



Westchester Community College  
**Peekskill Extension Center**  
[www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill)

**27 North Division Street  
 Peekskill, New York 10566**

**SPRING 2017**  
**FIRST DAY OF CLASSES**  
**SATURDAY, JANUARY 21**

**Registration Nights 5:30 - 7:30 pm**

ACADEMIC AND FINANCIAL AID SERVICES  
 Registration Night Schedule:  
[www.sunywcc.edu/location/extensionopenhouses](http://www.sunywcc.edu/location/extensionopenhouses)

**Placement Testing 5:30 pm**

Placement Testing Schedule:  
[www.sunywcc.edu/student-services/testingcenter](http://www.sunywcc.edu/student-services/testingcenter)

**Office Hours**

Monday – Thursday, 9:00 am – 4:30 pm  
 Please call 914-606-7300 for additional information.

*To become a part of our subscription list please email  
 your mailing address and email address to  
[Peekskill@sunywcc.edu](mailto:Peekskill@sunywcc.edu) or call 914-606-7300.*

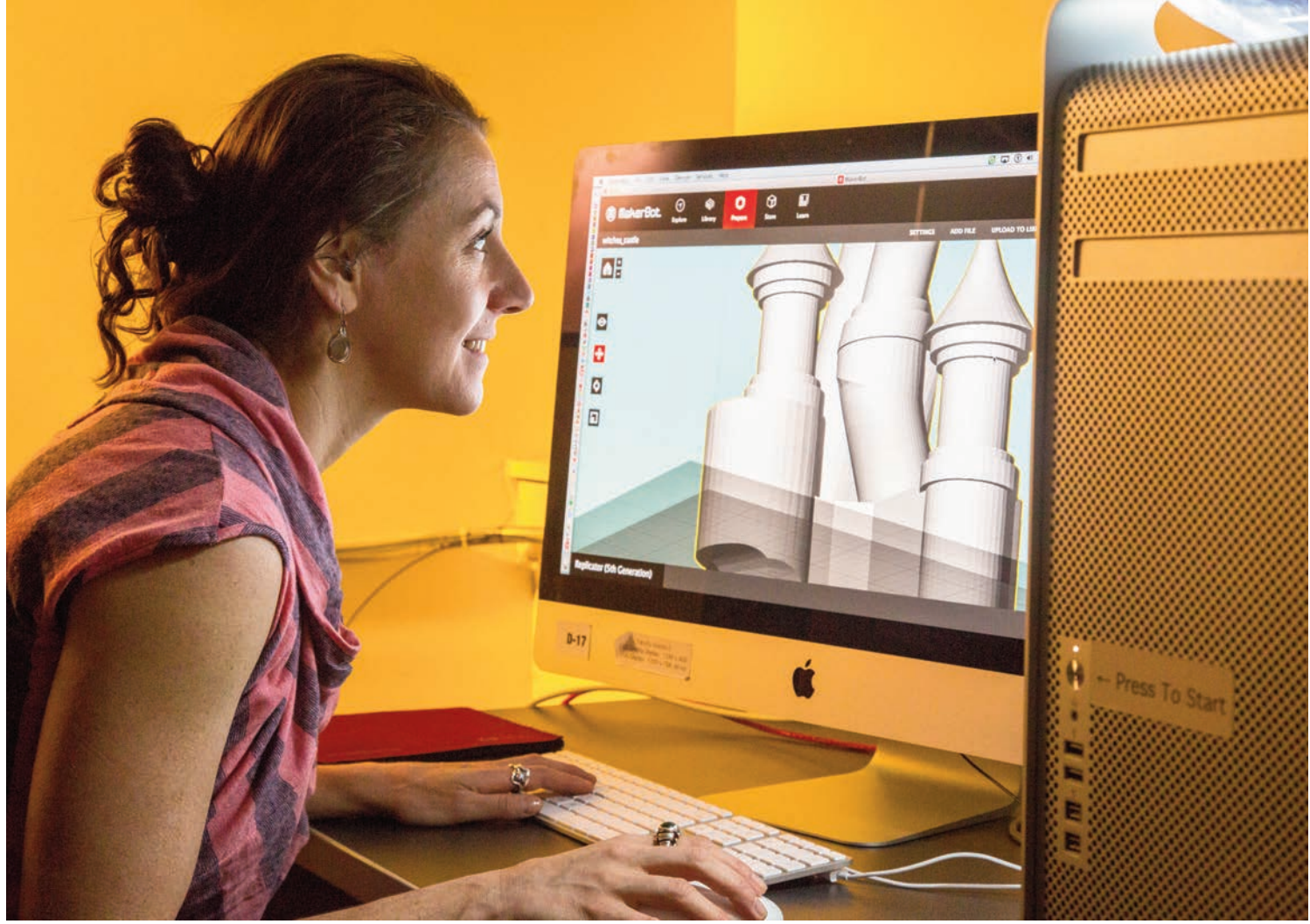
**Tours and Art  
 Advising On-site**

[www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill)



**Westchester  
 Community College**  
 State University of New York

**Spring 2017**



**Think, Study, and Make It in Peekskill**

Westchester Community College  
**Peekskill Extension Center**

[www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill)



## About Westchester Community College at the Peekskill Extension Center

The Westchester Community College Peekskill Extension Center, established in 1994, is located in the downtown artist district of the city of Peekskill, close to other cultural centers, galleries, and restaurants. The Center offers public lectures and exhibits year round. The 20,000-square-foot facility features five post-production studios that are continuously upgraded with the latest versions of digital graphics software and hardware. In Fall 2015 the Center opened its own Maker Space equipped with seven 3D printers. This state-of-the-art facility holds approximately 100 Apple workstations dedicated to digital arts education including: digital imaging, digital filmmaking, animation, and interactive design. The Peekskill Extension Center is a fully smart technology instructional facility featuring Smart Boards, Internet, 3D printing, and multimedia in every classroom. This educational technology enables faculty to be innovative in their teaching and your learning!

