RÍO HONDO COLLEGE

College Catalog Addendum

2025-2026

riohondo.edu

RIO HONDO COLLEGE
Addendum to 2025-2026 Catalog

Effective Spring 2026

The Rio Hondo College Catalog Addendum represents course and program additions since the last publication of the catalog. Included in the Addendum are new certificates as well as new courses that will be offered in the Spring and Summer of 2026. These changes are effective as of the Spring 2026 semester.

Students are advised to consult with a counselor for questions pertaining to the academic programs offered at Rio Hondo College.

NEW
ASSOCIATE
DEGREE
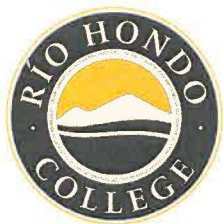
Program Change: Electronic Digital Instrument

Description

Division Arts & Cultural Programs

Award Type Associate of Science Degree

Description
The Electronic Digital Instrument Associate of Science Degree announces the EDI as the primary instrument of technical study in this purely digital 21st-century program. Students receive technical, musical, and practical training, including collaborative opportunities and live recording experience on an Electronic Digital Instrument in innovative musical situations. This groundbreaking workforce program trains students for work in the music industry by focusing exclusively on the intersection between electronic digital instruments and electronic pop music styles.

To acquire the Associate of Science in Electronic Digital Instrument, students must complete the required major courses below with a grade of "C" or better or of "P" if the course was taken on a Pass/No Pass basis, along with either of the following: Rio Hondo College General Education (RHC GE) or California General Education Transfer Curriculum (Cal-GETC). California State University General Education-Breadth (CSU GE) or Intersegmental General Education Transfer Curriculum (IGETC) may be used in some cases; please see a counselor for details.

Program Sequencing

Music Technology Core   **Units: 25.0**

Required Courses

MUST 101	Introduction to Music Technology	3.0
MUST 105	Introduction to the Music Business	3.0
MUST 111	Theory and Musicianship for Electronic Music I	4.0
MUST 112	Theory and Musicianship for Electronic Music II*	4.0
MUST 115	Songwriting and Arranging I*	3.0
MUST 121	Electronic Music I*	3.0
MUST 122	Electronic Music II*	3.0
MUST 200A	Electronic Digital Instrument (EDI) Controllers I	1.0
MUST 200B	Electronic Digital Instrument (EDI) Controllers II*	1.0

*Prerequisite

EDI Performance Ensemble   **Units:** 4.0

   The following course must be taken two times for a total of 4 units:

MUST 161	Crossroads Electronic Digital Instrument Pop Collective*	2.0

Electronic Popular Music History   **Units:** 3.0

   Take one of the following courses:

MUST 151	History of Electronic Music	3.0
MUST 152	History of Hip Hop	3.0

                                                                   Total: 32.0

NEW
TRANSFER
DEGREE

Global Studies

Description

Division Behavioral and Social Sciences

Award Type Associate in Arts for Transfer

Description

The **Associate in Arts in Global Studies for Transfer (AA-T)** degree provides students with a multidisciplinary foundation for understanding global issues, systems, and cultures. This program is designed to prepare students for upper-division coursework in global studies or related fields such as international relations, political science, environmental studies, and economics at a California State University (CSU).

The Global Studies AA-T equips students with the analytical tools to assess the political, social, economic, and environmental challenges facing the world today. Emphasis is placed on the study of globalization, international conflicts, human rights, environmental sustainability, global health, economic development, and the role of international organizations.

In addition to the courses listed below, the following requirements must be met for completion of the Associate in Arts in Global Studies for Transfer Degree:

1. Completion of 60 CSU-transferable semester units.

2. Achievement of a minimum GPA of at least 2.0 in all CSU-transferable coursework. (Some majors may require a higher GPA; please see a counselor for details.)

3. Completion of each major course with a grade of "C" or better or a "P" if the course was taken on a Pass/No Pass basis and the "P" is equal to a "C" or better.

4. Completion of the California General Education Transfer Curriculum (Cal-GETC). The California State University General Education-Breadth (CSU GE) or Intersegmental General Education Transfer Curriculum (IGETC) may be used in some cases; please see a counselor for details.

Program Sequencing

REQUIRED CORE: (6 units)		**Units: 6.0**
GLST 101	Introduction to Global Studies	3.0
GLST 102	Global Issues	3.0

Select five courses from at least four of the following areas (15-18 units):   **Units: 15.0-18.0**

Area 1: Culture and Society

ANTH 102	Introduction to Cultural Anthropology	3.0
ANTH 102H	Introduction to Cultural Anthropology Honors*	3.0
ANTH 104	Introduction to Language and Culture	3.0
HIST 102	History of World Civilization 1500 to the Present	3.0

*Prerequisite

Area 2: Geography

GEOG 101	Introduction to Physical Geography	3.0
GEOG 102	Introduction to Cultural Geography	3.0
GEOG 103	World Regional Geography	3.0

Area 3: Economics

ECON 101	Principles of Macroeconomics	3.0
ECON 101H	Principles of Macroeconomics Honors*	3.0
ECON 102	Principles of Microeconomics	3.0
ECON 102H	Principles of Microeconomics Honors*	3.0

