18-20 units)</u>	<u>Units</u>
POL 1*/1H* American Politics/Honors	3
LIST A Choose from the list below	9-10

LIST B Choose from the list below 6-7

**LIST A Choose three courses from the following (9-10 units)**

POL 2* Comparative Politics	3
POL 4*/4H* Introduction to World Politics/Honors	3
POL 11* Political Theory	3
MAT 12*/12H* Statistics/Honors	4
OR	
PSY/SOC-48* Statistics for the Behavioral Sciences	3

**LIST B Choose two courses from the following (6-7 units)**

Any course from List A not already used	
ADJ-9* Law in American Society	3
ECO 7*/7H* Principles of Macroeconomics/Honors	3
HIS 7*/7H* Political and Social History of the US/Honors	3
POL 5* The Law and Politics	3
POL 13* Introduction to American Foreign Policy	3
PSY-50* Research Methods in Psychology	4
SOC-3* Social Inequality	3
SOC-50* Introduction to Social Research Methods	3

\*Courses may also be used to fulfill general education requirements for the CSU GE or IGETC pattern, please confer with a counselor.

Associate in Arts for Transfer Degree

The Associate in Arts in Political Science for Transfer degree will be awarded upon completion of 60 California State University (CSU) transferable units including the above major requirements and the Intersegmental General Education Transfer Curriculum (IGETC) or California State University General Education (CSUGE) requirements and with a minimum grade point average of 2.0. All courses in the major must be completed with a grade of "C" or better.

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**ASSOCIATE OF ARTS IN SOCIOLOGY FOR TRANSFER DEGREE (N)**

**NAA695/NAA696**

**(August 2019 Addendum)**

PSY/SOC-48 were added as elective options under List A. The complete list of required courses are below. For additional details and a complete program description, please see the Norco Course Catalog.

<b>Required Courses (18-19 units)</b>	<b>Units</b>
SOC-1*/1H* Introduction to Sociology/Honors	3
List A Select from the list below	6-7
List B Select from the list below	6
List C Select from the list below	3

**List A Select two courses from the following (6-7 units)**

MAT-12*/12H* Statistics/Honors	4
OR	
PSY/SOC-48* Statistics for the Behavioral Sciences	3
SOC-2* American Social Problems	3
SOC-50* Introduction to Social Research Methods	3

**List B Select two courses from the following (6 units)**

Any course from List A not already used	
SOC-10* Race and Ethnic Relations	3
SOC-12* Marriage and Family Relations	3
SOC-20* Introduction to Criminology	3

**List C Select one course from the following (3 units)**

Any course from List A or B not already used	
SOC-3* Social Inequality	3

SOC-15* Introduction to Women's Studies	3
ANT-2*/2H* Cultural Anthropology/Honors	3
PSY-1*/1H* General Psychology/Honors	3
PSY-8* Introduction to Social Psychology	3

\*Courses may also be used to fulfill general education requirements for the CSU GE or IGETC pattern, please confer with a counselor.

**Total Major Units** **18-19**

**Associate in Arts for Transfer Degree**

The Associate in Arts in Sociology for Transfer degree will be awarded upon completion of 60 California State University (CSU) transferable units including the above major requirements and the Intersegmental General Education Transfer Curriculum (IGETC) or California State University General Education (CSUGE) requirements with a minimum grade point average of 2.0. All courses in the major must be completed with a grade of "C" or better.

## NEW COURSES AND COURSE MODIFICATIONS

**ACC-200 - Accounting Work Experience** **1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**ACC-801 - Setting up Quickbooks for Small Business** **0**

*Prerequisite: None*

Learn the basics of small business bookkeeping using QuickBooks, financial reporting, and how to analyze and record financial transactions. Discusses accounts receivable, accounts payable, payroll procedures, sales taxes and common banking activities. 16 hours lecture. (Pass/No Pass only)

(August 2019 Addendum)

**ACC-802 - Monthly Procedures using QuickBooks** **0**

*Prerequisite: None*

Develop and apply monthly procedures used in accounting for small business. Continue to build small business accounting knowledge, gain practical experience working with day to day transactions. Reconcile balance sheet accounts and examine/audit income statement accounts on a monthly basis. Prepare adjusting journal entries. Prepare financial statements. 16 hours lecture. (Pass/No Pass only)

(August 2019 Addendum)

**ACC-803 - Year End Procedures with Quickbooks**

**0**

*Prerequisite: None*

Develop and apply year end procedures used in accounting for small business using QuickBooks. Prepare closing journal entries for year end. Prepare reports for tax accountants. Purge files and prepare for the new year. 16 hours lecture.