This extension provides general education, English as a Second Language (ESL), Math and English tutoring, academic counseling, and financial aid services. This is a great way to start your college pathway in your local area.

In addition, the Center offers 3-credit adult courses in Digital Arts and Filmmaking and intensive non-credit Quick Start classes for students and professionals needing to upgrade their knowledge of a software package fast. The Open Studio Access Package offers facility access with technical support to community artists and entrepreneurs who wish to work on independent projects. Personal digital assistants, from smartphone to tablet, are providing increasingly sophisticated content in the cloud or on the move including music, animation, videos, and games.



This content provides both new advertising arenas and challenges for the multimedia designer. The Center harnesses these new surfaces of display and outputs to print, web, and video for Internet broadcast.

In Spring 2016 the Center offered a new non-credit adult 48-hour certificate program in User Experience (UX) Design. This program enables students to gain exposure

into what it takes to create a compelling interactive experience. See [www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill) for more information.

The Center also offers a **Youth Arts Technology Program** during the summer. These courses offer young people an opportunity to develop a digital arts portfolio within a college environment. The Center also offers studio fine arts courses with local artists that will enhance your drawing and painting skills for both professional and personal use.

The **Peekskill Extension Center** of Westchester Community College has something to offer for everyone. This Center is part of the lifeblood of the arts community in Peekskill

and a vibrant component of northern Westchester and Putnam counties.

- General Education 3- & 4-credit courses
- Digital Arts 3-credit courses
- Digital Filmmaking 3-credit courses
- Studio Fine Arts 3-credit courses
- Non-credit UX Design Certificate
- Non-credit Quick Start software training, Community Arts classes, **Summer Youth Arts Technology Program**
- ESL

For more information email us at [peekskill@sunywcc.edu](mailto:peekskill@sunywcc.edu) or see us online at [www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill) or call 914-606-7300.

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## IN THE GALLERY

### Student Show 2017

Thursday, January 19 – February 18, 2017  
 Reception: Tuesday, February 7, 3:30 – 5:30 pm  
 Special Screening of Student Multimedia Work: 4:00 pm

This exhibition of artwork by students from the Westchester Community College Center for the Digital Arts will include the traditional fine arts of painting and drawing and work from the digital arts, such as Digital Imaging, Digital Illustration, Digital Video, and Multimedia, as well as 2D and 3D Animation. Animation and Video will be exhibited at a special gallery screening during the opening and will play during the exhibition.



### ROBIN HOLDER United States of Anxiety

February 28 – April 1, 2017  
 Reception: Tuesday, February 28, 5:30 – 7:30 pm  
 Artist's Gallery Talk: 6:30 pm

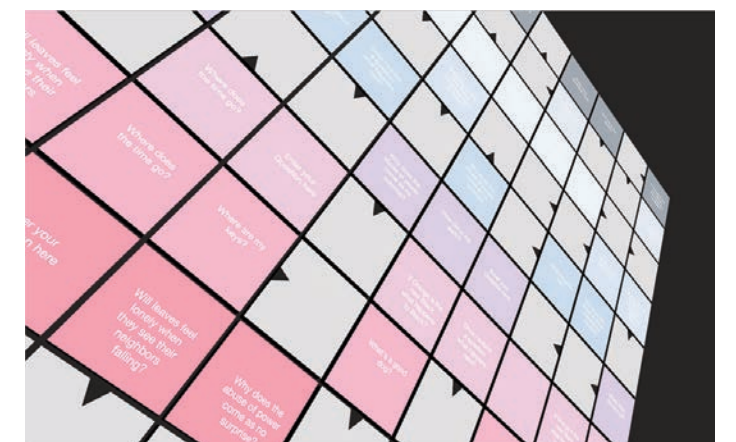
Works exhibited combine colored pencil portraits, digital imaging, and large format archival inkjet printing. House iconography symbolizes our sense of home, shelter, family, and sanctuary. They are portrayed as crooked. Disquiet, disappointment, and sadness reflect in the faces. Many of us self-identify as culturally, intellectually, and socially middle class. Holder's work explores a sense of disappointment, unease. Current



circumstances are frustrating, often generated by increased dishonesty, unchecked global warming, a toxic food supply, education inflation, increased racism and prejudice, inadequate health care, minimal retirement resources, rising housing costs. The American Dream is now barely attainable.

#### GALLERY EXHIBITIONS

Monday to Thursday 10:00 am – 5:00 pm  
 For additional hours, call 914-606-7304.



### RICHARD JOCHUM Five Thirds of a Small Exhibition

April 11 – May 13, 2017  
 Reception: Tuesday, April 11, 5:30 – 7:30 pm  
 Artist's Gallery Talk: 6:30 pm

Richard Jochum explores and bridges diversity in media, technology, and the arts. Investigating the intriguing connection between art producers and the public and the powerful role of art as a form of education, his installations are often based on participation. In this exhibit he will show an interactive version of his Crossword Project that allows users to submit live-fed questions into a video-projected crossword puzzle. The project, an interactive animation work, stems from the artist's fascination with the ubiquity and relevance of crossword puzzles in popular culture. While traditional crossword puzzles usually provide short clues to answers that fit into a rubric, Jochum's quest is for questions that make the viewer muse and ponder.

[westchestergallery.wordpress.com](http://westchestergallery.wordpress.com)



LECTURES

KEITH BURGUN  
**Strategy Game Design and Development**  
 Tuesday, February 28, 2017  
 7:00 – 9:00 pm



Keith Burgun will talk about the discipline of strategy game design and describe his philosophy, including specific guidelines for developing better rulesets for interactive entertainment in general. He'll also discuss the industry itself and the various career paths available to game designers, as well as other industry jobs such as art, animation, and programming, to name a few.

