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ENTERTAINMENT INDUSTRY REGIONAL PROGRAM ADVISORY

**LOS ANGELES COMMUNITY
COLLEGE PROGRAM LOOK BOOK
April 29, 2025
10:00am - 12:00pm**



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MEETING AGENDA

Date and Time	April 29, 2025, from 10:00am – 12:00pm
Occupation Focus	Entertainment Industry
Opening Remarks	<p>Welcome and Introductions Pablo Martinez, LAEDC</p> <p>Los Angeles Regional Consortium Overview Dr. Narineh Makijan, LARC</p> <p>LAEDC Overview Jermaine Hampton, LAEDC</p> <p>Industry Demand Data Matthew Skyberg, LAEDC</p> <p>Industry Supply Data Luke Meyer, COE</p>
Discussion Topics Moderated by Jose Pelayo and Alicia Nyein	<p>State of the Industry:</p> <ol style="list-style-type: none"> 1. What are the current trends and challenges in the Entertainment industry that educational institutions should be aware of? 2. How is the growing importance of data analytics and audience insights reshaping decision-making and creating new opportunities within the entertainment industry? <p>Workforce Development:</p> <ol style="list-style-type: none"> 3. Considering the rapid evolution of the entertainment landscape, what are the most in-demand skills or qualifications you're hiring for right now? 4. How do you upskill your current teams, what's working, and where are the gaps? 5. How is emerging technology—such as AI, automation, and new digital platforms—transforming the entertainment industry, and what strategies can we use to stay ahead and adapt to these changes? <p>Building Equitable Talent Pipelines:</p> <ol style="list-style-type: none"> 6. How can community colleges play a stronger role in helping you fill talent gaps? 7. How can the entertainment industry build more inclusive workplaces that not only attract diverse talent but also foster long-term retention and career growth?
Curriculum Review and Feedback Poll	Community College Representation Feedback Poll
Closing Remarks	Next Steps and Adjournment Jermaine Hampton, LAEDC

LOS ANGELES COUNTY ECONOMIC DEVELOPMENT CORPORATION

The Los Angeles County Economic Development Corporation, a non-profit organization, champions equitable economic growth across the Los Angeles region.

LAEDC is committed to developing a competitive regional workforce because we know that a robust workforce and our economic growth as a region should not be separated from each other. We bring industry leaders and educational partners together within the economic development process. We want our education infrastructure to train the next generation of the workforce and ensure they receive relevant training and can join the industry of their choice. We know there needs to be an alignment between industry and our educational systems.

Vision

A reimagined Los Angeles regional economy – growing, equitable, sustainable, and resilient – that provides a healthy and high standard of living for all.

Mission

Reinventing our economy to collaboratively advance growth and prosperity for all.



Funded by the California Community Colleges Chancellor's Office under the Strong Workforce Program (SWP) as a Los Angeles Regional Project.

The Los Angeles County Economic Development Corporation (LAEDC) was founded in 1981 as a nonprofit, public-benefit organization to harness the power of private sector in collaboration with L.A. County, to guide economic development and create more widely shared prosperity. LAEDC collaborates with all stakeholders in the region including education, business, and government. Learn more at www.LAEDC.org.

Contact Information



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LOS ANGELES REGIONAL CONSORTIUM

Los Angeles Regional Consortium, as a consortium of LA's 19 community colleges, is working collectively to deliver on a promise that California community colleges are accessible and affordable to all who seek opportunities to realize a better future. LARC serves to coordinate, collaborate, organize, and facilitate interaction in the region to ensure workforce training is provided to all in a way that is accessible, efficient, responsive, data-driven and improves outcomes. We collaborate with K-12 partners, high-road employers, and priority industries to align impactful curriculum and workforce training programs, creating a seamless pathway for college and career readiness.

To learn more please visit www.losangelesrc.org

Mission

Our mission is to bridge the gap between LA's workforce and the employers fueling our cutting-edge economy. This will not only close the supply and demand gap, but also increase economic and social mobility for LA County residents.

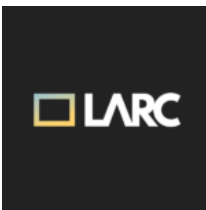
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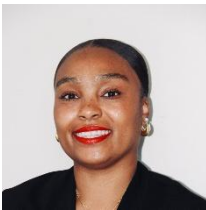
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CENTER OF EXCELLENCE FOR LABOR MARKET RESEARCH

The Los Angeles Center of Excellence for Labor Market Research (COE) hosted at Mt. San Antonio College represents expertise in labor market analysis with a focus on research design, educational and training program mapping, and identifying skill sets for emerging occupations as well as geospatial analysis. The COE maintains strategic alliances with research organizations whose relationships and technical expertise enhance COE research efforts and with industry associations that assist in validating research findings, ensuring that the most recent industry and labor market conditions are captured. COE studies are used to inform policy discussions, industry-wide legislative efforts, and regional workforce and economic development strategies, as well as guide program and resource development efforts by the California Community Colleges. These reports can be accessed at www.coecc.net.

Mission

The mission of the center is to research, analyze and present information on regional economic and workforce needs, customized for Community College decision making and curriculum planning.

Contact Information



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INDUSTRY REPRESENTATION

Michael Johnson | Director of Operations, ElectricNow | Electric Entertainment



Michael Johnson has worked to develop Electric Entertainment’s FAST channel and OTT App ElectricNOW from its inception in 2019. Michael manages all aspects of ElectricNOW, including but not limited to, the day-to-day overall maintenance of the app and channel. He serves as the main point of contact for all platform operations and programming as well as liaising between major streaming platforms like Amazon Prime Video, The Roku Channel, Sling, Xumo, etc. and CTV and hardware device companies such as Vizio, LG, and Samsung.

Prior to re-joining the Electric Entertainment team, Michael served as Director of Media Production at MLG Attorneys at Law where he conceptualized and developed the creative vision for video in litigation. Michael was also the video producer for Immortals Esports where he developed content for sponsored partners such as Toyota, Progressive, Bitstamp, and Nitto. Prior to that, Michael had served as Content Production Manager for KOJI and producer for MACHINIMA, INC.

Bryce-Loren Walker | Senior Manager of Talent Relations | Sesame Workshop



Bryce-Loren Walker is a 2x Emmy Award-winning producer, and a true storyteller at heart. Born and raised in New York and a proud Haitian American, she brings passion, purpose, and a deep love for representation to every project she touches.

As a Producer on Sesame Street, Bryce-Loren doesn’t just create content—she helps shape the way children see themselves in the world. She’s dedicated to making sure every child feels seen, valued, and inspired, weaving diversity and inclusion into the very fabric of every story told.

Beyond producing, Bryce-Loren is the Senior Manager of Talent Relations at Sesame Workshop and a fierce advocate for representation. She also co-leads the Sesame Workshop Puppeteer Mentorship Program, opening doors for the next generation of puppeteers to bring their magic to life. But her impact doesn't stop there. Bryce-Loren is the visionary founder of Black Women in TV & Film, a thriving community built to uplift, celebrate, and create space for Black women in entertainment. Through curated events, meaningful collaborations, and invaluable resources, she's ensuring that Black women's voices and stories are not only heard—but prioritized.

Whether she's mentoring talent, producing impactful stories, or creating spaces for Black women to thrive, Bryce-Loren is redefining what it means to have a seat at the table. And if there isn't a seat? Best believe she's building a whole new table.

Annwhitney McCombs | Director of Talent Acquisition | Skydance Animation



Annwhitney McCombs is the Director of Talent Acquisition at Skydance Animation, where she leads talent strategy for projects like "Ray Gunn" and other unannounced features. With a strong background in creative recruitment within the animation industry, including previous roles at Illumination and NBCUniversal, Annwhitney brings extensive experience in building and nurturing talent pipelines.

Dionisio Tafoya | President and Creative Director | Dionysus Creative, LLC



Dionisio Tafoya is a multi-disciplined media visionary working in traditional cinema and developing digital immersive experiences for entertainment, educational and enterprise applications. He is the founder and President of Dionysus Creative, LLC, a creative media solutions company; Board Member, Trustee and Chair of Professional Development for the Art Director's Guild, I.A.T.S.E. Local 800. He also sits on the advisory boards of the Burbank International Film Festival; California Department of Education's Animation, Media and Entertainment Board; Rose Water Visions, as well as the San Gabriel Valley K-12 Education Development Consortium.

