



ADVISORY MEETING PRESENTATION

Degrees currently offered

- ▶ **Certificate of Achievement Animation – Level 1**
 - ▶ 21 units
- ▶ **Certificate of Achievement Animation – Level 2**
 - ▶ 33 units (Level 1 + 12 units)
- ▶ **Animation, Associate in Arts Degree**
 - ▶ 42 units (level 2 + 9 units)

Proposed changes in degrees

- ▶ **Certificate of Achievement Animation – Level 1 (18 units)**
- ▶ **Level II - Certificates of Achievement that follow industry and market disciplines (18 to 21 units)**
 - ▶ Character Animation
 - ▶ Visual Development for Animation
 - ▶ Visual Effects
 - ▶ 3D Production
 - ▶ Game Design and Production
- ▶ **Any Level I + Level II certificate will complete an Associates Degree.**

Animation student population

Minority enrollment is around 94% (majority hispanic), which is more than the estate average of 77%. Our percentage of first time college students is also considerably greater than the estate average.

In Animation, the makeup of our student population:

- 77% latin
- 11% Asian
- 6% Caucasian

By age

- 20-24 30%
- 25-40 31% older
- 18-20 27%

By gender, we have an almost even percentage

Animation program stats

- Retention rate is at standard levels but declined from 88% pre-pandemic to 80% currently
- Our course success (completion with a grade of C or higher) is above standard at 64%
- Our AA degree completion went from less than 5 students per semester pre-pandemic to 8 currently
- Slowly increased our in person enrollment, but enrollment has declined from an average of 24 students/section to 22 students/section
- In animation, enrollment declined from 322/year pre-pandemic to 244/year currently.
- We have no specific data on transfer rates but we have seen an increase over the past years.
- We still have a large number of students taking fewer than 2 courses per semester (about 35%)

Program /College goals

- ▶ Decrease the time to completion by enhancing academic and student support programs.
- ▶ Increase completion of degrees and certificates
- ▶ Increase the number of students transferring to four-year universities
- ▶ Review and refine curriculum and programs to ensure that they are responsive to student needs and meeting the economic, industry, and societal needs of the region.
- ▶ Increase career and job placement rates in the field of study by enhancing business and industry partnerships, internships, and employment opportunities.

Program changes to address goals

- ▶ Modify curriculum replacing “generic” mixed content courses to courses that have a specific focus such as 3D character animation, Modeling and Sculpting, Rendering, Compositing...
- ▶ Modify curriculum to reduce the amount of nested prereqs, resulting in a faster course load completion
- ▶ Increase the focus on 3D animation and other venues such as VR, VFX and Game Art.
- ▶ Providing project and production courses to allow students to create intro level portfolios

Exploratory questions for this meeting

- ▶ Do you think that the plan we outlined is properly aligned with both our goals and our student population?
- ▶ What do entry level positions in the field look like? What are the most common entry level positions in your field?
- ▶ What are the current trends in the labor market? Where can students get a clear, specific idea of what are the industry standards and trends?
- ▶ For students that are transitioning to a 4 year college or start looking for work after completing Animation Associate degree, would it help to offer additional production based courses?

Exploratory questions for this meeting

- ▶ For students that are transitioning to a 4 year college or start looking for work after completing Animation Associate degree, would it help to offer additional production based courses?
- ▶ What should we emphasize in Animation courses? Curriculum that enables them to get an entry level position or curriculum that enables them to transfer to a 4 year college? why?
- ▶ What opportunities would be available with someone with an associates degree? (2 year degree)
- ▶ Unfortunately, the job pool from most companies has been mostly students coming from 4 year colleges, rarely ever from graduates from CC's. What ideas can you propose to overcome that problem?

Advisory meeting notes - November 2022

Present

- *Disney Nicole Dial - Disney animation school relations*
- *Grazia Como - Netflix Animation Outreach and Engagement*
- *Darnell Williams - CEO, Elektrashock real time entertainment technologies*
- *Michael Bonitatis- Cal State Long Beach Lecturer, Animation Libation Studios*
- *Kati Anguelov-Animation Professor*
- *Pepe Valencia CEO Baraboom! Studios*
- *Beau Janzen - VFX Education Lead at Gnomon*
- *StJohn Colon - game developer - USC professor*

Meeting discussion

All attendees endorse the proposed changes.

Students are not learning employable skills as much as they need to in CC

Use Perkins grant to hire a full-time mentor

We could also add a mentorship type of class or program. It could be a course, face to face or virtual.

Good idea to focus on production activities / courses and perhaps not focus so much on internships or apprenticeships. Those are few and extremely competitive regardless of anyone's level or degree. Shift the focus towards trainingships.

It's hard for production companies to offer internships anyway because the student ability might not match the needs of the company and also tight production schedules make it hard to put time aside for the interns.

Many internships are only available at the end of a 4 year college, perhaps we can use internships to entice students to transfer to a 4 year college.

For example, at LAFilm school, they had a partnership with the 3rd floor and the school would focus on training students specifically to intern there, so they were already trained and ready to go with the skills needed.

Huge digital divide that has become more evident during the pandemic. At another college, students get a fully loaded computer as part of their tuition. Not certain we can implement that; however we can increase the hours of operation of our Open Lab and have a full time lab TA.

Introduce Blender or other free software (Maya is only free for students with a current student email address) in some classes, offer a plurality of tools,, not just the ones that are standard in the industry.

Offer an Animation JAM at the end of a semester or school year. (after Anim227?)

Look at smaller companies, not just at the big studios for partnerships and employment opportunities. Many local companies (not even production companies) need promotional material, so we can establish partnerships with those.

Bring alumni and people from the industry to talk on a regular basis.

Make sure students coming out of school fully understand the core fundamentals of what we do and emphasize critical thinking. In this industry is all about portfolio, design, presentation, filmmaking, storytelling, content creation. Create a space for students so we can build their confidence up. Have students enlist with other local communities like Rise Up Animation, Black..., women in animation,...

A practical skill that is highly on demand is Unreal engine, have more classes utilize it.

There is an influx of self-taught animators that are learning from online content, so college is definitely not a path. Use workshops and virtual college activities that offer lots of resources to complement curriculum and to help students that don't want to go to a 4 year college.

Educating students to understand and build up knowledge of what the industry entails and demystify animation by making information available early on.

Nicole added a link for career maps <https://www.screenskills.com/starting-your-career/career-maps/>