Keith Burgun is an independent game designer and developer from Westchester, New York. He has created several critically-acclaimed strategy games for mobile platforms and PC. He also is the author of two books on the subject of game design: *Clockwork Game Design*

(Focal Press, 2015) and *Game Design Theory: A New Philosophy for Understanding Games* (CRC Press, 2012). He has given lectures at NYU, NYFA, SUNY Purchase College and the Franklin Marshall College in Lancaster, Pennsylvania.



ANTHONY RHOADS  
**Design in Motion**

Tuesday, April 11, 2017 at 7:00 pm

There is more than one way to solve a problem. For designers these problems include: time restrictions, budget constraints, and equipment. How can you best utilize your creativity in developing motion graphics and title sequences? Anthony Rhoads will be presenting title sequences for film and television from over the years and breaking down his process. He will give an overview of the process from storyboarding and tossing out ideas to final products, and how choosing the medium of each, whether it be computer generated, live action, hand animation or something else, influences the final product.  
[www.rhopro.com](http://www.rhopro.com)

[westchestergallery.wordpress.com](http://westchestergallery.wordpress.com)

These events are open to the public and all enrolled students, but reservations are required. Please email us at peekskill@sunywcc.edu

DAYTIME COURSES

Digital Arts Classes begin Monday, January 23, 2017

Digital Arts

Digital Imaging 1	M	9:30am-1:15pm	Art125	14629	Intro to Film	T	2:00-4:50pm	Film100	13020
Art His 2: Ren to Modern	M	1:00-3:50pm	Art109	14617	Intro to 3D Animation	Th	9:00am-12:45pm	Art149A	14643
Digital Animation 1	M	1:00-4:45pm	Art147	14642	Web Design 1	Th	11:00am-2:45pm	Art169	14646
Digital Storytelling	T	9:00am-12:45pm	Film130	14580	Drawing 1	F	9:00am-12:45pm	Art101	14597
Multimedia Journalism 1	T	12:30-3:20pm	Comm106	14259	Mentored Final Portfolio	TBD	TBD	Art170	
Digital Arts Projects	T	1:00-3:50pm	Art200	12886					

EVENING COURSES

Digital Arts

Art His 1: Anc to Medieval	M	6:30-9:20pm	Art108	12649	Digital Imaging 1	Th	6:00-9:45pm	Art125	14630
Video Editing	T	6:00-8:40pm	Film142	13111	Intro to Film	Th	6:30-9:20pm	Film100	13021
Graphic Design 1	T	6:00-9:45pm	Art265	14650	Music Appreciation 1	Th	6:30-9:20pm	Music150	13129
CAD 1	W	6:00-9:45pm	Mech162	14537	Mentored Final Portfolio	TBD	TBD	Art170	

OPEN STUDIO Access Package at Peekskill

Are you a professional artist who could get ahead by gaining access to state-of-the-art equipment and technical support? The Peekskill Extension is an artists' space and a friendly environment in which to work. The Center hosts five Apple post-production studios including two video labs, an animation studio, and facilities for other digital projects. The studios also offer large format printing, 3D MakerBot printers, and 3D scanners for use by artists enrolled in this program. This package is for the professional or aspiring artist with competent computer skills who wants to continue to develop a portfolio and use the Center's resources. Choose daily access fee or package fee. *Note: Interview with Technical Support Manager required.*

**CE-DGART 2003PE M/T/W/Th, Jan. 21-May 14, 9:00 am-9:00 pm and F/Sa, 9:00 am-4:00 pm. Package Fee \$302. #13438**  
**CE-DGART 2050PE, Daily Access Subscription Fee \$27 per day (+ \$50 lab fee).**

Tuition \$179 per credit. Additional fees apply.

[www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill)

*Register Early  
 in Order to Secure a Seat!*

TECHNICAL UPDATES AT PEEKSKILL

Hardware Update

The Peekskill Extension has seven MakerBot 3D printers and two Digital 3D scanners for use in our digital classes. These printers use PLA Filament, a nontoxic resin made of sugar derived from field corn. PLA Filament is a good material to start with; it's easy to use and performs well on most prints.

New Smart Board™ configurations and additional instructional technology have been added to five of our academic classrooms. All of our classrooms, lecture halls, and labs provide tools for teaching with technology via computers, projectors, and media players.

20 new iMac workstations have also been added for the spring semester. The Center's five post-production studios are outfitted with powerful Pro Mac workstations, which are available for students doing digital filmmaking, digital imaging, web design, graphic design, game design, and animation.

Software Update

The Center uses the Autodesk® Maya® program for our cutting-edge software offering in 3D Animation. Maya is a

powerful professional-level software package that is used by many digital media companies for 3D content creation and animation. For Spring 2017 we will be using Sketch for our UX/UI design classes. Sketch's fully vector-based workflow makes it easy to create beautiful, high-quality artwork from start to finish.

The digital arts studios at the Center utilize the latest version of the Adobe Design Creative Cloud for instruction. This provides our students with the latest version of this important industrial grade software package. In addition to upgraded versions of its leading arts, design, video, and animation tools, the facility offers current versions of Final Cut Pro and Adobe After Effects in our filmmaking post-production studios. The Center is running the latest Apple Operating System (OS) on our workstations.