Entertainment Industry Demand Data

The Entertainment industry is a vibrant and multifaceted sector that plays a critical role in cultural expression, artistic innovation, and economic strength. From blockbuster films to live concerts, digital streaming to broadcast television, entertainment serves as both a global export and a deeply local experience. As technology continues to transform how audiences engage with content, the industry has evolved to meet changing consumer expectations, embracing immersive experiences, interactive platforms, and on-demand access. In Southern California, a global hub for entertainment, this sector remains a vital engine of employment, creativity, and regional identity.

Industry Definition

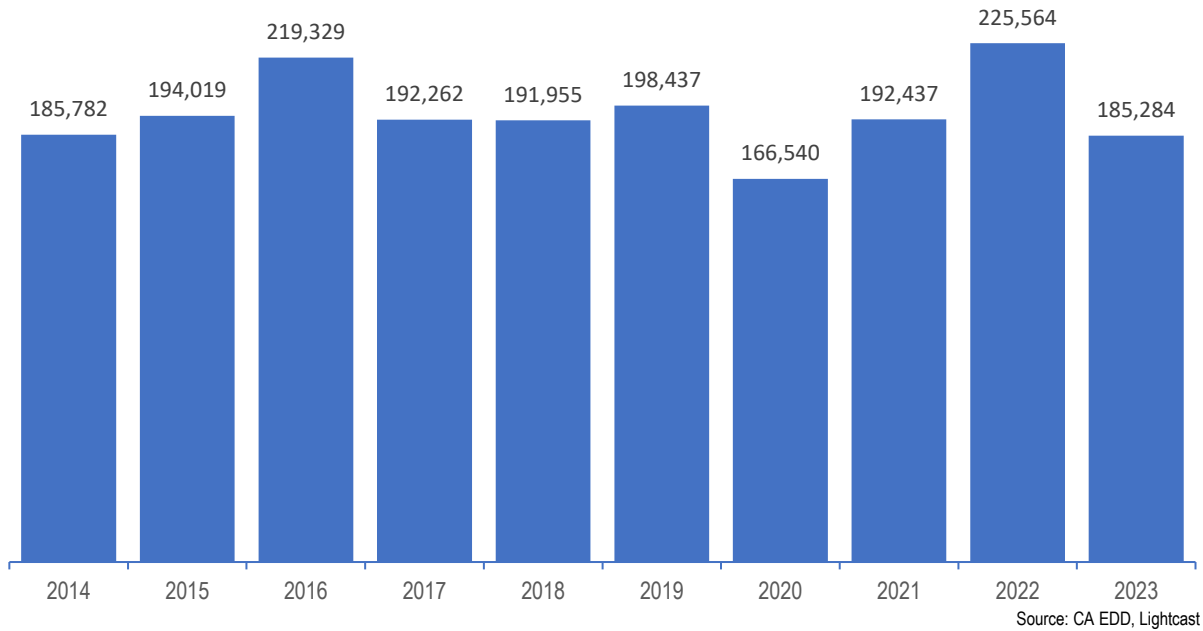
The Entertainment industry is primarily defined by three major NAICS industry groups, each representing a distinct yet interconnected part of the creative economy:

- **Motion Picture and Sound Recording Industries (NAICS 512):** This category includes establishments involved in the production, postproduction, distribution, and exhibition of motion pictures and sound recordings. It encompasses a wide range of activities from major film studios to independent music producers, as well as businesses supporting technical and creative production services.
- **Broadcasting and Content Providers (NAICS 516):** This segment covers organizations engaged in delivering audio and video programming through traditional broadcast systems and emerging digital platforms. It includes radio and television broadcasters, digital content creators, and media streaming distribution services. As audiences migrate toward on-demand and mobile content consumption, this industry continues to adapt by integrating new technologies and innovative delivery models.
- **Performing Arts, Spectator Sports, and Related Industries (NAICS 711):** This group comprises live performance organizations, professional sports teams, promoters, and independent artists. It also includes supporting services such as talent agencies and ticketing companies. These industries contribute significantly to cultural tourism, community identity, and regional economic activity through live events, festivals, and performances.

Together, these segments form the backbone of the Entertainment industry, fostering artistic expression, creating high-profile career opportunities, and generating substantial economic output. As content creation, distribution, and consumption evolve, the Entertainment industry must continuously innovate by embracing new business models, emerging technologies, and diverse creative voices to remain competitive in an increasingly global and digital marketplace.

Current Landscape

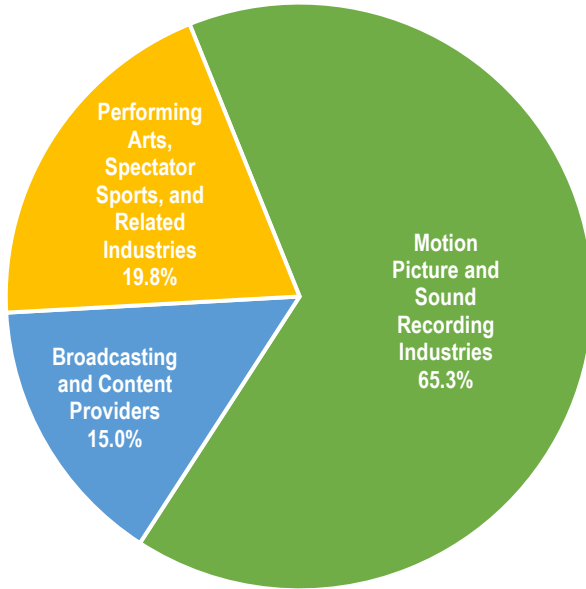
Exhibit 1-0
Entertainment Industry Employment
Los Angeles County, 2014 - 2023



The Entertainment industry employed nearly 186,000 people in 2014, growing to over 194,000 in 2015 and peaking at more than 225,000 jobs in 2022. Employment fluctuated over the period, reflecting cyclical trends, labor disruptions, and pandemic-related impacts. The most significant decline occurred in 2020, when industry employment dropped to just over 166,500 jobs amid widespread production shutdowns and live event cancellations.

Since that low point, employment in the Entertainment industry rebounded sharply, growing by 35.4 percent between 2020 and 2022, and adding nearly 59,000 net new jobs. However, this growth was not sustained in the following year, as employment declined to 185,284 jobs in 2023, erasing most of the post-pandemic gains.

Exhibit 1-2
Entertainment Industry Employment
Los Angeles County 2014



Source: CA EDD, Lightcast

Employment Distribution 2014-2023

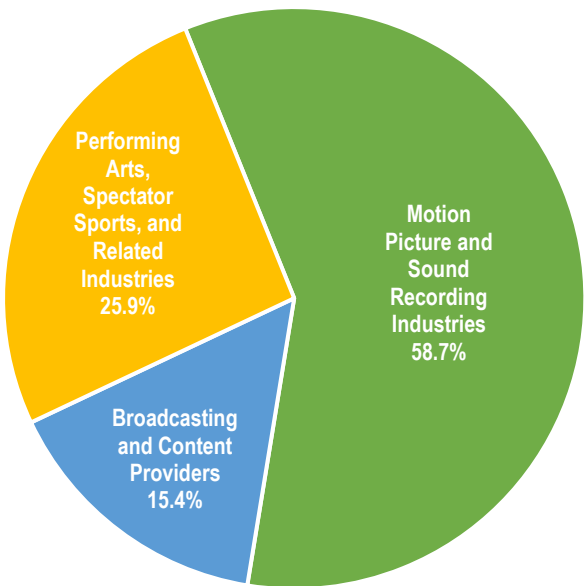
Motion Picture and Sound Recording Industries has consistently represented the largest share of employment within the Entertainment industry. Employment grew from 121,236 jobs in 2014 to a peak of 149,501 in 2022, before declining sharply to 108,741 in 2023. While the segment experienced a notable drop during 2020, it rebounded strongly in 2021 and 2022, reflecting post-pandemic recovery in film and television production. However, the 2023 decline may signal ongoing labor disruptions and production delays.

Broadcasting and Content Providers remained relatively stable over the period, with employment ranging from 27,827 in 2014 to 28,542 in 2023. This segment saw modest growth through 2018, followed by a gradual decline and plateau, suggesting a maturing industry shaped by digital streaming competition and evolving consumer preferences.

Performing Arts, Spectator Sports, and Related Industries experienced steady growth, increasing from 36,719 jobs in 2014 to 48,002 in 2023. After a major dip in 2020 due to COVID-19-related closures, the segment rebounded strongly in the following years. Growth in 2022 and 2023 reflects the resurgence of live events, audience demand, and expanded performance programming.

