



El Camino College
COURSE OUTLINE OF RECORD – Official

Subject:	GPM
Course Number:	95
Descriptive Title:	Cooperative Work Experience Education
Division:	Library and Learning Resources
Department:	Games and Playable Media
Course Disciplines:	Games and Playable Media
Catalog Description:	Through a set of learning objectives established by the student, supervisor, and instructor, each student will work with and learn from experts in Games and Playable Media. These experiences will enable students to improve job skills, analyze career opportunities and requirements, and compare them to personal abilities and career expectations. Note: Transfer limitations apply. Note: The total units earned for Cooperative Work Experience Education may not exceed 16 units.
Prerequisite:	
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	0
Hours Laboratory (per week):	10-20
Outside Study Hours:	0
Total Course Hours:	TBA
Course Units:	2-4
Grading Method:	Letter Grade only
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	
Transfer UC:	No
Effective Date:	
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	

Other:	
IGETC:	
Term:	
Other:	
CalGETC:	
Term:	
Other:	
Student Learning Outcomes:	Student Learning Outcomes are based on the scope of work described in the learning objectives agreement. SLO statements and reports for this course may be obtained in the academic division office.
Course Objectives:	1. Analyze career opportunities in games and playable media and compare them to personal skills and career expectations. 2. Analyze how the process and content of games and playable media curriculum are relevant to the solution of practical problems on the job. 3. Compose work-based projects involving problem solving and the application of academic theory, skills and knowledge while undertaking new or expanded workplace responsibilities 4. Employ new knowledge and job skills that contribute to occupational and/or educational games and playable media goals.
Major Topics:	I. Three new or expanded on-the-job measurable learning objectives beyond those experienced in previous employment or internships. These objectives will be developed by the student, instructor, and supervisor and will serve as part of the basis for determining the student's grade. II. Semester project that enhances on-the-job learning experiences and is related to the student's career or educational goals. III. PAID EMPLOYMENT Hours to be Arranged, lab 150-224 hours (2 units) 225-229 hours (3 units) 300+ hours (4 units) IV. VOLUNTEER WORK Hours to be Arranged, lab 120-179 hours (2 units) 180-239 hours (3 units) 240+ hours (4 units)
Total Lecture Hours:	0
Total Laboratory Hours:	180-360
Total Hours:	180-360
A.1. Primary Methods of Evaluation (Part 1 - CCN courses only):	
Primary Method of Evaluation:	2) Problem solving demonstrations (computational or non-computational)

Typical Assignment Using Primary Method of Evaluation:	Complete on-the-job measurable learning objectives that you have developed with your supervisor and that have been approved by the instructor. These learning objectives must include new or expanded skills or information that is directly related to your work or volunteer experience.
Critical Thinking Assignment 1:	Look at a problem you have encountered on the job, dissect it and think of possible solutions and/or improvements. Describe any potential problems or roadblocks. If you were in charge, what suggestions would you make to the person doing your job? Present your findings in a written essay. The length of this assignment will be determined by the instructor.
Critical Thinking Assignment 2:	Analyze your interactions at work. Describe ways in which you could develop personal habits or social skills that would help you to become a more desirable employee. How could you improve your communication with co-workers that would result in increased knowledge, new ideas, more productivity, better cooperation or smoother work flow? Present your findings in a written essay. The length of this assignment will be determined by the instructor.
Other Evaluation Methods:	Other (specify)
If Other:	Fieldwork Written reports describing, discussing, and analyzing the workplace objectives and assessing the results. 1. Completion of on-the job learning objectives 2. Supervisor evaluation of identified objectives
Instructional Methods:	Other (specify)
If other:	Two conferences with each student and two conferences with the student's supervisor in order to determine and monitor the accomplishment of the measurable, on-the-job learning objectives.
Work Outside of Class:	Course is lab only - minimum required hours satisfied by scheduled lab time
If Other:	
Up-To-Date Representative Texts:	
Alternative Texts:	
Required Supplementary Readings:	As assigned by individual instructors, such readings as job search and career development books, trade journals, or company publications.
Other Required Materials:	
Requisite	
Category	
Requisite course:	
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	
Requisite Skill:	

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Requisite Skill and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s). if applicable	
Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Arnold Martin
Date:	03/17/2025
Original Board Approval Date:	06/26/2025
Effective Term:	FA 2026