
2022-2023 CATALOG ADDENDUM

The contents of this addendum supercede the content specified in the 2022-2023 catalog where noted. Contents of the 2022-2023 catalog not revised in this addendum remain in effect. The unrevised content of the 2022-2023 catalog and the revised content of this addendum are valid for the 2022-2023 academic year.

Page numbers are those of the 2022-2023 Catalog.

Revised 5/5/22

p. 93, new certificates

Beginning Video Game Design

Certificate

Major Code: CERT.GAME

Contact: Career and Technical Education (928) 344-7567

Program Purpose: The purpose of this program is to provide students, interested in video game design and technology, the opportunity to get a certificate to enter the workforce with the skills needed to create and design a video game.

Program Description: Provides graduates with the entry level skills needed for a specialized career in the video game design industry.

A. Required major courses:	16
GME 100 Introduction to Design and Game History	3
GME 101 Introduction to Programming Concepts.	3
GME 105 Introduction to Digital Arts	2
GME 110 Computer Game Design	3
GME 112 Sound Design	2
GME 224 Special Project	3

Total credits required for certificate: 16

Video Game Art Design

Certificate

Major Code: CERT.GAMET

Contact: Career and Technical Education (928) 344-7567

Program Purpose: This certificate would be a stackable certificate which provides additional gaming design/developmental knowledge to the Beginning Video Game Design Certificate.

Program Description: Provides graduates with the entry level skill needed for a career in video game art design. Students are familiarized with 2D and 3D animation, as well as, 3D character design. This certification expands on the skills learned in the Beginning Video Game Design certificate.

A. Required major courses:	5
GME 130 Animation and Interactivity	2

GME 132 Character Animation 3

Total credits required for certificate: 5

Video Game Software Development

Certificate

Major Code: CERT.GMEST

Contact: Career and Technical Education (928) 344-7567

Program Purpose: This certificate would be a stackable certificate which provides additional gaming design/developmental knowledge to the Beginning Video Game Design Certificate.

Program Description: Provides graduates with the entry level skill needed for a career in video game software development. Students are familiarized with object oriented programming and either Java or Python development language. This certification expands on the skills learned in the Beginning Video Game Design certificate.

A. Required major courses: 5

GME 120 Object Oriented Programming Fundamentals 2

One of the following:

GME 122 Python Programming 3

OR

GME 124 Java Game Programming 3

Total credits required for certificate: 5

Video Game Sound Engineering

Certificate

Major Code: CERT.GMESD

Contact: Career and Technical Education (928) 344-7567

Program Purpose: Create new certificate (stackable) which provides additional gaming design/developmental knowledge to the Beginning Video Game Design Certificate.

Program Description: Provides graduates with the entry level skill needed for a career in Video Game Sound Engineering. Students are familiarized with studio recording techniques and electronic music composition. This certification expands on the skills learning in the Beginning Video Game Design certificate.

A. Required major courses: 4

GME 141 Electronic Music 2

GME 143 Studio Recording 2

Total credits required for certificate: 4

Video Game Story Development

Certificate

Major Code: CERT.GMESY

Contact: Career and Technical Education (928) 344-7567

Program Purpose: This certificate would be a stackable certificate which provides additional gaming design/developmental knowledge to the Beginning Video Game Design Certificate.

Program Description: Provides graduates with the entry level skill needed for a career in video game story development. Students are familiarized with the techniques for creating impactful stories. This certification expands on the skills learned in the Beginning Video Game Design certificate.