The Motion Picture and Sound Recording Industries segment remains the largest employer, though volatile, while Performing Arts, Spectator Sports, and Related Industries drove much of the post-pandemic recovery. In contrast, Broadcasting and Content Providers maintained employment stability, reflecting a more mature segment with slower growth. Collectively, these trends highlight the Entertainment industry's sensitivity to macroeconomic shocks and the growing importance of live performance and content diversification in a changing media landscape.

Exhibit 1-3
Entertainment Industry Employment
Los Angeles County 2023



Source: CA EDD, Lightcast

Average Annual Pay

All segments in the Entertainment industry have average annual earnings well above the MIT living wage of \$48,942 in Los Angeles County (single person in 2023).

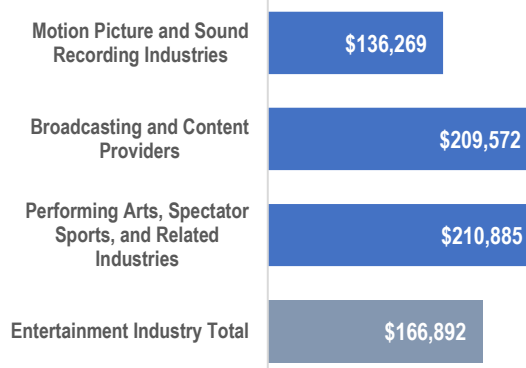
The highest-paying segment in 2023 was Performing Arts, Spectator Sports, and Related Industries, with an average annual wage of \$210,885, closely followed by Broadcasting and Content Providers at \$209,572. Both far surpass the county average.

In 2023, the average annual wage in:

- Los Angeles County was about \$78,600 per year
- The total Entertainment industry was approximately \$166,900 per year, reflecting strong wage levels across the industry.

All segments within Entertainment industry exceeded \$130,000 per year. The Motion Picture and Sound Recording Industries earned \$136,269, making it the lowest among the three, but still nearly double the county average wage. These figures reflect both the specialized skills required and the economic value generated by entertainment professionals in Southern California’s globally influential creative economy.

Exhibit 1-4
Average Annual Pay in the Entertainment Industry
Los Angeles County 2023



Source: QCEW, Lightcast

Real Wage Growth

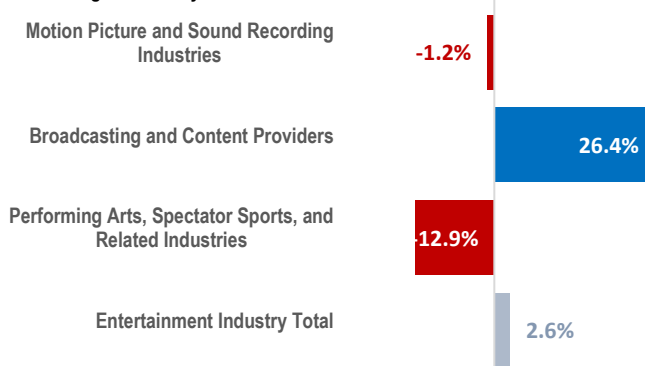
Over the past decade (2014 to 2023), real wage growth in the Entertainment industry varied significantly across segments, reflecting shifting industry dynamics and labor market pressures. The most substantial real wage growth occurred in Broadcasting and Content Providers, with an increase of 26.4 percent. This reflects sustained demand for digital content, streaming platforms, and multimedia production, leading to rising compensation for talent and technical workers in the segment.

Motion Picture and Sound Recording Industries saw a slight real wage decline of 1.2 percent, despite nominal gains over the period. This may reflect volatility in production schedules, freelance labor models, and the impacts of strikes or industry slowdowns.

Performing Arts, Spectator Sports, and Related Industries experienced the largest real wage decline at -12.9 percent, despite some of the highest nominal earnings in the industry. This likely stems from inflationary pressures, inconsistent recovery in live entertainment, and a rise in gig-based work post-pandemic. When adjusted for inflation, total real wages in the Entertainment industry increased by just 2.6 percent from 2014 to 2023. This modest growth suggests relative wage stagnation at the aggregate level, even as certain segments outperformed others.

Overall, the data illustrates a bifurcated landscape in the Entertainment industry, one where growth in digital content and broadcasting outpaces traditional and live segments in terms of real earnings gains.

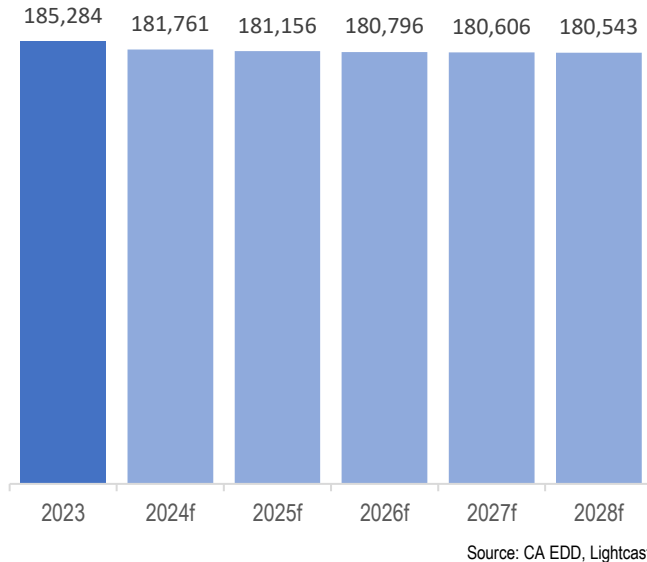
Exhibit 1-5
Real Wage Growth in the Entertainment Industry
Los Angeles County 2014-2023



Source: QCEW,

Employment Forecast

Exhibit 1-6
 Entertainment Industry Forecasted Employment
 Los Angeles County, 2023 - 2028



Forecasted Employment

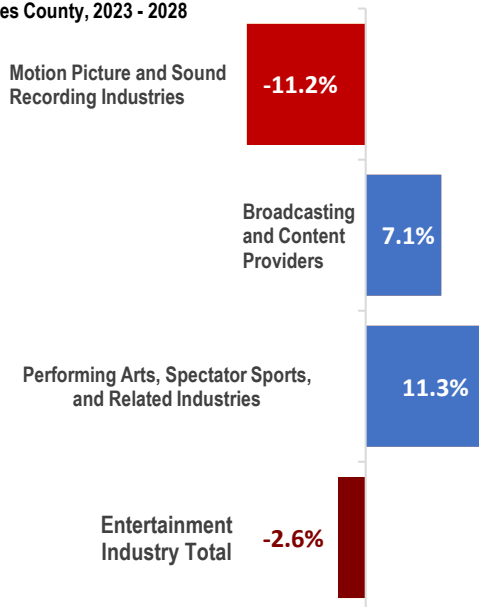
From 2023 to 2028, total employment in the Entertainment industry is projected to decline from 185,284 to 180,543 jobs, a reduction of approximately 4,700 jobs.

The largest job losses are expected in the Motion Picture and Sound Recording Industries, which are forecasted to shed over 12,000 jobs during the period.

Employment in Broadcasting and Content Providers is expected to grow modestly, adding about 2,000 jobs, while Performing Arts, Spectator Sports, and Related Industries is projected to expand by more than 5,400 jobs.

These projections reflect continued contraction in traditional film production alongside steady gains in broadcasting and live performance sectors.