(Pass/No Pass only)

(August 2019 Addendum)

**ADJ-12 - Introduction to Criminalistics**

**3**

*Prerequisite: None*

An introduction to the role of criminalistics in criminal investigations. The methods utilized in the forensic analysis of crime scenes, pattern evidence, instruments, trace evidence, biological evidence, weapons and firearms, questioned documents, and controlled substances. The categories of direct evidence, circumstantial evidence, physical evidence, testimonial evidence, and exculpatory evidence will be explored, and the pattern, chemical, and biological types of evidence will be examined. 54 hours lecture and 12 hours laboratory.

(August 2019 Addendum)

**ADJ-200 - Administration of Justice Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

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(August 2019 Addendum)

**ARE-200 - Architecture Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**ART-200 - Art Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit

with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.  
(August 2019 Addendum)

**BUS-200 - Business Administration Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.  
(August 2019 Addendum)

**CIS-200 - Computer Information Systems Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.  
(August 2019 Addendum)

**CON-200 - Construction Technology Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.  
(August 2019 Addendum)

**DFT-200 - Drafting Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course

consists of an 18 hours of orientation/professionalskills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.  
(August 2019 Addendum)

**EAR-200 - Early Childhood Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professionalskills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.  
(August 2019 Addendum)

**EDU-200 - Education Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professionalskills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.  
(August 2019 Addendum)

**ELE-810 - Survey of Electronics**

**0**

*Prerequisite: None*

Basic electronic theory featuring electron-flow, Ohm's, Watt's, and Kirchoff's Laws, analog DC and AC devices, circuits, parameters and equations, diodes, transistors, thyristors, digital logic, integrated circuits, power supplies, amplifiers, oscillators, with laboratory test and measurement equipment. 63 hours lecture and 27 hours laboratory. (Pass/No Pass or Letter Grade)  
(August 2019 Addendum)

**ELE-855 - Occupational Safety and Health Administration (OSHA) Standards for General Industry 0**

*Prerequisite: None*

Covers OSHA policies, procedures, and standards, as well as safety for general industry and health principles. Topics include scope and application of the OSHA general industry standards. Special emphasis is placed on those areas that are the most hazardous, using OSHA standards as a guide. Upon successful course completion, the student will receive either an OSHA 10 hour general industry or construction industry training completion card. 18 hours lecture. (Pass/No Pass or Not graded)  
(August 2019 Addendum)

**ELE-874 - Industrial Wiring and Controls**

**0**

*Prerequisite: None*

Industrial controls and electrical wiring of modern facilities, manufacturing, or warehousing. Included will be production

equipment, conveyor systems, hydraulic and pneumatic controls, power distribution, blueprint reading, electrical control wiring, PLC (programmable logic controller) control wiring, VFD (variable frequency drives) wiring and programming. 54 hours lecture and 54 hours laboratory. (Pass/No Pass or Letter Grade)  
(August 2019 Addendum)

**ENE-200 - Engineering Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**ENE-862 - Math for Automated Systems**

**0**

*Prerequisite: None*

Course concepts from arithmetic, algebra, geometry and scientific notation, extended and applied to problems in automation technology from electrical and mechanical engineering, including metal work, welding, and building energy systems. 54 hours lecture. (Pass/No Pass or Letter Grade)

(August 2019 Addendum)

**GAM-1 - Business of Video Games**

**3**

*Prerequisite: None*

An introduction to the field of game development. Students will explore the job market, career paths and business aspects of game development professionals. 54 hours lecture.