*If you are interested in learning more, please contact Lise Prown, Technical Support Manager, at 914-606-7304 or [lise.prown@sunywcc.edu](mailto:lise.prown@sunywcc.edu)*



## General Education at the Peekskill Extension

### Peekskill

#### DAYTIME COURSES

Writing and Research	M	9:00-11:50am	Eng101	14296	Intro to Criminology	W	8:00-10:50am	CJ111	11274
Col Alg: Functions & Models	M	9:00-11:50am	Math130	11751	Microeconomics	W	8:00-10:50am	Econ102	11121
Intro to Sociology	M	9:00-11:50am	Soc101	11259	Intro to Sociology	W	8:00-10:50am	Soc101	11257
Writing and Research	M	12:00-2:50pm	Eng101	12934	Understanding Mass Media	W	1:00-3:50pm	Comm101	13036
Analytical Reading	M	12:00-2:50pm	Read105	12706	Dvlp of Math Thought***	W	1:00-3:50pm	Math116	12049
Art His 2: Ren to Modern	M	1:00-3:50pm	Art109	14617	Analytical Reading	W	1:00-3:50pm	Read105	14251
19th Century U.S. History	M	1:00-3:50pm	His111	11501	Ethics	W	1:30-4:20pm	Phil160	11612
Prealgebra*	M/W	9:00-11:00am	Math092	11679	Principles of Investigation	W	1:30-4:20pm	Pol203	11622
Beginning Algebra**	M/W	9:00-11:00am	Math93	11714	Nutrition	Th	9:00-11:50am	Nutr101	12348
Financial Accounting	M/W	9:00-11:25am	Acc119	14403	Speech Communication	Th	12:30-3:20pm	Comm109	12732
Writing and Research	T	9:00-11:50am	Eng101	12583	Health & Fitness for Life	Th	12:30-2:20pm	PEC110	12111
Writing and Literature	T	9:00-11:50am	Eng102	12627	Writing and Research	Th	1:00-3:50pm	Eng101	14295
Writing and Literature	T	9:00-11:50am	Eng102	13019	Writing and Literature	Th	1:00-3:50pm	Eng102	14299
Macroeconomics	T	12:00-2:50pm	Econ101	11602	Fdns of College Reading	Th	1:00-3:50pm	Read93	12911
Multimedia Journalism 1	T	12:30-3:20pm	Comm106	14259	Speech Communication	F	9:00-11:50am	Comm109	13124
Creative Writing*****	T	12:30-3:20pm	Eng115	14301	Writing and Research	F	9:00-11:50am	Eng101	12585
General Psychology	T	12:30-3:20pm	Psych101	11213	Writing and Literature	F	9:00-11:50am	Eng102	12629
College Success	T	1:00-3:50pm	ColSc101	13038	Writing and Literature	T	9:00-11:50am	Eng102	13019
Intro to Film	T	2:00-4:50pm	Film100	13020	American Gov't & Issues	F	9:00-11:50am	PolSc102	14280
Prealgebra*	T/Th	9:00-11:00am	Math92	11982	Drawing 1	F	9:00am-12:45pm	Art101	14597
Beginning Algebra**	T/Th	9:00-11:00am	Math93	11954	20th Century U.S. History	F	12:30-3:20pm	His112	11542
College Algebra w/ Trig***	T/Th	9:00-11:00am	Math135	12039	Computer Info Systems	F	12:30-4:15pm	CIS110	14450
Precalculus****	T/Th	9:00-11:00am	Math161	12007	Environmental Studies Lec	Sa	10:00am-12:40pm	Biol155	12242
College Algebra w/ Trig***	T/Th	12:30-2:30pm	Math135	11736	College Algebra w/ Trig***	Sa	1:00-4:30pm	Math135	12006

\*Tuition Charged by Credit Hour \*\*Prerequisite Prealgebra \*\*\*Prerequisite Beginning Alg/Math Reasoning or proper test score  
\*\*\*\*Prerequisite College Math \*\*\*\*\*Prerequisite English 101

#### EVENING COURSES

Computer Info Systems	M	6:00-9:45pm	CIS110	14451
Art His 1: Anc to Medieval	M	6:30-9:20pm	Art108	12649
Early Childhood Dvlp	M	6:30-9:35pm	ECE170	11625
Marketing	M	6:30-9:35pm	Mkt101	11073
Statistics****	M/W	6:00-8:00pm	Math140	11767
Writing and Research	T	6:00-8:50pm	Eng101	12582
Cultural Anthropology	T	6:30-9:20pm	Anthr101	11099
Writing for College 2*	T	6:30-9:20pm	Eng92	14291
General Psychology	T	6:30-9:20pm	Psych101	11510
Beginning Algebra*	T/Th	6:30-8:30pm	Math93	11716
CAD 1	W	6:00-9:45pm	Mech162	14537
Intro to Criminal Justice Sys	W	6:30-9:20pm	CJ101	15089
Speech Communication	W	6:30-9:20pm	Comm109	12733
Writing and Literature	Th	6:00-8:50pm	Eng102	14300
Religions of the World	Th	6:30-9:20pm	Anthr210	14278
Intro to Film	Th	6:30-9:20pm	Film100	13021
20th Century U.S. History	Th	6:30-9:20pm	His112	11154
Music Appreciation 1	Th	6:30-9:20pm	Music150	13129

Classes begin Saturday, January 21, 2017

### NEW!

Multimedia Journalism 1 Comm106  
CAD 1 Mech162

I enrolled in a digital animation class for the Fall 2016 semester, hoping to brush up some of my skills. Once the Valhalla class got underway I realized I would need much more time than anticipated to become comfortable with the software, so I began to visit the Peekskill Extension Center regularly. The facility is wonderful. The staff is extremely helpful. I left my job as an art director to raise my family. Even though I started to transition over to work digitally, much has changed. Certainly this could have been an overwhelming process but having this studio to work in has made all the difference. I look forward to taking more classes.

*Roseann Consolo, Student*

Tuition \$179 per credit. Additional fees apply.

[www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill)

## Registration Information

### Registration Nights 5:30-7:30 pm

The Peekskill Extension Center  
27 North Division Street, Peekskill, NY 10566

#### Registration Night Schedule:

[www.sunywcc.edu/location/extensionopenhouses](http://www.sunywcc.edu/location/extensionopenhouses)

Academic counseling in Digital Arts/General Education and Financial Aid advising will be available at Registration Nights in Peekskill.