Exhibit 1-7
 Entertainment Industry Forecasted Employment Growth
 Los Angeles County, 2023 - 2028



Source: Lightcast

Forecasted Employment Growth by Segment

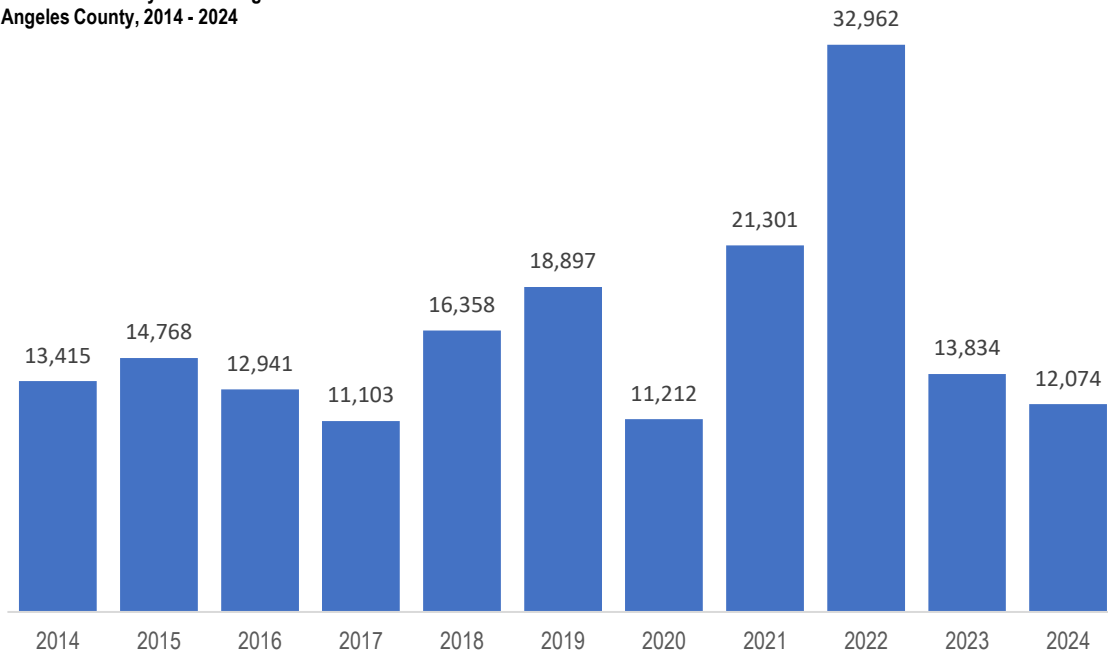
Performing Arts, Spectator Sports, and Related Industries is expected to grow the fastest, with a 11.3 percent increase in employment between 2023 and 2028.

Broadcasting and Content Providers is projected to grow by 7.1 percent, supported by ongoing expansion in digital media and streaming platforms. Motion Picture and Sound Recording Industries is forecasted to decline by 11.2 percent, the steepest drop among the three segments.

Overall, these changes signal a structural shift in the Entertainment industry, with growth concentrated in live and digital experiences while traditional production continues to decline.

Job Postings

Exhibit 1-8
Entertainment Industry Job Postings
Los Angeles County, 2014 - 2024

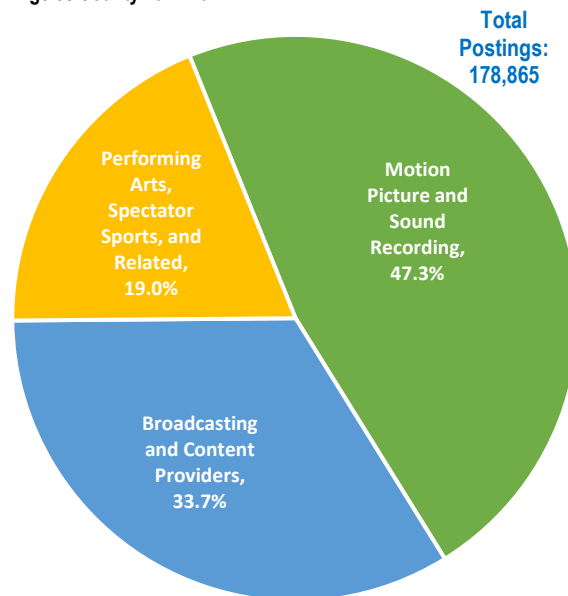


Source: Lightcast

Distribution of Job Postings

Broadcasting and Content Providers accounted for the largest share of job postings between 2014 and 2024, representing 47.3 percent of all postings in the Entertainment industry. This reflects strong demand for talent in streaming, media production, and digital content distribution. Performing Arts, Spectator Sports, and Related Industries made up 33.7 percent of job postings, highlighting continued interest in live entertainment, event production, and performance-related occupations. Motion Picture and Sound Recording Industries contributed 19.0 percent of total postings. While still significant, this smaller share suggests reduced hiring activity in traditional film and sound production compared to other entertainment segments. Overall, job postings indicate a workforce shift toward digital media and live experiences, with relatively less demand growth in film and recording compared to past decades.

Exhibit 1-9
Distribution of Job Postings in the Entertainment Industry
Los Angeles County 2014-2024



Source: CA EDD, Lightcast

Job Postings by Segment

Motion Picture and Sound Recording Industries had the highest number of postings across most years, peaking at 15,859 postings in 2022. However, postings fell sharply to 5,290 in 2023 and remained flat at 5,288 in 2024, reflecting volatility in production activity.

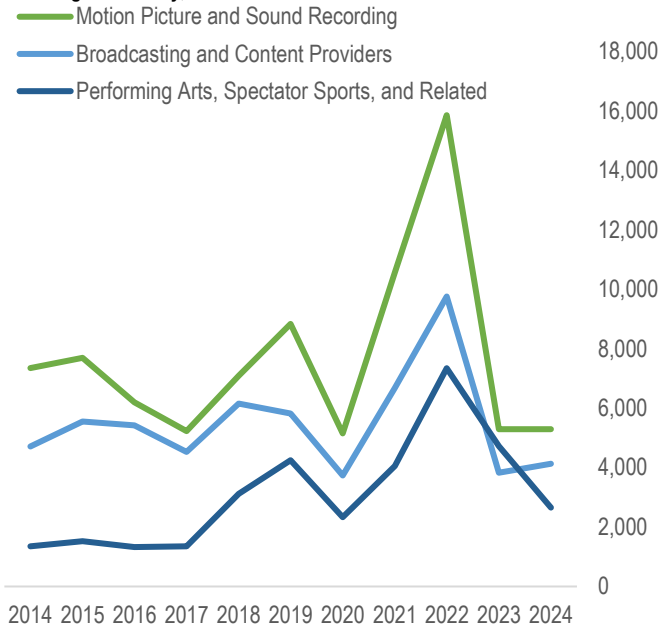
Broadcasting and Content Providers peaked earlier, with 9,758 postings in 2022, before declining to 3,826 in 2023 and slightly rebounding to 4,128 in 2024.

Performing Arts, Spectator Sports, and Related Industries saw steady growth through 2022, reaching 7,345 postings, followed by a drop to 4,718 in 2023 and further to 2,658 in 2024, reflecting possible saturation or seasonal contraction in live event hiring.

Overall Entertainment industry job postings peaked in 2022 with 32,962 listings, but fell by more than half to 13,834 in 2023 and declined again to 12,074 in 2024.

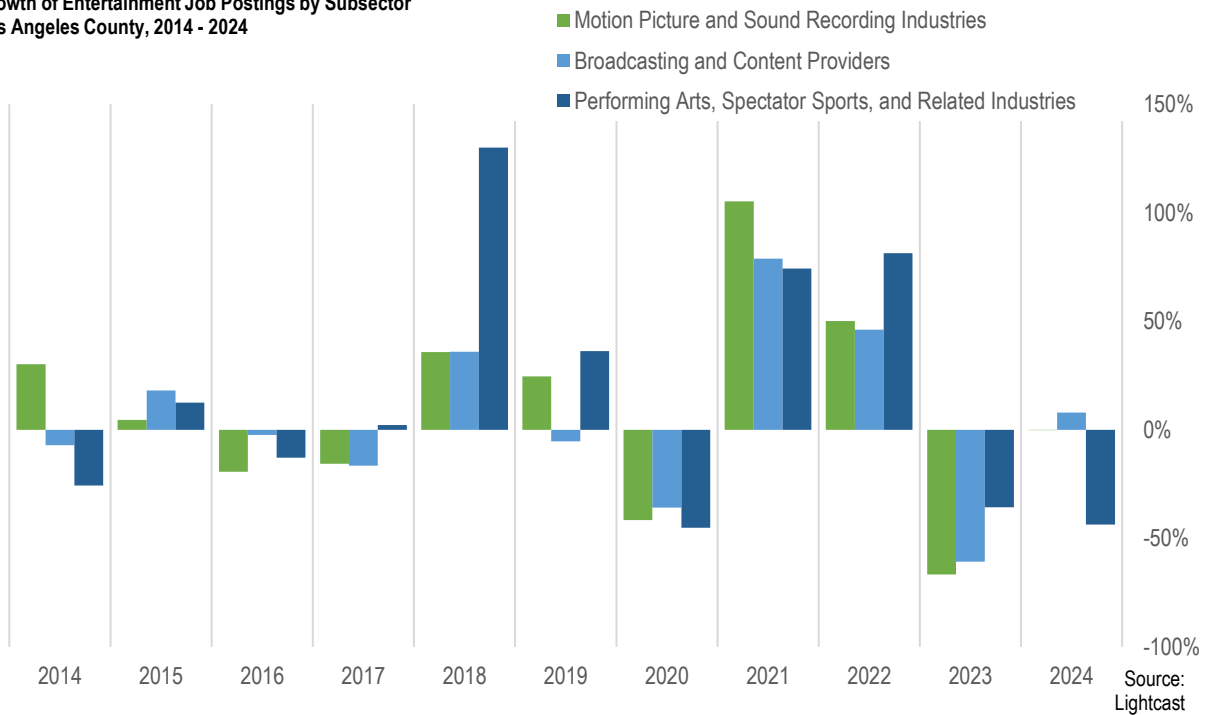
These trends suggest a cooling labor demand in entertainment following a post-pandemic hiring surge, with job postings down across all segments by 2024.

