



WEST LOS ANGELES COLLEGE

FALL 2024 ADDENDUM

ONLINE EDITION (Version 1.0)

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FRONT MATTER

THE WLAC CATALOG

The West Los Angeles College (WLAC) catalog describes the policies, services, programs, and courses offered by the college for the 2024-2025 academic year. Most of the policies and regulations affecting students are described in the catalog and each student is responsible for becoming familiar with this information. This catalog is not an offer to enter into a contract.

This addendum outlines new and revised courses and programs effective Winter 2025. It is intended to supplement the main 2024-25 catalog.

ACCURACY STATEMENT

Although WLAC has made every effort to make this addendum accurate, it may, without notice, change information, courses, or programs offered. The reasons for change may include student enrollment, level of funding, or other issues. As a result, WLAC (and the LACCD) reserve the right to make modifications and updates as necessary. More current and complete information may be obtained from the appropriate division or administrative office or from the [WLAC website](#).

STUDENT RESPONSIBILITY TO BE INFORMED

While WLAC provides numerous support services to assist students, regulations will not be waived nor exceptions granted because a student pleads ignorance of policies, procedures, or deadlines. It is the student's responsibility to read the information presented in this addendum and to know and observe all policies and procedures related to their program. Regulations will not be waived nor exceptions granted because a student pleads ignorance of policies, procedures, or deadlines.

ALTERNATIVE PUBLICATION FORMATS

The addendum is available online with limited numbers distributed as a hard copy. Addendum corrections will be in the online version. Students with verifiable disabilities who require alternate formats of this addendum or of other college publications should contact the Vice President of Student Services at (310) 287-4248. The college will provide information in alternate text formats upon request in the timeliest manner possible. This catalog and schedule of classes are available on the college's [Catalog webpage](#)

CREDIT COURSE DESCRIPTIONS (NEW COURSES)

CS 130 Introduction to Computer Architecture and Organization (3) UC/CSU

Prerequisites: CS116

This course covers the basics of computer architecture concepts and Assembly language. Topics include data representation, number systems, records and arrays, instruction sets and addressing modes, subroutines and macros, I/O and interrupts, machine language, and Assembly programming. This course focuses on MIPS architecture.

CS 173 C# Scripting for Unity Game Development I (3) CSU

C# Scripting for Unity Game Development I is the first course that focuses on the fundamental concepts of C# programming and some basic features of Unity to build simple games. Students are encouraged to continue with C# Scripting for Unity Game Development II which delves into more complex topics such as advanced programming techniques, multiplayer game development, AR/VR integration, and AI implementation. By the end of the course, students should have a deeper understanding of Unity and be capable of developing sophisticated games and applications.

CS 175 Advanced Video Game Programming (3) CSU

Game Development builds upon the fundamental concepts introduced delving into more complex topics such as advanced programming techniques, multiplayer game development, AR/VR integration, and AI implementation. By the end of the course, students should have a deeper understanding of game programming and be capable of developing sophisticated games and applications.

FLM PRD 300 Entertainment Industry Career Preparation (1) CSU

Prerequisites: Completion of any first-level FLM PRD craft course with a 'C' or higher (FLM PRD126, FLM PRD140A, FLM PRD145A, FLM PRD115A, FLM PRD120, FLM PRD110A, FLM PRD125)

Students gain skills necessary to locate work in the entertainment industry. This course prepares students to successfully complete Work Experience Education courses in Film Production such as FLM PRD911. Students will learn about set etiquette, job searching, craft researching strategies, industry norms, time sheets, working with employers, developing resumes and business cards, creating a portfolio, and other essential skills for their success.

FLM PRD 911 Cooperative Education - Film/TV Production Crafts (1) CSU

Prerequisites/Corequisite: Completion of or concurrent enrollment in FLM PRD300

Students are required to obtain a minimum of 54 hours of verified work experience within the Film Production Crafts fields during the term. This course provides students with credit for employment on a part-time or full-time basis in various jobs within the Film Production Crafts field. It offers the student the chance to gain realistic work experience that is meaningfully related to the Film Production Crafts field. Furthermore, it helps the student acquire knowledge, skills and attitudes essential for successful employment.

Note: students may enroll in multiple sections of FLM PRD911 within the same term.