For additional information on financial aid and workshops, contact the Valhalla Financial Aid office at 914-606-6773, email [finaid@sunywcc.edu](mailto:finaid@sunywcc.edu), or visit [www.sunywcc.edu/finaid](http://www.sunywcc.edu/finaid)

### Registration Information

• Students with a MyWCC account can register via the MyWCC Portal at [MyWCC.sunywcc.edu](http://MyWCC.sunywcc.edu) or in person. Spring in-person payment is due by 3:00 pm on Friday, January 6, and online is due by 9:00 pm on Sunday, January 8, 2017.

• Your USERID can be obtained in person with a photo ID. The Center will be available to assist with Self Service Registration for all college classes and locations.

• NYS non-Westchester county residents must submit a Certificate of Residence from their county annually in order to receive the lowest tuition rate. The application form is available at [www.sunywcc.edu/admissions](http://www.sunywcc.edu/admissions) or at the Center.

### Registration Hours

Monday – Thursday, 9:00 am – 4:30 pm

Please call 914-606-7300 for additional registration hours.

#### NEW STUDENT FEES – Credit Classes

Tuition \$179 per credit

Registration Fee – Full Time Student \$30/semester

Registration Fee – Part Time Student \$15/semester

**Student Services Fee:** This fee is \$8.00 for non-credit courses held at the Valhalla campus and \$3.25 for non-credit courses including youth programs held at any other location.

**Non-credit Registration Fee:** This fee is \$5.00 payable once each semester and is nonrefundable.

## Student Services

### Placement Testing 5:30 pm

New students, and those taking English or Math, are required to take a placement test. An Admissions Application must be submitted before testing.

Your 9-digit student ID number and photo ID are required.

#### Placement Testing Schedule:

[www.sunywcc.edu/student-services/testingcenter](http://www.sunywcc.edu/student-services/testingcenter)

For more information call 914-606-6127. Additional dates and times are available in Valhalla, as well as other centers.

### Academic Advising

Unsure of where you are heading? Wondering what to take next? See an academic counselor in Peekskill on Wednesday, 5:00-6:40 pm. Call 914-606-7300 for an appointment.

Information on Academic counseling in Digital Arts and General Education can be found at [www.sunywcc.edu/student-services/counseling](http://www.sunywcc.edu/student-services/counseling)

### Reminders

• If you were born in 1957 or later and are taking 6 credits or more, proof of immunizations (2 measles, 1 mumps, 1 rubella) must be cleared by the Health Office in Valhalla, with a signed Meningitis Fact Sheet; otherwise you will not be able to register.

• If your address or telephone number has changed, please update it via the MyWCC Self Service Portal.

For information about faculty see  
[www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill)

### Internships

**Are you a student who would like an internship?**  
Westchester Community College students are placed in local businesses as part of our internship program and may receive college credit while learning on the job.

#### Are you a business that would like an intern?

Our students receive extensive training working as interns in graphics studios and multimedia production houses throughout the metropolitan area designing graphics, DVDs, websites and interactive designs.

#### To inquire about general internships:

Westchester Community College welcomes businesses and non-profit organizations to join our roster of companies that participate in our Digital Arts Internship Programs.

Contact Gelaine Williams, Coordinator of Career Services, at [Gelaine.Williams@sunywcc.edu](mailto:Gelaine.Williams@sunywcc.edu)

Film internships: contact Rosalind Evans, Curriculum Chair of the Film Department, at [Rosalind.Evans@sunywcc.edu](mailto:Rosalind.Evans@sunywcc.edu)

Digital Arts internships: contact Deborah Krikun, Associate Professor of Digital Arts, at [Deborah.Krikun@sunywcc.edu](mailto:Deborah.Krikun@sunywcc.edu)

In case of college closings due to inclement weather, please visit our webpage at [www.sunywcc.edu](http://www.sunywcc.edu), the college Facebook page, or call 914-606-6900 for announcements. No mention of a delay or closing means all classes will meet as scheduled. Please call 914-606-6421 for high school site information.

Westchester Community College adheres to the policy that no person on the basis of race, color, creed, national origin, age, gender, sexual orientation, or handicap is excluded from, or is subject to discrimination in, any program or activity.

## User Experience (UX) Certificate



### User Experience Design UX

User Experience Design is a 48-hour, non-credit certificate that prepares graduates for working in interactive technologies and provides them with real-world experience

through applied practice. The program will offer a foundation in user experience strategies, design thinking, and interactive design. Students will acquire skills in Web Programming, Interactive Design, Mobile App Development, and UX/UI Design. Prerequisite: basic computer experience.

### NEW! Intro to Information Architecture

The Information Architecture (IA), or organization, of a website or application is one of the most important areas of UX. It helps you understand how your users think about the content and functionality in a site, in order to create a usable site. This course will explain the fundamentals of information architecture and why it's important. It will introduce the concepts of user research, hierarchies and structure, labeling, navigation, and search. It will also discuss different types of deliverables and the IA process.

**CE-DGART 2078PE, Sat., Feb. 25**  
1:00-4:00 pm, \$200. #13456

### User Experience/User Interaction

This course will introduce the areas of expertise and distinctions between user experience and user interaction. Students will learn the essential principles of human-computer-interaction theory and examine end-user case studies. Students will be required to create a site map with a navigation strategy for a proposed website and app. Students will pair collaboratively and observe one another interacting with an example interactive design and assess their human-computer-interactive experience and prepare a quality assessment report based on end-user interviews.