Exhibit 1-10
Entertainment Industry Job Postings by Subsector
Los Angeles County, 2014 - 2024



Source: Lightcast

Exhibit 1-11
Growth of Entertainment Job Postings by Subsector
Los Angeles County, 2014 - 2024



Source: Lightcast

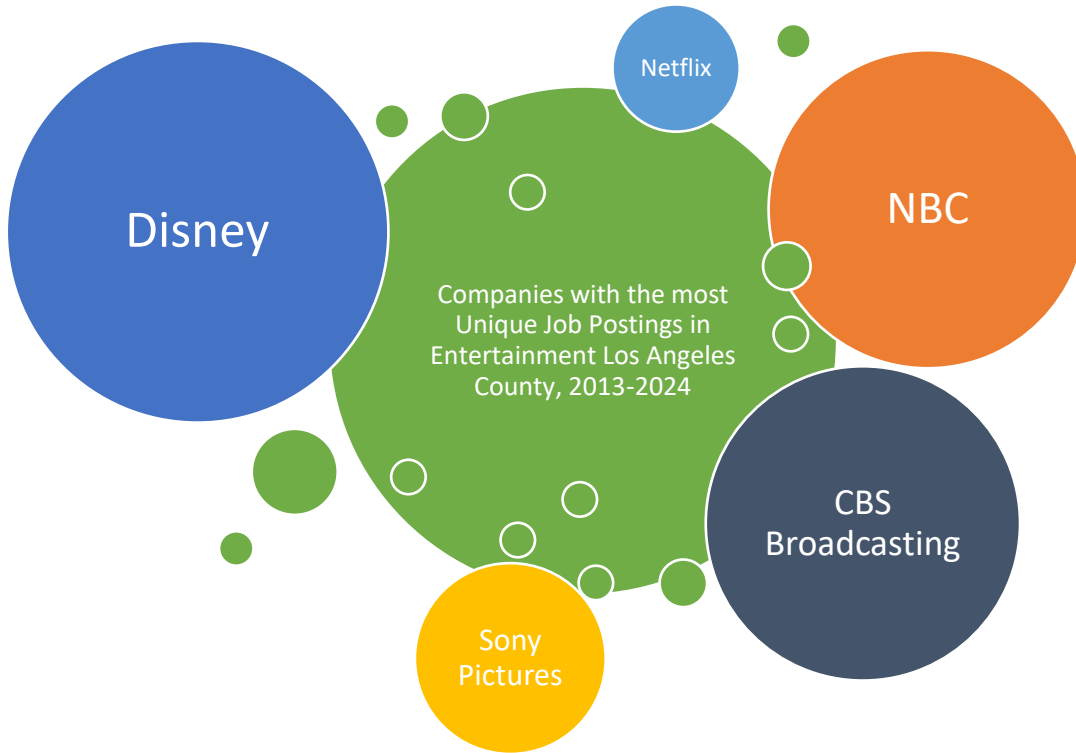
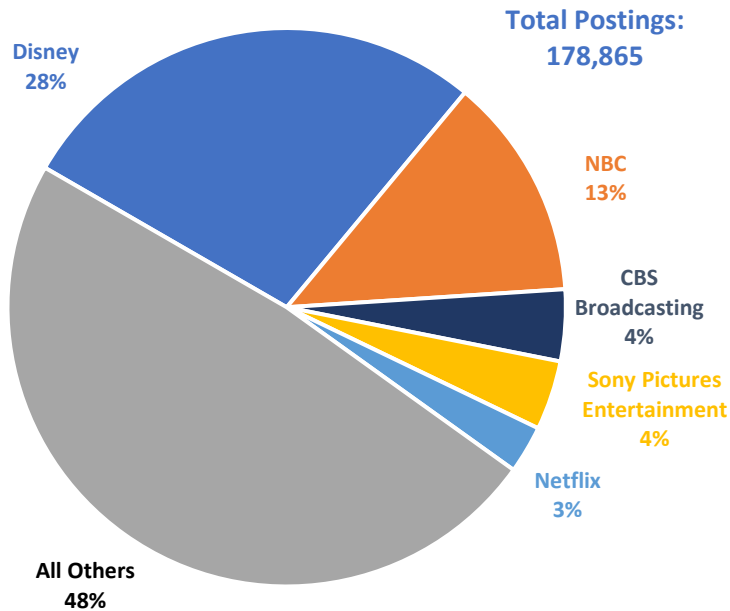


Exhibit 1-12
Concentration of Top 5 Companies by Job Postings for Entertainment Industry
Los Angeles County 2014 - 2024



Source: Lightcast

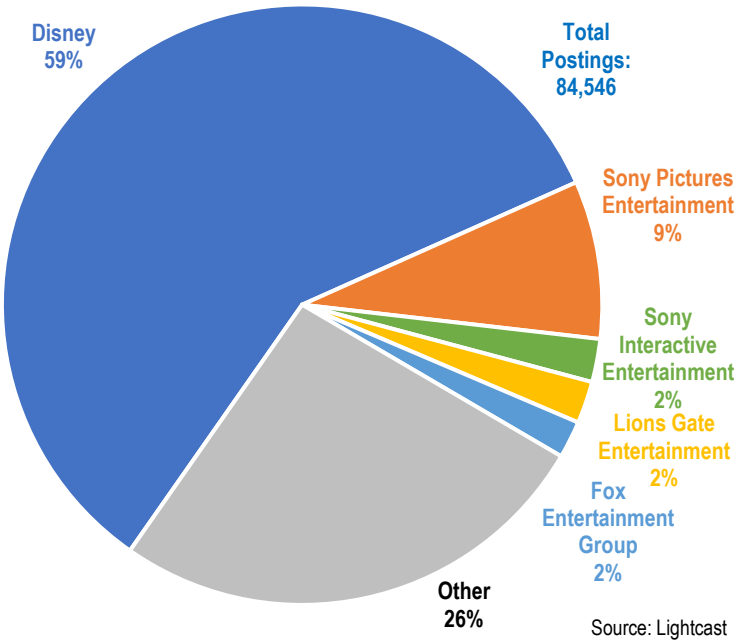
Overall Entertainment Industry

Top 5 companies in the Entertainment industry and their share of job posts from 2014-2024. Postings are fairly concentrated in these 5 companies, accounting for 52 percent of all postings in the industry over this period.

Exhibit 1-13
Concentration of Hiring Among the Top 5 Companies by Job Postings in the Entertainment Industry
Los Angeles County 2014 - 2024



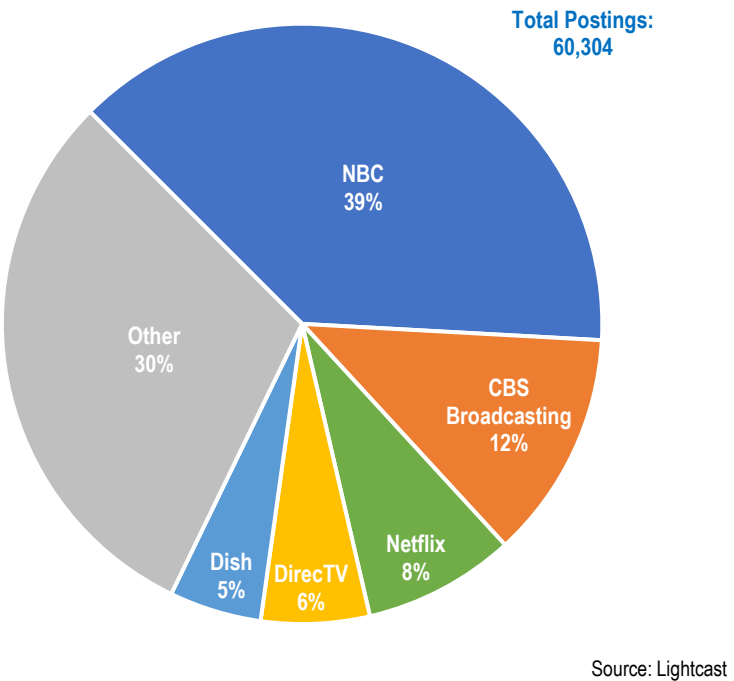
Exhibit 1-14
Job Postings for Motion Picture and Sound Recording Industries
Los Angeles County 2014 - 2024



Motion Picture and Sound Recording Industries Segment

Top 5 companies in the Motion Picture and Sound Recording Industries segment and their share of job posts from 2014-2024. Postings are fairly concentrated in these 5 companies, accounting for 74 percent of posts in the segment.