(August 2019 Addendum)

**GAM-2 - History of Video Games**

**3**

*Prerequisite: None*

A comprehensive study of the evolution of video games, including their technological and artistic antecedents, with analysis of how video games reflect the beliefs, aspirations and values of the cultures where they flourish. Study includes gameplay experience and analysis of notable game genres, identifying significant artistic and technological innovations. 54 hours lecture. (Letter grade)

(August 2019 Addendum)

**GAM-200 - Gaming Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

<b>GAM-3A - Game Design</b>	<b>3</b>
<i>Prerequisite: None</i>	
An introduction to the fundamental techniques, concepts, vocabulary, and practical application of these skills towards the discipline of game design. 54 hours lecture. (August 2019 Addendum)	
<b>GAM-3B - Advanced Game Design</b>	<b>3</b>
<i>Prerequisite: GAM-3A</i>	
An advanced exploration of game design emphasizing gameplay tuning, focus group testing, analytics, and user experience. 54 hours lecture. (August 2019 Addendum)	
<b>GAM-4A - Game Scripting</b>	<b>3</b>
<i>Prerequisite: None</i>	
A first course in programming for games stressing fundamental programming principles. Covers the logic structures and design paradigms that allow for fundamental interactions in digital games. 54 hours lecture. (August 2019 Addendum)	
<b>GAM-4B - Advanced Game Scripting</b>	<b>3</b>
<i>Prerequisite: CIS-17B or CSC-17B or CSC-18B or CIS-18B or GAM-4A</i>	
An advanced exploration of Game Scripting concepts. Emphasizes the use of design patterns, optimization, process, and efficiency in the activity of games programming. 54 hours lecture. (August 2019 Addendum)	
<b>GAM-5A - Concept Art</b>	<b>3</b>
<i>Prerequisite: None</i>	
Introduction to digital drawing techniques using industry standard software. Covers the usage of digital drawing hardware and drawing skills with an emphasis on creative and conceptual expression. A course in sketching, digital drawing, matte painting, and visual ideation targeted towards the video games industry. Emphasizes topics in anatomy, perspective, color, mood, shape, and context. 54 hours lecture. (August 2019 Addendum)	
<b>GAM-5B - Advanced Concept Art</b>	<b>3</b>
<i>Prerequisite: GAM-5A</i>	
An advanced course in concept art, focusing on iteration, speed, efficiency, precision, and working within constraints. Emphasizes form, function, narrative, context, and thorough exploration of ideas in a rapid and visual manner. 54 hours lecture. (August 2019 Addendum)	
<b>GAM-6A - 3D Digital Modeling</b>	<b>3</b>
<i>Prerequisite: None</i>	
Introduces concepts of 3D Modeling in a virtual environment. Emphasis is on the introduction of three-dimensional concepts, the use of modeling tools, and menu structures within applications of 3D design systems. 54 hours lecture. (August 2019 Addendum)	
<b>GAM-6B - 3D Animation</b>	<b>3</b>
<i>Prerequisite: GAM-6A</i>	
How to prepare an animation rig accurately and anatomically in a 3D simulation environment. Prepare previously created humanoid and creature 3D models and animate them using professional production techniques. 54 hours lecture. (August 2019 Addendum)	



**HMS-200 - Human Services Work Experience****1-2-3-4***Prerequisite: None**Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**JOU-200 - Journalism Work Experience****1-2-3-4***Prerequisite: None**Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**KIN-200 - Kinesiology Work Experience****1-2-3-4***Prerequisite: None**Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**LOT-5 - Fundamentals of Light****3***Prerequisite: None**Advisory: ENE-60 or ENE-62*

Introduces the fundamental properties of light, including its interaction with and generation from materials. Optical hardware is used in lecture demonstrations and laboratory experiments to show how light can be controlled. Essential components of optical systems are studied, including lenses, mirrors, prisms, windows, sources, detectors, optoelectronics, polarizers, fibers, and gratings. Students will gain hands-on experience with industrial hardware and tools as they construct basic optical component test setups and systems in the laboratory. 36 hours lecture and 54 hours laboratory.