**CE-DGART 2072PE, Sat., Feb. 25 & Mar. 4**  
9:00 am-12:00 pm, \$200. #13457

### Website Optimization, AdWords, & Analytics

This course will provide an overview and understanding of how website analysis works and how Google Analytics enables website managers to analyze traffic. Learn to analyze website visitor traffic, including analyzing traffic sources, top landing pages, top exit pages, number of visits, and bounce rates. You will gain knowledge of how to enhance website copy, navigation, and design to improve your successful website conversions, and how to test different website versions to attract and retain visitors. Most importantly, you will gain an understanding of what Web 2.0 means and how engaging content and features are transitioning the Web from a one-way experience to more of a two-way relationship.

**CE-COMP 2131PE, Sat., Mar. 4**  
1:00-4:00 pm, \$200. #13472

### Design Thinking

This course will focus on collaboration in the design thinking process. Students will work in groups to brainstorm an interactive experience and to determine the look and feel of an interactive product(s). Group brainstorming, design principles, elements and features lists, and brand identity will be the outcomes of this class. Students will take away the essentials of the design process.

**CE-DGART 2073PE, Sat., Mar. 11**  
9:00 am-4:00 pm (1 hour break), \$175. #13442

### Web Programming

This course will teach HTML, CSS, XML, and PHP programming languages and focus on front-end web development to actualize dynamic web pages and apps. Students will utilize a variety of web tools and resources to apply to web programming.

**CE-COMP 2157PE, Sat., Mar. 18 & 25**  
9:00 am-4:00 pm (1 hour break), \$300. #14214

### Mobile Applications Development

Mobile Device user interface and responsive design of applications on cell phones and other small portable devices are investigated in this course. Students will learn how websites look on mobile devices and to assess quality across devices. Specific topics include: configurations and profiles; standard and custom user interface elements and events; text and multimedia messaging; and an investigation into current technologies. Students will prepare a mobile app prototype upon completion.

**CE-COMP 2138PE, Sat., Apr. 1 & 8**  
9:00 am-4:00 pm (1 hour break), \$300. #13459

### Multiplatform Marketing

This course will provide an overview of interactive advertising and social media marketing across multiple platforms and surfaces of display, including mobile. Brand identity and social media trafficking will also be included. Writing for the Internet will be a focus of this course.

**CE-BUS 2075PE, Sat., Apr. 15**  
9:00 am-12:00 pm, \$100. #13460

### Mindful Entrepreneurship

The basics of mindfulness theory and practice will be studied in conjunction with increasing focus, reducing stress levels, and honing strategy for success. Students will learn the essential principles of entrepreneurship, tools, and legal information regarding starting a small business and construct a business plan for their own start-up interactive design company.

**CE-BUS 2074PE, Sat., Apr. 15, 1:00-4:00 pm, \$100. #13461**

Save \$\$ when you register for all eight classes during the term for only \$1415. Savings will reflect when course fees are calculated after enrolling.

## General Education at the Mahopac High School Extension

### Mahopac

Writing and Research	M	6:30-9:20pm	Eng101	12584
Writing and Literature	M	6:30-9:20pm	Eng102	12939
State & Local Government	M	6:30-9:20pm	PolSc107	11412
Speech Communication	T	6:30-9:20pm	Comm109	12730
20th Century U.S. History	T	6:30-9:20pm	His112	11153
Marketing	T	6:30-9:20pm	Mkt101	11077
General Psychology	T	6:30-9:20pm	Psych101	11211
Intro to Sociology	T	6:30-9:20pm	Soc101	11256

Tuition \$179 per credit. Additional fees apply.

### Classes begin Saturday, January 21, 2017

Prealgebra*	T/Th	6:30-8:30pm	Math92	11983
Macroeconomics	W	6:30-9:20pm	Econ101	11479
Writing and Research	W	6:30-9:20pm	Eng101	12579
Ethics	W	6:30-9:20pm	Phil160	11169
Coll Alg: Functions & Models**	Th	6:30-9:20pm	Math130	11957
World Geography	Th	6:30-9:20pm	Geog101	11129
General Psychology	Th	6:30-9:20pm	Psych101	11485

\*Tuition Charged by Credit Hour

\*\* Prerequisite Beginning Alg/Math Reasoning or proper test score

## Community Arts for Adults

### NEW! Digital Painting for Adults

This is an experimental course that integrates digital painting with offline media such as: drawing, painting, and collage. Students will scan in their manual works and utilize tools such as Photoshop, tablet and stylus, and a variety of printers to construct original works.

**CE-ART 2233PE, Sat., Apr. 29-June 3**  
10:00 am-12:00 noon, \$250. #13453

### Painting and Drawing for Adults

Work with a variety of media and learn different approaches to painting and drawing. Prep a palette, mix colors, use media, work on various surfaces, learn about brushes, investigate the use of colors and shades, and create strong compositions. Drawing and painting from observation will be implemented

by working from a live model, still-life arrangements, portraiture, and working outdoors. Class will be encouraged to work together to create the atmosphere of an *atelier*. For all levels.  
**CE-ART 2146PE, Sat., Feb. 4-Apr. 22**  
10:00 am-12:00 noon, \$250 (+ \$20 studio fee). #13454

### Photography Forum: Sharpening Your Photography Skills

A rare opportunity for amateur photographers who would like to share their work with, and get feedback from, a professional. This is a casual gathering, with the teacher guiding the class through shooting assignments and critiques aimed at those who not only want to improve their own photography, but also to increase their understanding and enjoyment of the medium.  
**CE-PHOTO 2007PE, Wed., Mar. 1-Apr. 5**  
7:00-9:00 pm, \$258 (+ \$50 lab fee). #13455

## Ed2Go Online Career Certificate Courses

Our partnership with **Education to Go** offers opportunities to pursue high-end training and certification programs with the ease of distance learning access. Classes begin whenever you are ready. For more information, visit [www.ed2go.com/sunywcc](http://www.ed2go.com/sunywcc) or contact Michele Maya at 914-606-6627 or email [michele.maya@sunywcc.edu](mailto:michele.maya@sunywcc.edu)

In Spring 2016 the Peekskill Extension Center introduced its own non-credit Interactive Design/User Experience (UX) Certificate! See page 8.