GAD 101 Introduction to Game Design (3) CSU

This course is an introduction to the theory and process of designing games. Students will critically explore the historical, cultural, economic, and social aspects of the concepts and techniques used in the design of games. Students discover what the components of games are, and what parts of games are influenced by their design. Students learn several ways to approach the design of a game, including processes and best practices for prototyping, playtesting and balancing a game after it has been designed.

GAD 210-1 Production Studio I (2) CSU

Prerequisites: GAD101 or 102

Students explore the initial process and production in game design and related industries by working in groups on projects. Students closely simulate the roles, responsibilities, and demands of a professional work environment such as animation studios, visual effects houses and game design companies. Students work on projects such as animated shorts, interactive content, and video games.

CREDIT COURSE DESCRIPTIONS (REVISED COURSES)

CINEMA 009 Motion Picture Sound (3) CSU

Students learn the basics of motion picture production and postproduction sound. Students use digital audio recorders, microphones and booms and learn how to properly record sound. Students learn to loop and mix sound using a digital audio program.

MATH 230L Just in Time Support for Math for Liberal Arts (0.5) CSU

Corequisite: MATH 230

This course covers core mathematics skills and concepts needed to succeed in Mathematics for Liberal Arts Students. The course is designed for students who concurrently enrolled in MATH 230, Mathematics For Liberal Arts Students. Topics in the course include concepts from Intermediate Algebra and Geometry such as linear equations with applications, set theory, graphs and modeling, equations and inequalities, principles of geometry, and writing proofs.

MATH 241L Just in Time Support for Trigonometry (0.5) CSU

Corequisite: MATH 241

This course covers core mathematics skills and concepts needed to succeed in Trigonometry. The course is designed for students who are concurrently enrolled in MATH 241, Trigonometry with Vectors. Topics include concepts from Elementary and Intermediate Algebra that are needed to succeed in Trigonometry: polynomial operations, rules for exponents, integer and rational exponents, the algebra of functions, solving linear, quadratic, rational and radical equations, solving systems of equations, identifying domains of functions and their graphs, graphing transformations of functions, and conic sections.

MATH 246L Just in Time Support for College Algebra for STEM (0.5) CSU

Corequisite: MATH 246

This course covers core mathematics skills and concepts needed to succeed in College Algebra. The course designed for students who concurrently enrolled in MATH 246, College Algebra for STEM. Topics in the course include concepts from Elementary and Intermediate Algebra such as linear equations with applications, functions and graphs, systems of equations, inequalities, factoring, operations with polynomial, rational, radical, exponential and logarithmic expressions.

MATH 260L Just in Time Support for Precalculus (0.5) CSU

Corequisite: MATH 260

This course covers core mathematics skills and concepts needed for Precalculus, intended for students who are concurrently enrolled in MATH 260. Topics include concepts from Elementary and Intermediate Algebra that are needed to succeed in Precalculus: linear equations in one and two variables with applications, literal equations, functions and graphs, systems of equations, inequalities, factoring, polynomial operations, rational expressions, radicals, quadratics, exponential and logarithmic functions.

PHRMCTK 912 Work Experience: Community Pharmacy Externship (2.5) CSU

Prerequisite: ALD HTH056, ALD HTH057, PHRMCTK023, PHRMCTK029, PHRMCTK030, PHRMCTK031, and PHRMCTK032

In this course students practice skills developed in other courses in a community or outpatient pharmacy.

PHRMCTK 922 Work Experience: In-Patient Pharmacy Services (2.5) CSU

Prerequisite: ALD HTH056, ALD HTH057, PHRMCTK023, PHRMCTK029, PHRMCTK030, PHRMCTK031, and PHRMCTK032

In this course students will become competent in the technical aspects of drug distribution for the inpatient (hospital) pharmacy setting. This course includes hands-on training in medication order processing, pharmacy patient profile maintenance, medication preparation and inpatient drug distribution using manual and automated systems.

PHRMCTK 923 Work Experience: Sterile Products Externship (2.5) CSU

Prerequisite: ALD HTH056, ALD HTH057, PHRMCTK035, PHRMCTK037

In this course students practice skills developed in the Sterile Products class in an ambulatory clinic with infusion services.

NONCREDIT COURSE DESCRIPTIONS (NEW COURSES)

VOC ED 105CE Introduction to Multimedia Presentations (54 hours) NDA

This course provides a basic introduction to multimedia presentation software, including understanding concepts of combining text, graphics, animations, and/or sound to create slides for electronic output; and developing computer-generated presentations for academic or career-related purposes.