(August 2019 Addendum)

**LOT-15 - Fundamentals of Photonics****3***Prerequisite: LOT-5*

Covers the most important tools that are used when working with light, from lasers and other light sources to cameras and sensors. Photonic devices are used in lecture demonstrations and laboratory experiments to show how light can be generated, manipulated, and captured. Hardware is broken down to its constituent components; lasers are reduced to gain media, pump sources, and mirror cavities; cameras are dissected down to their bare chemistry. Students will gain hands-on experience with industrial hardware and tools in the laboratory. 36 hours lecture and 54 hours laboratory.

(August 2019 Addendum)

**LOT-25 - Quality Assurance for Precision Optics****4***Prerequisite: None*

Addresses the basics of specification, manufacturing, and assessment of precision optics. It presents an introduction to quality assurance (QA) practices required to identify, inspect, and measure optical components. Materials and tools found in an industrial optics fabrication and inspection shop are used in lecture and demonstrations and laboratory experiments. Students will gain hands-on experience with these industrial materials and QA tools in the laboratory. 54 hours lecture and 54 hours laboratory.

(August 2019 Addendum)

**LOT-35 - Optical Metrology and Interferometry****3***Prerequisite: None*

A hands-on laboratory course that will detail the measurement techniques required to ensure that a fabricated assembly or system meets its procurement specifications. Covers the design and application of optical metrology instrumentation such as interferometers and modulation transfer function measurement systems. Emphasis on test applications that are required in quality assurance for optical engineering and manufacturing. Students will gain hands-on experience in the laboratory with industrial hardware and tools.

(August 2019 Addendum)

**MAG-200 - Management Work Experience****1-2-3-4***Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

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(August 2019 Addendum)

**MAN-200 - Manufacturing Technology Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**MAN-856 - CNC Machine Set-Up and Operation**

**0**

*Prerequisite: None*

Fundamental skills related to the setup and operation of CNC (Computer Numerically Control) machine tools. Students will set up and operate CNC machine tools exposing them to CNC controllers and some CNC manual programming. Students will gain hands-on experience with CNC machine tools. 54 hours lecture and 54 hours laboratory. ( Pass/No Pass or Letter Grade)

(August 2019 Addendum)

**MAN-857 - CNC Program Writing**

**0**

*Prerequisite: None*

Introduction to manual CNC program writing. This course includes the Cartesian coordinate system, absolute/incremental programming, circular interpolation, cutter radius compensation, canned cycles, and other programming techniques related to CNC machine tools. Students will gain hands-on experience with CNC machine tools. 36 hours lecture and 54 hours laboratory. ( Pass/No Pass or Letter Grade)

(August 2019 Addendum)

**MIS-200 - Music Industry Studies Work Experience**

**1-2-3-4**

*Prerequisite: None*

*Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**MKT-200 - Marketing Work Experience****1-2-3-4***Prerequisite: None**Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**MUS-200 - Music Work Experience****1-2-3-4***Prerequisite: None**Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**RLE-200 - Real Estate Work Experience****1-2-3-4***Prerequisite: None**Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**SCA/SCT-200 - Supply Chain Automation/Supply Chain Technology Work Experience****1-2-3-4***Prerequisite: None**Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

**THE-200 - Theatre Work Experience****1-2-3-4***Prerequisite: None**Limitation on Enrollment (e.g. Performance tryout or audition): Students should have paid or voluntary employment.*

Work Experience is designed to coordinate the student's on-the-job training with workplace skills designed to assist the student in developing successful professional skills. Each student will establish measurable learning objectives appropriate for their job and discipline. Students may earn up to four (4) units each semester, for a maximum of 16 units of work experience total. 60 hours of volunteer work or 75 hours of paid work during the semester are required for each unit. No more than 20 hours per week, out of the 60 or 75 requirement, may be applied toward the work requirement. The course consists of an 18 hours of orientation/professional skills development and 60 hours of volunteer work experience per unit with a maximum of 240 for four units per semester OR 75 hours of paid work experience per unit, with a maximum of 300 for four units per semester.