A. Required major courses: 6

GME 170 Digital Storytelling 3

GME 172 Game Narrative Development 3

Total credits required for certificate: 6

Revised 6/1/22

p. 217, MAT 187 Precalculus prerequisite changed to MAT 121 or MAT 150 or MAT 151

Revised 6/15/22

p. 148, Manufacturing Certificate WLD 106 changed to WLD 109

p. 238, NUR 222 Nursing 4 lectures changed to 5 and clinical to 9: 8 cr, 5 lec, 9 clin

Revised 6/16/22

Materials Processes in Manufacturing

Certificate

Major Code: CERT.MPM

Contact: Career and Technical Education (928) 344-7567

Program Purpose: To provide students a course of study leading to a capstone experience two hundred level course related to " Materials Processes in Manufacturing". The new certificate represents an opportunity for studies inclusive of a number of core manufacturing courses, while providing opportunity for students to pursue manufacturing materials and process applications outside of becoming a maintenance technician or CNC operator.

Program Description: Students will complete required courses for OSHA safety, welding, quality control, inspection, materials science in preparation for the capstone course where students along with their faculty will identify and complete a experiential and research driven study of materials processes in manufacturing. The student will organize a capstone portfolio of student learning outcomes and present it as a requirement of the two hundred level course.

A. Required major courses: 10

MFG 185 Quality Control and Inspection 3

MFG 195 Materials Science and Metallurgy 3

MFG 225 Thermal Conditioning Processes for Manufacturing Materials 4

B. Other departmental requirements: 6

TEC 165 Employee and Occupational Safety 3

Video Game Design and Development

Certificate

Major Code: CERT.GADD

Contact: Career and Technical Education (928) 344-7567

Program Purpose: The purpose of this program is to provide students, interested in video game design and technology, the opportunity to get a certificate to enter the workforce with the skills needed to create and design video games.

Program Description: This program provides graduates with the entry level skills needed for a specialized career in the video game design industry. Students will be familiarized with fundamental concepts of game history, sound design, digital arts, and programming concepts. This certificate also includes the specialized coursework in the following stackable certificates: Beginning Video Game Design, Video Game Art Design, Video Game Software Development, Video Game Sound Engineering, and Video Game Story Development.

A. Required major courses: 36

Beginning Video Game Design

- GME 100 Introduction to Design and Game History . . . 3
- GME 101 Introduction to Programming Concepts 3
- GME 105 Introduction to Digital Arts 2
- GME 110 Computer Game Design 3
- GME 112 Sound Design 2
- GME 224 Special Project 3

Video Game Art Design

- GME 130 Animation and Interactivity 2
- GME 132 Character Animation 3

Video Game Software Development

- GME 120 Object Oriented Programming Fundamentals 2
- One of the following:
- GME 122 Python Programming 3
- OR
- GME 124 Java Game Programming 3

Video Game Sound Engineering

- GME 141 Electronic Music 2
- GME 143 Studio Recording 2

Video Game Story Development

- GME 170 Digital Storytelling 3
 - GME 172 Game Narrative Development 3
-

Revised 8/10/22

p. 28

Liberal Arts

The most prestigious level of AWC Honors, this option is recommended for those students who wish to enter a rigorous program with a “classical honors” orientation. These students must meet the following requirements:

- Successful completion of an A.A., A.Bus. or A.S. with a cumulative GPA of 3.0 or higher
- Demonstrate competency in a second language or complete two courses of foreign language study
- Complete two Honors Seminars (HON 180 and HON 181, 1 credit each)
- Complete either an Honors Colloquium (HON 280, 3 credits) or Honors Capstone (HON 285, 3 credits)
- Complete at least fourteen* additional Honors credits, comprised of Honors-designated General Education courses and additional HON-prefixed courses.

General Studies

- Successful completion of an A.A., A.Bus. or A.S. with a cumulative GPA of 3.0 or higher
- Complete two Honors Seminars (HON 180 and HON 181, 1 credit each)
- Complete either an Honors Colloquium (HON 280, 3 credits) or Honors Capstone (HON 285, 3 credits)
- Complete at least fourteen* additional Honors credits, comprised of Honors-designated General Education courses and additional HON-prefixed courses.

Discretionary

- Successful completion of an A.A., A.Bus., A.S. or *A.A.S. with a cumulative GPA of 3.0 or higher
- Complete two Honors Seminars (HON 180 and HON 181, 1 credit each)
- Complete either an Honors Colloquium (HON 280, 3 credits) or Honors Capstone (HON 285, 3 credits)
- Complete at least seven additional Honors credits, comprised of Honors-designated General Education courses and additional HON-prefixed courses.