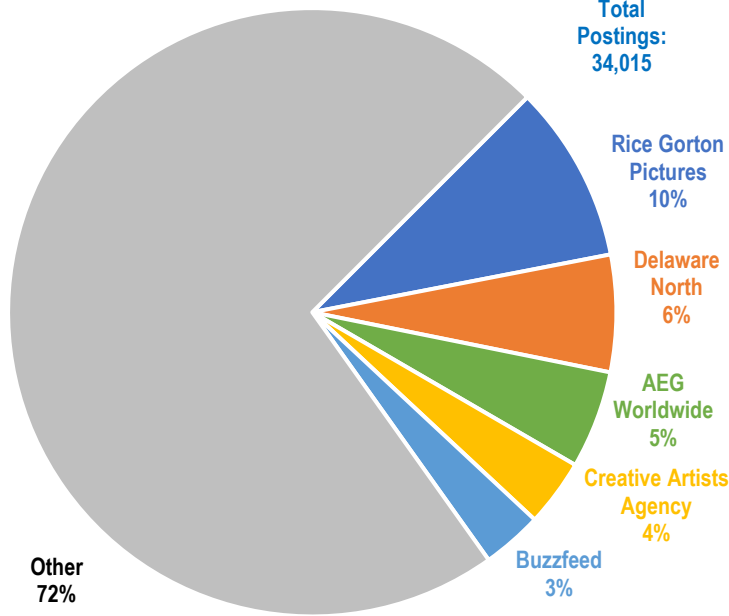
Exhibit 1-15
Job Postings for Broadcasting and Content Providers
Los Angeles County 2014 - 2024



Broadcasting and Content Providers

Top 5 companies in the Broadcasting and Content Providers segment and their share of job posts from 2014-2024. Postings are highly concentrated in these 5 companies, accounting for 70 percent of posts in the segment.

Exhibit 1-16
Job Postings for Performing Arts, Spectator Sports, and Related Industries
 Los Angeles County 2014 - 2024



Source: Lightcast

Performing Arts, Spectator Sports, and Related Industries

Top 5 companies in the Performing Arts, Spectator Sports, and Related Industries segment and their share of job postings from 2014-2024. Postings are fairly concentrated in these 5 companies, accounting for 28 percent of posts in the segment.

Industry Demographics

Age of Workers

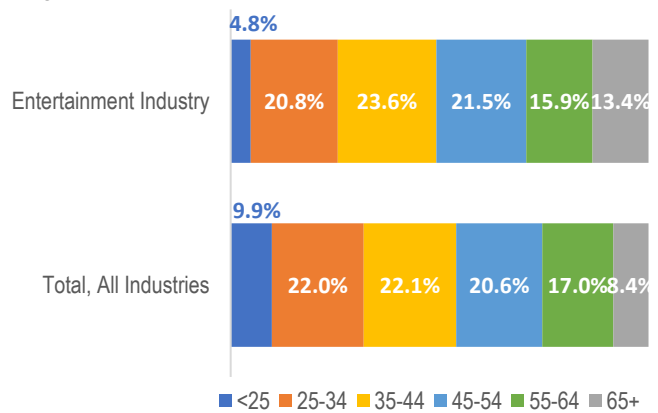
Over 44 percent of employees in the Entertainment industry are between the ages of 25 and 44, which is slightly above the all-industry average of 44.1 percent in Los Angeles County. This suggests a workforce that is not significantly younger than average.

Only 4.8 percent of workers in the Entertainment industry are under the age of 25, well below the 9.9 percent share across all industries. This may indicate fewer entry-level roles or limited early-career access in entertainment occupations.

Workers aged 45 to 64 make up 37.4 percent of the Entertainment workforce, closely aligning with the all-industry share of 37.6 percent, reflecting a typical presence of mid-to-late career professionals.

The Entertainment industry stands out for its relatively high share of older workers: 13.4 percent of employees are aged 65 or older, compared to 8.4 percent across all industries. This suggests that a larger portion of entertainment professionals remain active later in life, possibly due to freelance work, consulting, or passion-driven careers.

Exhibit 1-17
Age of Workers 2023



Source: Lightcast

Education Level of Workers

40.2 percent of workers in the Entertainment industry hold a Bachelor's degree or higher, significantly above the all-industry average of 26.3 percent, reflecting a strong demand for highly educated talent.

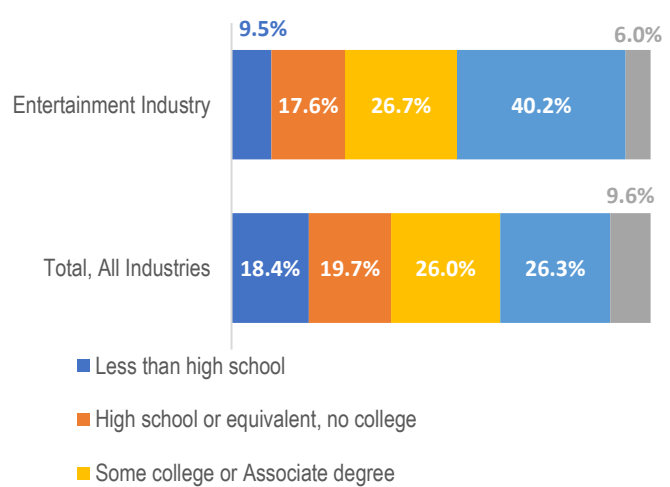
26.7 percent of workers have some college experience or an Associate degree, slightly higher than the 26.0 percent across all industries.

27.1 percent of the workforce has a high school diploma or less, which is considerably lower than the 38.1 percent across all industries. This suggests that most roles in the Entertainment industry require some level of post-secondary education.

The share of workers with less than a high school diploma is 9.5 percent, notably lower than the 18.4 percent all-industry average, reinforcing the industry's shift toward more skilled and credentialed labor.

Educational attainment is not available for 6.0 percent of Entertainment workers (typically those aged 24 or younger), compared to 9.6 percent across all industries, indicating a smaller proportion of young or early-career workers.

Exhibit 1-18
Education Level of Workers 2023



Source: Census

Race/Ethnicity of Workers

White workers make up the largest share of the Entertainment industry at 59.6 percent, significantly higher than the 33.4 percent share across all industries in Los Angeles County.

Hispanic or Latino workers represent 17.7 percent of the Entertainment workforce, much lower than their 40.3 percent share in the overall workforce, indicating underrepresentation in this sector.

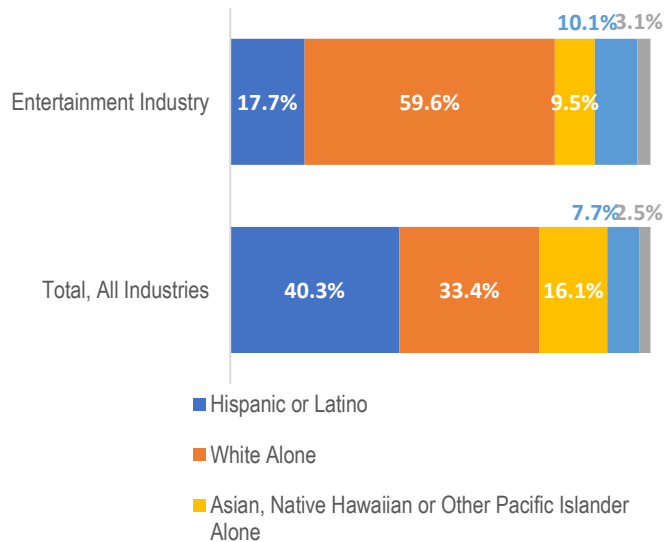
Asian, Native Hawaiian, or Other Pacific Islander workers account for 9.5 percent, compared to 16.1 percent across all industries.

Black or African American workers make up 10.1 percent of the industry, a slightly higher share than the 7.7 percent across all industries.

Workers identified as Other race or ethnicity represent 3.1 percent of the Entertainment workforce, compared to 2.5 percent across all industries.