(August 2019 Addendum)

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**INFORMATIONAL CORRECTIONS**


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**Course Corrections****ART-5**

(August 2019 Addendum)

The incorrect title and description for ART-5 are listed in the 2019-2020 catalog. The correct title and description are below.

ART-5

History of Non-Western Art

3 Units

UC, CSU

Prerequisite: None

Advisory: ENG-1A and college level reading recommended

Description: An introductory survey of the arts of non-European cultures. History, form, functions, and aesthetics will be discussed in an overview of the arts of the Americas (Pre-Columbian and North American Indian), Oceania, Islamic, Sub-Saharan Africa, Southeast Asia, China, and Japan. 54 hours lecture. (Letter Grade, or Pass/No Pass option.)

**ENG-35**

(August 2019 Addendum)

The title for this course was incorrect in the catalog and should be listed as "Women in Literature."

**HIS-7**

(August 2019 Addendum)

The incorrect description was listed for this course. The correct information is listed below.

**HIS-7**

United States History from 1865  
(C-ID HIST 140) 3 Units  
UC, CSU

Prerequisite: None

Advisory: REA-83 or ENG-50 or ENG-80 or qualification for ENG 1A.

Political, social and economic development of the United States from 1865 to the present; the evolution of American thought and institution; principles of national, state, and local government. Students may not receive credit for both HIS-7 and HIS-7H. 54 hours lecture.

**HIS-7H**

(August 2019 Addendum)

The incorrect description was listed for this course. The correct information is listed below.

**HIS-7H**

United States History from 1865  
(C-ID HIST 140) 3 Units  
UC, CSU

Prerequisite: None

Limitation on Enrollment (e.g. Performance tryout or audition): Enrollment in the Honors Program.

Advisory: REA-83 or ENG-50 or ENG-80 or qualification for ENG 1A.

Political, social and economic development of the United States from 1865 to the present; the evolution of American thought and institution; principles of national, state, and local government. This honors course offers an enriched experience for accelerated students through limited class size, seminar format, focus on primary texts, and application of higher level critical thinking skills. Students may not receive credit for both HIS-7 and HIS-7H 54 hours lecture.

**REA-83**

(August 2019 Addendum)

The incorrect description and prerequisites were listed for REA-83. The correct information is below.

REA-83 3 units

College Reading and Thinking

Prerequisite: None

Description: Instruction in reading academic materials. 54 hours lecture (Letter Grade or Pass/No Pass option.)

## **Program Corrections**

### **Associate of Arts in Music for Transfer Degree (NAA704/NAA705)**

(August 2019 Addendum)

MUS-85 was incorrectly listed as an ensemble option in the Associate of Arts in Music for Transfer Degree. The program's required courses are below. For additional details and a complete program description, please refer to Norco's Course Catalog.

#### **Required Courses (24 Units)**

		<b><u>Units</u></b>
MUS-3	Fundamentals of Music	4
MUS-4	Music Theory I	4
MUS-5	Music Theory II	4
MUS-6	Music Theory III	4
Applied Music: 1 unit per semester for a total of 4 units from the following:		4
MUS-87	Applied Music Training	1 unit
Ensemble: 1 unit per semester for a total of 4 units from among the following:		4
MUS-31	College Choir,	1 unit
MUS-70	Guitar Lab Ensemble,	1 unit
MUS-P70	Guitar Lab Ensemble II,	1 unit
MUS-71	College Chorus,	1 unit

#### **Informational Corrections**

##### **Credit Courses**

(August 2019 Addendum)

The Credit Courses paragraph on page 123 of the catalog contained a duplicated sentence. The paragraph should read as follows:

Credit courses can be degree or non-degree applicable. Unlike noncredit courses, they do carry units based on the number of hours of lecture, lab, or both that are required in the official course outline for the course. These courses are in a wide variety of areas; each requires critical thinking, reading and writing, and assignments that are completed outside of class that require the student to study and work independently. Credit courses are approved by the district and college Curriculum Committees and the Board of Trustees.