VOC ED128CE Introduction to the Internet (54 hours) NDA

This course provides introductory instruction for manual keyboarding and MS Windows. Students are introduced to Windows: terminology, navigation, views, commands, file management, desktop customization, and simple graphics. This basic course is recommended for students with limited or no computer experience.

VOC ED129CE Introduction to Keyboarding and Windows for the Workplace (54 hours) NDA

This course provides a basic introduction to using the Internet for academic, career, or personal use. Students explore topics including types of Internet connections, email, research, and data retrieval techniques.

VOC ED 440CE Introduction to People Management (18 hours) NDA

This course provides students with the opportunity to explore the employment life cycle from an emerging leader's perspective. Students learn tools to effectively hire, manage, motivate, and retain talent.

VOC ED 441CE People Management: Emerging Leader (18 hours) NDA

This course examines different leadership styles and their application. Students learn and apply the communication, time management, problem-solving, organization, and motivational skills needed to be an effective leader.

VOC ED 442CE People Management: Workplace Compliance (18 hours) NDA

This course explores employment laws affecting the workplace in connection with the leader's role in ensuring compliance.

PROGRAMS (NEW, CREDIT AND NONCREDIT)

COMPUTER SKILLS FOR THE WORKPLACE(CN)

(162 hours)

The Computer Skills for the Workplace Certificate of Completion is designed to prepare students with practice skills to use software commonly used in educational program and employment. Students will increase competency with word processing, spreadsheets and multimedia presentation software.

Program Learning Outcomes: Upon successful completion of this program, students will be able to...

1. Create, save, format, edit, and print word processing documents.
2. Develop formatted spreadsheets to organize and interpret data.
3. Design multimedia presentations for academic or career-related use.

Required Courses

VOC ED 103CE	Introduction to Word Processing	54 hours
VOC ED 104CE	Introduction to Excel Spreadsheets.....	54 hours
VOC ED 105CE	Introduction to Multimedia Presentations.....	54 hours

ENTREPRENEURSHIP SKILLS (CN)

(45-54 hours)

The Entrepreneurship Skills Certificate of Completion is designed to give students the necessary knowledge and skills to plan, develop, and operate a business. The business entrepreneur utilizes the understanding of business concepts, strategies, and technology to shape ideas not opportunities supported by research, data and business models.

Program Learning Outcomes: Upon successful completion of this program, students will be able to...

1. Apply entrepreneurship and customer service concepts to analyze and improve various
2. Develop a business plan, marketing strategies, and measure business success.

Required Courses

VOC ED 084CE	Entrepreneur Training Program	36 hours
VOC ED 097CE	Blueprint for Customer Service.	9-18 hours

ESSENTIALS OF VIDEO GAME PROGRAMMING (CA)

MAJOR CODE 0614.20

ACADEMIC PROGRAM CODE: W044613D

The Certificate of Achievement in Essentials of Video Game Programming will provide students with essential skills necessary to meet the growing employment demands in the video and electronic games industry. This certificate will prepare students for entry level employment positions at video game companies as programmers and coders. Training will center around the skill sets necessary for success such as basic game design and development, collaboration, communication, and fluidity and familiarity with the programming languages used in creating games and digital entertainment. Students will study programming languages such as C# and C++ and develop fluidity with specific game engines such as Unity and Unreal Engine, while building and testing original game designs.

To complete the Certificate of Achievement in Essentials of Video Game Programming” it is recommended that students consult with the Counseling Office to develop a Comprehensive Student Educational Plan, and visit the Career Center for possible job opportunities.

Program Learning Outcomes: Upon successful completion of this program, students will be able to...

1. Develop transferable coding problem solving skills and learn how object-oriented programming works in practice.
2. Learn game design basics such as game frameworks, game mechanics and game pillars.
3. Learn C++ and C# scripting as well as how to implement in game engine’s API for building games.

Required core courses.....17

CS 116	Programming in C+.....	3
CS 173	C# Scripting for Unity Game Development I.....	3
CS 175	Advanced Video Game Programming....	3
FLM PRD 201	Introduction to Unreal Engine.....	3
GAD 101	Introduction to Game Design.....	3
GAD 210-1	Production Studio I.....	2

Total Units..... 17

INTRODUCTION TO COMPUTERS (CN)

(108 hours)

The Introduction to Computers Certificate of Completion is designed to provide foundational knowledge and practical skills for students preparing for employment or educational programs that use computers and the internet. Course content includes basic keyboarding, computer software and navigating the internet.