Revised 8/23/22

p. 192, ECT 150 Broadband Fiber Optics, new course

3 cr, 2 lec, 2 lab

Coursework covers topics such as fiber optics theory and principles, broadband technologies, installation, and termination techniques, and splicing and repair procedures. Students will also gain hands-on experience using industry-standard equipment.

p. 246, PIT 105 Google Data Analytics Professional, new course

4 cr, 4 lec, 1 lab

Introduction to the practices and processes of data analytics.

Revised 10/13/22

p. 10, Veterans Deferment of Tuition revised as follows:

Due to tuition and fees monies coming directly to the school from Veterans Affairs for Post 9/11 GI Bill® (chapter 33) recipients, these students will be awarded based on their Veterans Affairs eligibility percentage. Students not meeting 100% eligibility will be responsible for the remaining balance at the time of registration. All students using Veterans Affairs educational benefits need to verify their enrollment with the Veteran Services Office by completing an Enrollment Certification Request An Enrollment Certification Request must be submitted to the Veteran Services Office, every time a student has any changes in enrollment, to include added, dropped, with[1]drawn, no-

show, or cancelled courses. To submit an online Enrollment Certification Request, visit www.azwestern.edu/veteran

“GI Bill® is a registered trademark of the U.S. Department of Veterans Affairs (VA). More information about education benefits offered by VA is available at the official U.S. government Web site at <http://www.benefits.va.gov/gibill/>.

All students using Veterans Affairs educational benefits need to verify their enrollment with the Veteran Services Office by completing an Enrollment Certification Request. An Enrollment Certification Request must be submitted to the Veteran Services Office, every time a student has any changes in enrollment, to include added, dropped, withdrawn, no-show, or cancelled courses. To submit an online Enrollment Certification Request, visit www.azwestern.edu/veterans

Revised 10/20/22

p. 142, new certificate

Broadband Fiber Optic Technician

Certificate

Major Code: CERT.BBFO

Contact: Career and Technical Education (928) 344-7567

Program Purpose: Prepare students for employment as a Broadband Fiber Optic Technician.

Program Description: This certificate prepares the student for a career as an entry-level telecommunications technician specializing in fiber optics. Students will learn to install, terminate, test, and troubleshoot single-mode and multimode fiber optic cabling systems in a variety of building foundations.

A. Required major courses: 3

ECT 150 Broadband Fiber Optics 3

Total credits required for certificate: 3

Revised 10/29/22

p. 142, new certificate

Broadband Fiber Optic Technician and Apprenticeship

Certificate

Major Code: CERT.BBFA

Contact: Career and Technical Education (928) 344-7567

Program Purpose: Allows students to gain knowledge and skills pertaining to broadband fiber optics while simultaneously working as a Broadband Fiber Optics Technician apprentice.

Program Description: This certificate prepares the student for a career as an entry-level telecommunications technician specializing in fiber optics. Students will learn to install, terminate, test, and troubleshoot single-mode and multimode fiber optic cabling systems in a variety of building foundations while working in the field as a Broadband Fiber Optics Technician apprentice.

A. Required major courses: 9

CTM 123 Building Construction Methods 1 3

ECT 105 Basic Electricity	3
ECT 150 broadband Fiber Optics	3

Total credits required for certificate: 9

p. 90, new certificate

Data Analytics Professional

Certificate

Major Code: CERT.DATA

Contact: Career and Technical Education (928) 344-7567

Program Purpose: Graduates will demonstrate basic knowledge in data analytics that will prepare them to obtain an entry-level position within the field.

Program Description: Prepares students for an entry-level role in data analytics with a focus on spreadsheets, data cleansing, and analysis.

A. Required major courses:	4
PIT 105 Google Data Analytics Professional	4

Total credits required for certificate: 4