Overall, the Entertainment industry has less racial and ethnic diversity than the broader workforce, particularly in the underrepresentation of Hispanic and Asian workers.

Exhibit 1-19
Race/Ethnicity of Workers 2023



Source: Census

Gender of Workers

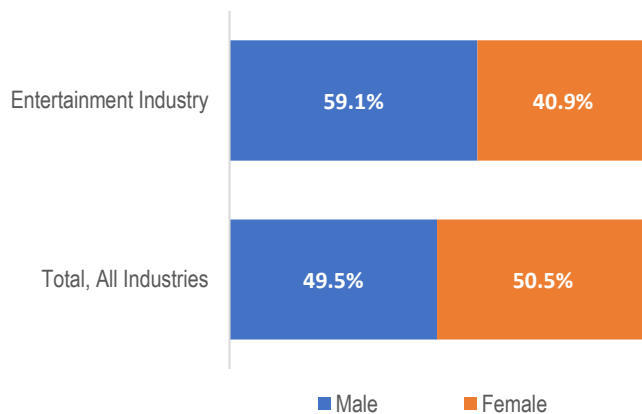
The Entertainment industry has a predominantly male workforce, with 59.1 percent of workers identifying as male and 40.9 percent as female.

This contrasts with the overall workforce in Los Angeles County, where men make up 49.5 percent and women account for 50.5 percent, indicating a notable gender gap in entertainment occupations.

The industry's gender imbalance suggests that women are underrepresented compared to other sectors, particularly in production, technical, and performance roles.

Addressing this disparity could support greater equity and inclusion, especially as the industry continues to evolve and expand across digital and live formats.

Exhibit 1-20
Gender of Workers 2023



Source: Census

Industry Segment Profiles

Metric		Motion Picture and Sound Recording Industries	Broadcasting and Content Providers	Performing Arts, Spectator Sports, and Related Industries	All Industries
Gender	Male	61.0%	56.3%	56.5%	49.5%
	Female	39.0%	43.7%	43.5%	50.5%
Education	Less than HS	8.7%	9.4%	12.0%	18.5%
	High School	17.8%	15.3%	19.1%	19.7%
	Some College / Associates	27.3%	23.7%	27.2%	26.0%
	Bachelor's degree or advanced degree	41.1%	47.5%	31.7%	26.2%
	Educational attainment not available (workers aged 24 or younger)	5.1%	4.1%	10.1%	9.6%
Age	<25	3.5%	3.8%	8.4%	9.6%
	25-34	15.7%	29.6%	27.2%	21.8%
	35-44	22.6%	28.7%	22.8%	22.1%
	45-54	23.2%	21.3%	17.7%	20.2%
	55-64	18.0%	12.1%	13.4%	16.9%
	>65	17.0%	4.5%	10.6%	9.3%
Race	Hispanic	14.8%	20.2%	22.6%	40.3%
	White	64.1%	48.5%	56.0%	33.4%
	Asian, Pacific Islander	7.1%	20.7%	8.2%	15.8%
	Black	10.8%	7.5%	10.0%	7.7%
	All Others	3.1%	3.0%	3.2%	2.9%

Source: Lightcast

Workforce Demographics in the Entertainment Industry Segments

Gender Distribution

- Motion Picture and Sound Recording Industries are the most male-dominated, with 61.0 percent male workers.
- Broadcasting and Content Providers (56.3 percent male) and Performing Arts, Spectator Sports, and Related Industries (56.5 percent male) also show male-majority workforces.
- In contrast to the 49.5 percent male workforce across all industries, all three segments of the entertainment industry exhibit a significant gender imbalance.

Education Levels

- The highest education levels are found in Broadcasting and Content Providers, where 47.5 percent of workers hold a bachelor's degree or higher, compared to 41.1 percent in Motion

Picture and Sound Recording Industries and 31.7 percent in Performing Arts, Spectator Sports, and Related Industries.

- The share of workers with some college or an associate degree is consistent across segments (ranging from 23.7 to 27.3 percent), aligning closely with the all-industry average of 26.0 percent.
- Performing Arts, Spectator Sports, and Related Industries has the largest share of workers with less than a high school diploma (12.0 percent).
- All segments have a lower share of workers without a high school diploma compared to the all-industry average of 18.5 percent, reinforcing the education demands of entertainment occupations.

Age Distribution

- The entertainment industry workforce skews older in Motion Picture and Sound Recording Industries, where 35 percent are aged 55 and up, and 17 percent are over age 65, nearly double the all-industry average of 9.3 percent.
- Performing Arts, Spectator Sports, and Related Industries has the youngest workforce, with 8.4 percent under age 25, and 56 percent under age 45.
- Broadcasting and Content Providers has the largest concentration of workers aged 25–44 (58.3 percent), compared to 43.9 percent across all industries.
- These trends reflect generational divides within entertainment, with film production relying more on experienced talent, and live/digital entertainment drawing younger professionals.

Racial and Ethnic Representation

- White workers are overrepresented in all entertainment segments, making up 64.1 percent in Motion Picture and Sound Recording Industries, 48.5 percent in Broadcasting and Content Providers, and 56.0 percent in Performing Arts, Spectator Sports, and Related Industries, compared to just 33.4 percent across all industries.
- Hispanic workers are underrepresented, particularly in Motion Picture and Sound Recording Industries (14.8 percent) versus 40.3 percent across all industries.
- Asian and Pacific Islander workers are most prevalent in Broadcasting and Content Providers (20.7 percent), exceeding the all-industry average of 15.8 percent.
- Black workers account for 10 percent to 10.8 percent in Performing Arts, Spectator Sports, and Related Industries and Motion Picture and Sound Recording Industries, higher than the all-industry rate of 7.7 percent.
- Overall, racial diversity varies significantly by segment, with Broadcasting and Content Providers being the most racially diverse.

Key Demographic Takeaways

- The entertainment workforce is more highly educated than the general workforce, especially in Broadcasting and Content Providers and Motion Picture and Sound Recording Industries segments.
- Gender imbalances persist across all three segments, with male workers making up a clear majority.
- White workers are disproportionately represented, while Hispanic and Asian workers are underrepresented in most segments.
- Motion Picture and Sound Recording Industries leans older, Broadcasting and Content Providers mid-career, and Performing Arts, Spectator Sports, and Related Industries younger, showing unique age dynamics across sub-industries.
- These differences reflect both legacy structures in film and live performance and emerging opportunities in digital and broadcast media.

Entertainment Industry Supply Data

Community College Talent Supply

The California Community Colleges offer a wide variety of media and communications instructional programs focused on the entertainment industry. Many of these programs provide students with the history, theories, principles, techniques, functions, technologies and creative processes of television and video as well as the principles of film making and film production. There are five primary entertainment programs with offerings at Los Angeles County’s community colleges listed below. Several related programs are also listed in the table below.

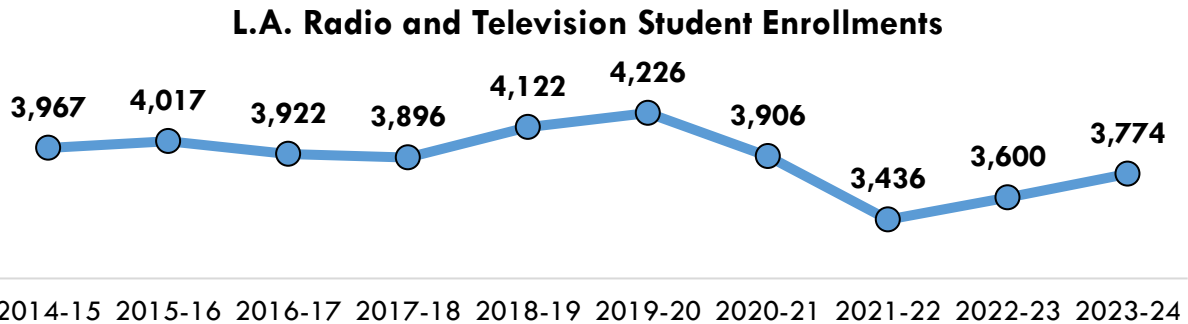
These program offerings are housed within the California Community College Chancellor’s Office designated industry sector: Information and Communication Technologies-Digital Media (ICT-DM). Regional employers having difficulty hiring for related work roles should proactively connect with the colleges listed below to establish a reliable talent pipeline to avoid current and future workforce shortages.