Program Learning Outcomes: Upon successful completion of this program, students will be able to...

1. Demonstrate basic computer skills including using a mouse, keyboarding, creating and saving documents, and navigating the Windows environment.
2. Navigate the internet browser and access online resources such as email and search utilities.

Required Courses

VOC ED 128CE	Introduction to Keyboarding and Windows for the Workplace.....	54 hours
VOC ED 129CE	Introduction to the Internet.....	54 hours

PROGRAMS (MODIFIED)

Note: Currently enrolled students as of the publication of this addendum may have catalog rights to the unmodified programs as originally published in the 2024-25 main catalog. Please see a counselor for further information.

BIOTECHNOLOGY LAB TECHNICIAN (CA)

MAJOR CODE: 0430.00

ACADEMIC PROGRAM CODE: W039419D

The [Biotechnology Lab Technician Certificate of Achievement](#) is designed to prepare students for employment in a biotechnology laboratory conducting advanced research. This certificate will give students both theoretical knowledge of, as well as hands-on training in, several basic and advanced biotechnology procedures used in today's microbiology, cell and molecular biology, biomedical and pharmaceutical research facilities. The certificate's curriculum does not align to transfer to a specific major at a four-year college or university.

Program Learning Outcomes: Upon successful completion of this program, students will be able to...

1. Use, maintain, calibrate and/or validate standard laboratory equipment
2. Demonstrate competency in several basic laboratory skills, including pipetting, weighing, centrifugation and volumetric measuring
3. Demonstrate competency in several advanced laboratory skills, such as spectroscopy, microscopy, electrophoresis and sterilization techniques
4. Demonstrate competency in several laboratory procedures, such as sterile media and solution preparation; DNA and protein isolation, quantitation and analysis; and bacterial transformation and propagation
5. Demonstrate competency in several cell culture laboratory procedures, such as sterile media and solution preparation and eukaryotic cell maintenance
6. Properly collect, analyze and document all forms of laboratory data
7. Present research data in a clear and professional manner
8. Discuss the scientific concepts underlying the laboratory skills learned

Required courses 17

BIOTECH 001	Fundamentals of Biotechnology3
BIOTECH 002	Biotechnology I4
BIOTECH 003	Biotechnology II4
BIOTECH 104	Cell Culture Laboratory1
CHEM 060	Introduction to General Chemistry5

Total Units 17

PHARMACY TECHNICIAN (AS)

MAJOR CODE: 1221.00

ACADEMIC PROGRAM CODE: W019603C

The [Associate of Science degree in Pharmacy Technician](#) is primarily designed for career and technical education and workforce training/development. The curriculum is not aligned with course requirements for transfer to a specific major at a four-year college or university. Students completing the required course work are able to obtain a State of California Pharmacy Technician license, are eligible to sit for the Pharmacy Technician Certified Board Examination (PTCB) and are prepared to work in the outpatient, inpatient and home health care pharmacy settings.

Program Learning Outcomes: Upon successful completion of this program, students will be able to...

1. Analyze situations and respond to the given situations using the evidence presented in a manner which adheres to the laws and ethics of the profession.
2. Completely communicate thoughts in both an oral and written format that is clear, concise, cohesive, and courteous.

3. Follow the workflow of pharmacy practice in various pharmacy settings.
4. Exhibit professionalism competence, growth, and development when practicing the profession.
5. Effectively work as a member of a team.
6. Know how to advance the profession through leadership service activities and affiliation with professional organizations that promote the field as well as encourage members of different cultures to understand the field.