### CONTACTS: Westchester Community College

**Valhalla:** 75 Grasslands Road, Valhalla, NY 10595 914-606-6600  
Interim Dean, Arts/Humanities/Social Science: Dana.Wilkie@sunywcc.edu 914-606-6987  
Fine Arts: Matt.Ferranto@sunywcc.edu 914-606-6621  
Performing Arts: Rosemarie.Serrano@sunywcc.edu 914-606-7707  
Music: Carlos.Delgado@sunywcc.edu 914-606-6824  
Film: Rosalind.Evans@sunywcc.edu 914-606-6192  
Visual Arts: Nicole.Tschampel@sunywcc.edu 914-606-8908

**Peekskill:** 27 North Division Street, Peekskill, NY 10566 914-606-7300  
Director: Sherry.Mayo@sunywcc.edu 914-606-7385  
Assistant Director: Anu.Ailawadhi@sunywcc.edu 914-606-7321  
Technical Support Manager: Lise.Prown@sunywcc.edu 914-606-7304  
Assoc. Prof. of Digital Arts: Deborah.Krikun@sunywcc.edu 914-606-7359

The Peekskill Extension Center is dedicated to digital arts education including: web development, desktop publishing, 2D/3D animation, digital video, and digital filmmaking. Courses are designed for students and professionals. Westchester Community College offers courses towards a Digital Arts Certificate, Associate Degrees, and non-credit classes.

**Internship Opportunities:** Please email Associate Professor of Digital Arts Deborah Krikun at [Deborah.Krikun@sunywcc.edu](mailto:Deborah.Krikun@sunywcc.edu) for information.

**Career & Transfer Center:** The Career & Transfer Center's official job listing and resume database is [www.collegecentral.com/sunywcc](http://www.collegecentral.com/sunywcc). Search for jobs targeted to Westchester Community College students and alumni. You may upload your resume so that it can be searched by employers if you so authorize. Create your own ID and password. Registration is required.



## Non-credit Digital Arts Quick Start \* Classes

**REFUNDS** All refund requests must be made in writing and can be mailed to the college or emailed to [bursar@sunywcc.edu](mailto:bursar@sunywcc.edu) • For requests received at least 2 business days prior to the start of the class: 100% refund. • *There are no refunds after that time.*

All non-credit classes at extension sites, including pre-college, will be charged a one-time Faculty Student Association fee of \$3.25. Non-credit Registration Fee: This fee is \$5.00 payable once each semester and is nonrefundable.

**QUICK START \***  
**Intensive Software Classes**  
**can launch you in a new**  
**direction fast!**  
**A QUICK START is a great way**  
**to explore and experiment.**



### **NEW! Web Programming for UX Design**

This course provides the theoretical concept of web services with an overview of what is required to build a web site. This includes HTML, CSS, PHP and JQuery. This also includes WAMP (Apache, MySQL, PHP). Concepts of server administration, security management, and user interactivity together with the integration techniques of operation systems, web servers and data base systems will be introduced. Students will learn about server architectures, and implement a server by scripting programs for business logic and develop user and file security policies. Since web servers integrate several technologies to serve applications, this class covers reasonable in-depth knowledge and skills to serve design purposes.  
**CE-COMP 2158PE, Fri., Feb. 3-May 19**  
**2:00-4:00 pm, \$425. #14215**

### **NEW! Advanced Information Architecture**

Good information architecture is key to creating engaging and intuitive websites. Improving the way the information in your site or application is organized and presented is one of the most cost-effective ways of increasing user satisfaction and engagement. In this course, you will learn the tools and methods to evaluate and create a good information architecture. You will also learn how to plan, create, and conduct your own card sorting — a common information architecture method to create a global site framework, and you will employ different online and offline usability methods to test your site with end users.  
**CE-DGART 2079PE, Sat., Mar. 4-Apr. 8**  
**1:30-3:30 pm, \$300. #13440**

### **UX/UI Design: Human-Centered Research Methodologies**

This course will provide students with a human-centered approach; sketching for user experience, journey maps, flow diagrams, architecture diagrams, motion prototypes, and wireframes. Students will also investigate user interaction principles and aspects of visual artifacts necessary to create a satisfactory user experience. Prerequisite: prior digital imaging experience required.  
**CE-DGART 2076PE, Sat., Feb. 25-Apr. 15**  
**10:00 am-1:00 pm, \$386. #13441**

FACULTY AND SCHEDULE SUBJECT TO CHANGE

### **Digital Literacy**

This is an experiential beginner-level digital course that utilizes a variety of software and social media to introduce basic digital skills while demystifying the computers and personal digital assistants (phones, tablets) as tools for personal expression. This course teaches responsible digital best practices net-citizenship while introducing students to a variety of digital tools and examining 21st century digital visual culture.  
**CE-DGART 2068PE, Sat., Apr. 1**  
**1:00-4:00 pm, \$200. #13473**

### **Introduction to 3D Modeling and Printing**

3D printing is a new technology that enables students to design everything from car parts to jewelry. Learn how to be “makers” by using 3D modeling software and 3D scanners to print actual physical objects that you’ve designed and modeled. Use a free software package, TinkerCAD, to create 3D forms that you can realize through 3D printing. Our MakerBot studio is equipped with multiple 3D scanners and printers and an array of colors from which you may select.  
**CE-DGART 2069PE, \$235 (+ \$50 lab fee).**  
**Sat., Apr. 8, 9:00 am-3:00 pm. #13444**  
**Sat., Apr. 15, 9:00 am-3:00 pm. #13445**