Area 4: Politics

POLS 130	Comparative Government	3.0
POLS 140	International Relations	3.0

Area 5: Humanities

ART 106	Survey of Western Art: Renaissance to Contemporary	3.0
ART 106H	Survey of Western Art: Renaissance to Contemporary Honors*	3.0
FR 101	French I	4.5
FR 102	French II*	4.5
FR 201	French III*	4.5
FR 202	French IV*	4.5
LIT 144A	World Literature: Antiquity through the 16th Century*	3.0
LIT 144AH	World Literature: Antiquity through the 16th Century Honors*	3.0
LIT 144B	World Literature: 16th Century to the Present*	3.0
LIT 144BH	World Literature: 16th Century to the Present Honors*	3.0
PHIL 102	Introduction to Philosophy: Global Perspectives	3.0
PHIL 102H	Introduction to Philosophy: Global Perspectives Honors*	3.0
SPAN 101	Spanish I	4.5
SPAN 101S	Spanish for Spanish Speakers I	4.5
SPAN 102	Spanish II*	4.5
SPAN 102S	Spanish for Spanish Speakers II*	4.5
SPAN 201	Spanish III*	4.5
SPAN 201H	Spanish III Honors*	4.5
SPAN 202	Spanish IV*	4.5

Total: 21.0-24.0

NEW CERTIFICATES OF ACHIEVEMENT
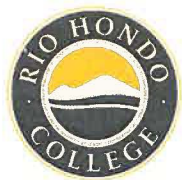
DATA ANALYTICS

Description

Division Mathematics, Sciences, and Engineering

Award Type Certificate of Achievement

Description

This certificate of achievement prepares students for work in the data analytics industry and for further study. Students discover how to harness the potential of big data to uncover valuable insights and enhance decision-making for practical challenges. Students acquire practical skills in data organization and presentation, programming, machine learning, statistical analysis, and other areas essential for a data science profession.

To acquire the **Certificate of Achievement in Data Analytics**, it is necessary to complete the following courses:

Program Sequencing

			Units: 21.0
CIT 101	Introduction to Computer Information Technology		3.0
CIT 111	Introduction to Programming		3.0
DSCI 100	Foundations of Data Science		4.0
DSCI 101	Statistics for Data Science*		4.0
CIT 172	Database Essentials in Amazon Web Services*		3.0
			4.0
MATH 170	Elements of Calculus*		4.0
OR			
MATH 190	Calculus I*		4.0
OR			
MATH 190H	Calculus I Honors*		4.0

Total: 21.0

DATA SCIENCE

Description

Division Mathematics, Sciences, and Engineering

Award Type Certificate of Achievement

Description

This certificate of achievement prepares students for work in the data science industry and for further study. Students discover how to harness the potential of big data to uncover valuable insights and enhance decision-making for practical challenges. Students acquire practical skills in data organization and presentation, programming, machine learning, statistical analysis, and other areas essential for the data science profession.

To acquire the **Certificate of Achievement in Data Science**, it is necessary to complete the following courses:

Program Sequencing

		Units: 21.0
CIT 101	Introduction to Computer Information Technology	3.0
CIT 111	Introduction to Programming	3.0
DSCI 100	Foundations of Data Science	4.0
DSCI 101	Statistics for Data Science[*]	4.0
CIT 172	Database Essentials in Amazon Web Services[*]	3.0
		4.0
MATH 190	Calculus I[*]	4.0
OR		
MATH 190H	Calculus I Honors[*]	4.0

Total: 21.0

GAME DEVELOPMENT FUNDAMENTALS

Description

Division Arts & Cultural Programs

Award Type Certificate of Achievement

Description
This certificate of achievement is designed for aspiring game developers, passionate gaming enthusiasts, and anyone eager to grasp the foundational principles essential for crafting compelling games. Required courses equip students with the knowledge and skills necessary to pursue entry-level positions within the diverse realm of the game development industry.

To acquire the **Certificate of Achievement in Game Development Fundamentals**, it is necessary to complete the following courses:
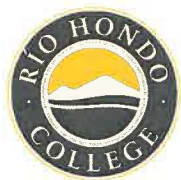
Program Sequencing

Required courses		**Units:** 17.0
ANIM 101	Introduction to Digital 3D Animation	4.0
ANIM 130	Modeling for Games	4.0
ART 170	Introduction to Digital Painting*	3.0
GAD 101	Introduction to Game Design	3.0
GAD 210A	Game Production Studio A*	3.0

*Prerequisite

Total: 17.0

GAME DEVELOPMENT PRODUCTION

Description

Division Arts & Cultural Programs

Award Type Certificate of Achievement

Description
This certificate of achievement is tailored for students who are passionate about game development and gaming. Required courses delve into advanced principles crucial for crafting engaging games, empowering students to solidify their foundational knowledge, and for acquiring the advanced skills necessary for higher-level roles in the game development industry.

To acquire the **Certificate of Achievement in Game Development Production**, it is necessary to complete the following courses:

Program Sequencing

Required Courses   **Units:** 18.0

Required Courses

GAD 102	Game Concept Design and Visual Development	3.0
GAD 103	Game Technologies and Engines	3.0
GAD 104	Game Level and Environment Design *	3.0
GAD 106	Game Prototyping and Mechanics*	3.0
GAD 203	Game Technologies and Systems *	3.0
GAD 210B	Game Production Studio B*	3.0

*Prerequisite

Total: 18.0

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