Required core courses 30.5

PHRMCTK 023	Introduction to Pharmacy	2
PHRMCTK 029	Body Systems I	3
PHRMCTK 030	Body Systems II	3
PHRMCTK 031	Pharmacy Calculations	2
PHRMCTK 032	Pharmacy Operations	4.5
PHRMCTK 912	Work Experience: Community Pharmacy Externship	2.5
PHRMCTK 035	Inpatient Pharmacy Services	2
PHRMCTK 922	Work Experience: In-Patient Pharmacy Services.....	2.5
PHRMCTK 037	Sterile Products.....	4.5
PHRMCTK 923	Work Experience: Sterile Products Externship	2.5
ALD HTH 056	Communication & Customer Service.....	1
ALD HTH 057	Computers in Health Occupations	1

Major Electives List A (choose two courses) 6

PSYCH 001	Introductory Psychology	3
FAM &CS 021	Nutrition	3
COMM 101	Public Speaking.....	3
ALD HTH 033	Medical Terminology	3

Major Electives List B (choose one course) 4-5

BIOLOGY 003	Introduction to Biology	4
CHEM 051	Fundamentals of Chemistry	5

Total Major Units	40.5 – 41.5
GE plan units (less double-counted)	18.5-19.5
Total Units	60

PHARMACY TECHNICIAN BASIC (CA)

MAJOR CODE: 1221.00

ACADEMIC PROGRAM CODE: W019601D

The [Basic Pharmacy Technician Certificate of Achievement program](#) prepares students for an exciting career in pharmacy. Students completing the required course work are able to obtain a State of California Pharmacy Technician license and are prepared to work in the outpatient, inpatient and home health care pharmacy settings.

Program Learning Outcomes: Upon successful completion of this program, students will be able to...

1. Analyze situations and respond to the given situations using the evidence presented in a manner which adheres to the laws and ethics of the profession.
2. Completely communicate thoughts in both an oral and written format that is clear, concise, cohesive, and courteous.
3. Follow the workflow of pharmacy practice in various pharmacy settings.
4. Exhibit professionalism competence, growth, and development when practicing the profession.
5. Effectively work as a member of a team.

- Know how to advance the profession through leadership service activities and affiliation with professional organizations that promote the field as well as encourage members of different cultures to understand the field.

Required core courses 19

PHRMCTK 023	Introduction to Pharmacy	2
PHRMCTK 029	Body Systems I	3
PHRMCTK 030	Body Systems II	3
PHRMCTK 031	Pharmacy Calculations	2
PHRMCTK 032	Pharmacy Operations.....	4.5
PHRMCTK 912	Work Experience: Community Pharmacy Externship	2.5
ALD HTH 056	Communication & Customer Service.....	1
ALD HTH 057	Computers in Health Occupations.....	1

Total Units19

PHARMACY TECHNICIAN ADVANCED (CA)

MAJOR CODE: 1221.00

ACADEMIC PROGRAM CODE: W019602D

The [Advanced Pharmacy Technician Certificate of Achievement program](#) is primarily designed for career and technical education and workforce training/development. The curriculum is not aligned with course requirements for transfer to a specific major at a four-year college or university. Students completing the required course work are able to obtain a State of California Pharmacy Technician license, are eligible to sit for the Pharmacy Technician Certified Board Examination (PTCB) and are prepared to work in the outpatient, inpatient and home health care pharmacy settings.

Note program requirements: Pharmacy Technician License or completion of Pharmacy Technician Basic Certificate of Achievement.

Program Learning Outcomes: Upon successful completion of this program, students will be able to...

- Analyze situations and respond to the given situations using the evidence presented in a manner which adheres to the laws and ethics of the profession.
- Completely communicate thoughts in both an oral and written format that is clear, concise, cohesive, and courteous.
- Follow the workflow of pharmacy practice in various pharmacy settings.
- Exhibit professionalism competence, growth, and development when practicing the profession.
- Effectively work as a member of a team.
- Know how to advance the profession through leadership service activities and affiliation with professional organizations that promote the field as well as encourage members of different cultures to understand the field.

Required core courses 30.5

PHRMCTK 023	Introduction to Pharmacy	2
PHRMCTK 029	Body Systems I	3
PHRMCTK 030	Body Systems II	3
PHRMCTK 031	Pharmacy Calculations	2
PHRMCTK 032	Pharmacy Operations.....	4.5
PHRMCTK 912	Work Experience: Community Pharmacy Externship	2.5
PHRMCTK 035	Inpatient Pharmacy Services	2
PHRMCTK 922	Work Experience: In-Patient Pharmacy Services.....	2.5
PHRMCTK 037	Sterile Products	4.5
PHRMCTK 923	Work Experience: Sterile Products Externship	2.5
ALD HTH 056	Communication & Customer Service.....	1
ALD HTH 057	Computers in Health Occupations.....	1

Total Units30.5