### **NEW! Game Design for Teens in 32 Hours**

You play e-sports but did you ever wonder how to build an interactive game? The gaming industry is an exciting, burgeoning field that requires the technical ability of a computer programmer and the creativity of an artist. Dive into interactivity with a multimedia designer. Start programming and designing your own games. This course utilizes a software named Torque 2D. Students will work with a game designer to develop characters and interactive user experience.  
**CE-DGART 2016PE, Sat., Feb. 18-Apr. 8**  
**10:00 am-2:00 pm, \$218 (+ \$50 lab fee). #13446**

### **NEW! Quick Start to Adobe Lightroom in 24 Hours**

This course is for the beginner photographer. Students will learn all aspects of Adobe Lightroom, from the basics of importing photography files to the more complex steps of image post-production and presentation. In addition, students will learn the organizational aspects of the program, including how to safely import and store their files on hard drives, tag and label their photographs with keywords and metadata, create image collections, and the importance of backup files. Each student will create a presentation of 15-20 photographs in an online book or website created in Lightroom.  
**CE-DGART 2077PE, Sat., Apr. 22-May 13**  
**9:00 am-3:00 pm, \$386. #13447**

## Non-credit Digital Arts Quick Start \* Classes

### **Quick Start to Adobe Photoshop CC in 24 Hours**

Learn to use the latest version of Photoshop with time management features and enhancements for web and video designers. This training package will include: imaging formats, use of Photoshop in computer imaging, and output for the Web. No previous experience with Photoshop is necessary; previous computer experience required.  
**CE-DGART 2042PE, Sat., Feb. 4-25**  
**9:00 am-3:00 pm, \$386 (+ \$50 lab fee). #13449**

### **Quick Start to Adobe Illustrator CC in 24 Hours**

Learn to use the latest version of Illustrator with new 3D and web features. Includes: digital illustration, drawing tools, Bezier curves, fonts, and use of Illustrator in graphic design and in 3D. No previous experience with Illustrator is necessary; previous computer experience required.  
**CE-DGART 2040PE, Sat., Mar. 4-25**  
**9:00 am-3:00 pm, \$386 (+ \$50 lab fee). #13450**

### **Faculty FOCUS**

**G**abriel Ceslov was born in a small town in Romania. From an early age, he liked reading and learning new things, writing poetry, and especially drawing and painting. Color and nature always fascinated him and the challenge of the blank canvas called to his creative excellence.



In the mid-1970s, he rediscovered his passion and was certified in Graphic Design and Typography at Parsons School of Design in New York. He studied art direction and marketing design at the School of Visual Arts, Center for the Media Arts, and United Digital Artists. He joined Time Inc. in graphic design and was promoted to art director. At Business Week, he designed elaborate print media kits and promotional collateral material, and helped design and launch their website, one of the first magazine websites at the time.

Later, Gabriel opened his studio in Westchester County with clients such as Reader’s Digest and Sony Wonder. He won several awards during its 10-year run, including the International Annual Horizon Award for design excellence and creativity in web design and multimedia.

Along the way, Gabriel picked up the paintbrushes he hadn’t touched for decades and started painting again. His paints, the soft brushes, and the rich smell of linseed oil reminded him of his childhood years. He studied classical painting at the New York Art Academy and The Grand Central Academy. His paintings have been exhibited in group and solo gallery shows in the New York metropolitan

### **Quick Start to Adobe InDesign CC in 24 Hours**

Learn to use the latest version of InDesign and take advantage of the integrative power and dynamic nature of its print-to-web solutions. Includes: an overview of graphic layout and design, an overview of interface and tools, and a hands-on exercise. No previous experience with InDesign is necessary; previous computer experience required.  
**CE-DGART 2041PE, Sat., Apr. 1-22**  
**9:00 am-3:00 pm, \$386 (+ \$50 lab fee). #13451**

### **Quick Start to Adobe Photoshop Elements**

Learn to use the latest version of Photoshop Elements with a focus on personal photo imaging. Step-by-step procedures on how to adjust, fix, and organize your photographs will be demonstrated with the opportunity to practice on instructor-provided images. Perfect for the beginner interested in learning digital imaging for personal use with an eye towards further enhancing their imaging skills.  
**CE-DGART 2028PE, Sat., Apr. 15**  
**9:00 am-3:00 pm, \$235 (+ \$50 lab fee). #13452**

area, and several are owned by private collectors.

In recent years Gabriel shifted to user experience human-centered design, consulting as a UX/UI designer /researcher for global enterprise companies such as Siemens Healthcare, JPMorgan Chase, and Bank of America Merrill Lynch. He currently works as a User Experience Architect at IBM where his broad skill base matches his impressive professional experience. User-centered Design is his passion, and through design he takes a holistic approach to communicating ideas that sell products and experiences.

Gabriel teaches User Experience/User Interface Design and Human-Centered Research Methodologies Saturdays at the Peekskill Extension Center. His students learn user research methodologies for digital projects and their evolving stages across platforms (mobile, tablet, desktop), from a human-centered approach to a more quantitative one. This course is a platform for applying practical skills as a visual communicator from the discovery (strategy) phase (user research, requirements and analysis, cognitive behavior, contextual interviews, in situ observation, competitive benchmarking, creating personas, scenarios, journey maps, and usability testing) to the design phase (framework, interaction design, user interface, and visual artifacts, creating wireframes and prototypes). Each student will walk away with a completed digital portfolio piece that demonstrating real-world occupational experiences, methodologies, and collaborative learning environments that cultivate design thinking. Gabriel says, “We, as UX specialists, need to understand user goals (wants/needs, motivations) and behavior in order to build compelling products and experiences across multiple channels.”  
[www.gabrielceslov.com](http://www.gabrielceslov.com)