## **Memorandum of Understanding**

between

El Camino Community College District

and

El Camino College Federation of Teachers

Lab-Lecture Parity

Article 8, Section 5 and Appendix B, Teaching Load

This Memorandum of Understanding (MOU) is entered into between the El Camino Community College District ("District") and the El Camino College Federation of Teachers, Local 1388, AFT, AFL-CIO ("Federation"). It is hereby agreed between the parties as follows:

- 1. Effective Fall semester 2025, all of the extensive lab sections of courses identified on **Attachment A** shall be entitled to load- and overload-parity with lecture courses.
- 2. The District will immediately make the changes in the curriculum (Curriculog) and enterprise (Colleague) systems required to reflect lab-lecture parity for courses listed on **Attachment A**. If the changes in the curriculum or enterprise systems for the extensive lab course(s) are not completed in time for generating accurate Fall 2025 faculty contracts, then division deans will work with faculty to ensure they correctly include the new extensive lab loads.
- 3. This Memorandum of Understanding shall resolve all impacts and effects relating to the actions and decisions in implementing lab-lecture parity commencing Fall 2025 for courses recommended through the lab-lecture parity review process during Fall 2023 and Fall 2024. The Memorandum of Understanding is not intended to establish or support any claim of "past practice" regarding the next round of submittals or negotiations pertaining to lab-lecture parity.
- 4. This Memorandum of Understanding is subject to ratification by the Federation Membership and the District's Board of Trustees. Both parties recommend ratification of this Memorandum of Understanding.

For the Federation:	For the District:
	Jane Mijskico
Soshanna Potter	Jane Miyashiro, Vice President Human
El Camino College Federation of Teachers	Resources
-	El Camino Community College District
5/12/2025 Date:	Date: 5/13/2025

## **Attachment A**

Approved Extensive Labs Starting Fall 2025

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mmunication Studies mmunication Studies  /Digital Art /Digital Art /Digital Art /Digital Art	COMS 293ABDC COMS 294ABDC ART 133 ART 144 (DART 131) ART 145 (DART 150) ART 233 ART 244A	Forensics – Lincoln-Douglas Debate Graphic Design 3D Character & Props  2D Game Art and Interaction Graphic Design II 3D Character Animation &
mmunication Studies  /Digital Art  /Digital Art  /Digital Art  /Digital Art	293ABDC COMS 294ABDC ART 133 ART 144 (DART 131) ART 145 (DART 150) ART 233 ART 244A	Forensics – Lincoln-Douglas Debate Graphic Design 3D Character & Props  2D Game Art and Interaction Graphic Design II 3D Character Animation &
/Digital Art /Digital Art /Digital Art /Digital Art /Digital Art	COMS 294ABDC ART 133 ART 144 (DART 131) ART 145 (DART 150) ART 233 ART 244A	Debate Graphic Design 3D Character & Props  2D Game Art and Interaction Graphic Design II 3D Character Animation &
/Digital Art /Digital Art /Digital Art /Digital Art /Digital Art	294ABDC ART 133 ART 144 (DART 131) ART 145 (DART 150) ART 233 ART 244A	Debate Graphic Design 3D Character & Props  2D Game Art and Interaction Graphic Design II 3D Character Animation &
/Digital Art /Digital Art /Digital Art /Digital Art /Digital Art	ART 133 ART 144 (DART 131) ART 145 (DART 150) ART 233 ART 244A	Graphic Design 3D Character & Props  2D Game Art and Interaction  Graphic Design II  3D Character Animation &
/Digital Art /Digital Art /Digital Art /Digital Art /Digital Art	ART 144 (DART 131) ART 145 (DART 150) ART 233 ART 244A	3D Character & Props  2D Game Art and Interaction  Graphic Design II  3D Character Animation &
/Digital Art /Digital Art /Digital Art	(DART 131) ART 145 (DART 150) ART 233 ART 244A	2D Game Art and Interaction Graphic Design II 3D Character Animation &
/Digital Art /Digital Art	ART 145 (DART 150) ART 233 ART 244A	Graphic Design II 3D Character Animation &
/Digital Art /Digital Art	(DART 150) ART 233 ART 244A	Graphic Design II 3D Character Animation &
/Digital Art	ART 233 ART 244A	3D Character Animation &
/Digital Art	ART 244A	3D Character Animation &
/Digital Art		
	(DART 140)	D::
		Rigging
	ART 245A	3D Game Art and Interaction
	(DART 155)	
	ART 282	Life Sculpture
-	ART 283	Bronze Casting
gital Art	DART 101	Digital Concept Design
,		Principles and Tools
gital Art	DART 102	Digital Illustration Design
Ź		Principles and Tools
gital Art	DART 103	Digital Animation Principles
		and Tools
gital Art	DART 104	Digital Modeling Principles
		and Tools
gital Art	DART 111	Concept Design: Character &
		Props
gital Art	DART 115	Concept Design: Storyboards
gital Art	DART 121	2D Character Animation
gital Art	DART 211	Visual Development &
		Environments
gital Art	DART 221	2D Animation Studio
gital Art	DART 231	3D Procedural Modeling,
		Simulation & FX
gital Art	DART 241	3D Animation Studio
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	DART 290	A
gital Art	<b>-</b>	Animation Capstone Studio
	gital Art	gital Art DART 111  gital Art DART 115  gital Art DART 121  gital Art DART 211  gital Art DART 221  gital Art DART 221  gital Art DART 231  gital Art DART 241

Division	Discipline	Course	Course Title
Fine Arts	Music	MUSI 130	Beginning Jazz Improvisation
Fine Arts	Music	MUSI 147A	Beginning Guitar
Fine Arts	Music	MUSI 147B	Beginning Guitar II
Fine Arts	Music	MUSI 265ABDC	Symphonic Band
Fine Arts	Music	MUSI 266ABCD	Studio Jazz Band
Fine Arts	Music	MUSI 267ABCD	Concert Jazz Band
Fine Arts	Photography	PHOT 102	Basic Photography
Health Science and Athletics	Fire Technology	FTEC 144	Emergency Medical Technician
Health Science and Athletics	Nursing	NURS 144	Dosage Calculations
Health Science and Athletics	Nursing	NURS 220	Nursing Fundamentals
Humanities	Journalism	JOUR 6	Basic Photojournalism
Humanities	Journalism	JOUR 7AB	Advanced Photojournalism
Industry and Technology	Air Conditioning Repair	ACR 5	Electrical Applications
Industry and Technology	Air Conditioning Repair	ACR 6	Refrigeration and Air Conditioning Control Systems
Industry and Technology	Air Conditioning Repair	ACR 27	Heating Technologies
Industry and Technology	Cosmetology	COSM 20	Introduction to Esthetician
Library and Learning Resources	Games and Playable Media	GPM 110	Game Design Fundamentals