Radio and Television 0604.00	Radio 0604.10	Television (including combined TV/Film/Video) 0604.20	Broadcast Journalism 0604.30	Film Production 0612.20
<ul style="list-style-type: none"> • L.A. Valley • Long Beach City • Mt. San Antonio • Santa Monica 	<ul style="list-style-type: none"> • L.A. Valley • Mt. San Antonio • Pasadena City 	<ul style="list-style-type: none"> • Cerritos • Citrus • East L.A. • El Camino • Glendale • L.A. City • L.A. Mission • L.A. Pierce • L.A. Valley • Long Beach City • Mt. San Antonio • Pasadena City • Rio Hondo • West L.A. 	<ul style="list-style-type: none"> • Long Beach City • Pasadena City 	<ul style="list-style-type: none"> • Cerritos • East L.A. • L.A. City • L.A. Valley • Long Beach City • Santa Monica • West L.A.
Local Program Titles				
<ul style="list-style-type: none"> • Broadcasting Programming & Production • Esports Mgmt, Production, and Performance • Television Sports Broadcasting • Video Engineering • On-Set Camera and DIT Skills 	<ul style="list-style-type: none"> • Audio Media • On-the-Air Radio Broadcasting • Radio/Audio Industry • Radio Production • Screenwriting • Sound for Film • Working with Actors 	<ul style="list-style-type: none"> • Cinematography and Editing • Digital Film Production • Documentary Film Production • Grip and Lighting • Post-Production • Unscripted TV Production 	<ul style="list-style-type: none"> • Broadcast Journalism • TV Broadcast News • Line Producing & Unit Production Management (UPM) Skills • Virtual Production, Motion Capture, and Advanced Visual Effects 	<ul style="list-style-type: none"> • Cinema Production & Post-Production • Cinematography • DaVinci Resolve Techniques • Digital Film Editing • Entertainment Industry: Entry-Level Preparation • Production Assistant

Source: [California Community Colleges Chancellor’s Office Management Information Systems Data Mart](#) & [The California Community Colleges Chancellor’s Office Curriculum Inventory System \(COCI\)](#)

Entertainment Student Enrollments

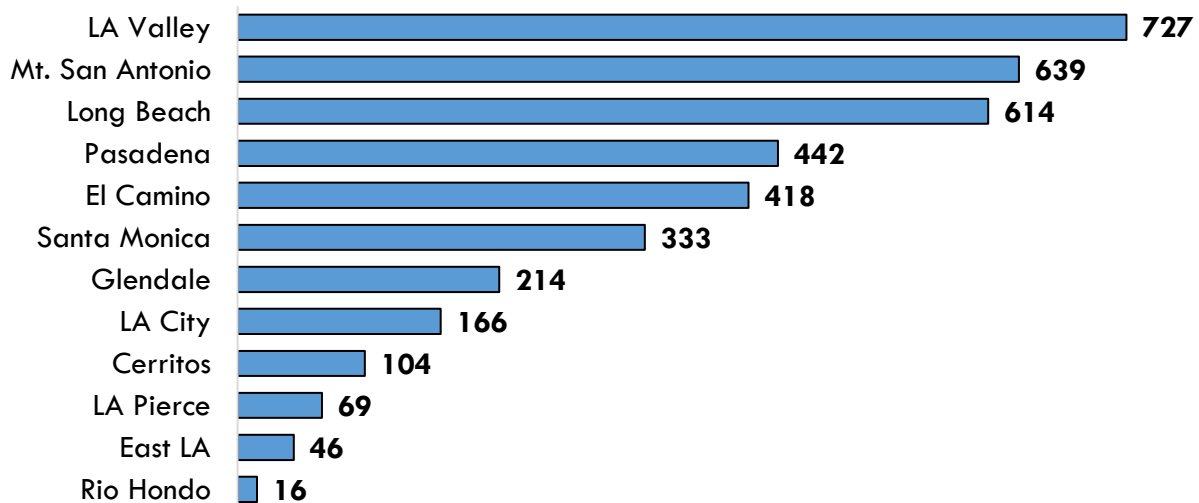
Since the 2014-15 academic year, student enrollments in radio and television (TOP 0604) courses have fluctuated, with a decade-high enrollment of 4,226 students during the 2019-20 academic year. After declining enrollment in 2020-21 and 2021-22, most likely due to the COVID-19 pandemic, the number of radio and television students has increased by 338 students over the last two academic years (9%) to 3,774 in 2023-24. The exhibit below displays radio and television student enrollments by academic year over the last decade.



Source: [DataVista](#)

Looking more closely at the student enrollments from the 2023-24 academic year, the exhibit below displays the number of students enrolled in at least one radio and television term. There were enrollments at 12 of the 19 colleges, with L.A. Valley, Mt. San Antonio and Long Beach colleges each enrolling more than 600 students.

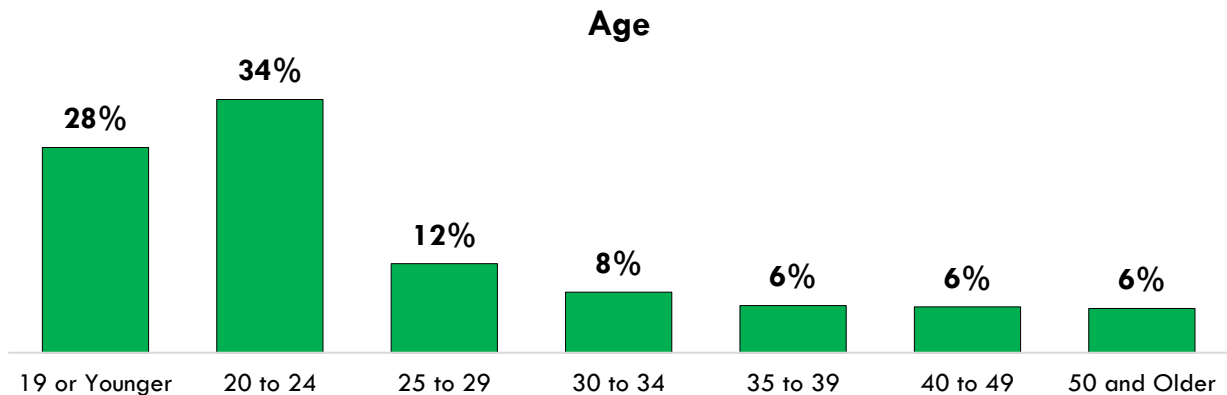
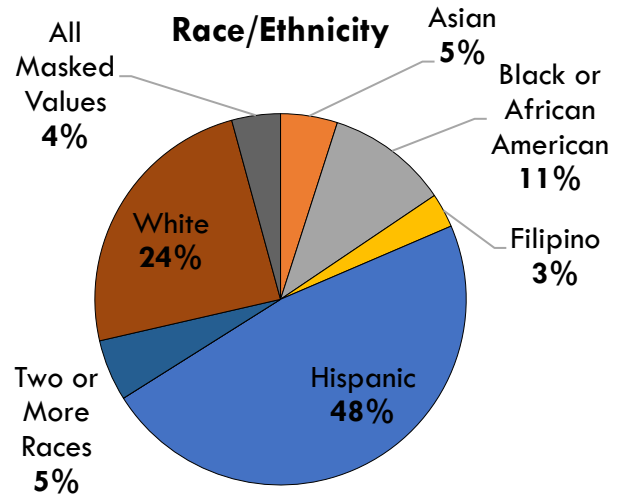
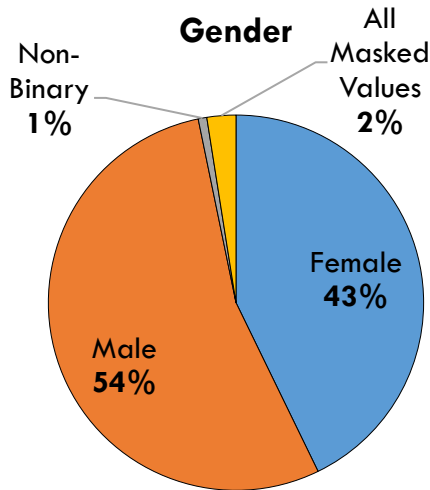
L.A. Radio and Television Student Enrollments, 2023-24



Source: [DataVista](#)

Entertainment Student Demographics

Just over half of radio and television students at the L.A. community colleges are male, nearly half identify as Hispanic, and 62% are 24 years old or younger. This emerging workforce population of L.A. radio and television community college students is an asset for regional employers seeking to diversify and strengthen their workforce. The exhibits below display the L.A. marketing and distribution student demographics of the 3,774 students enrolled in the 2023-24 academic year.

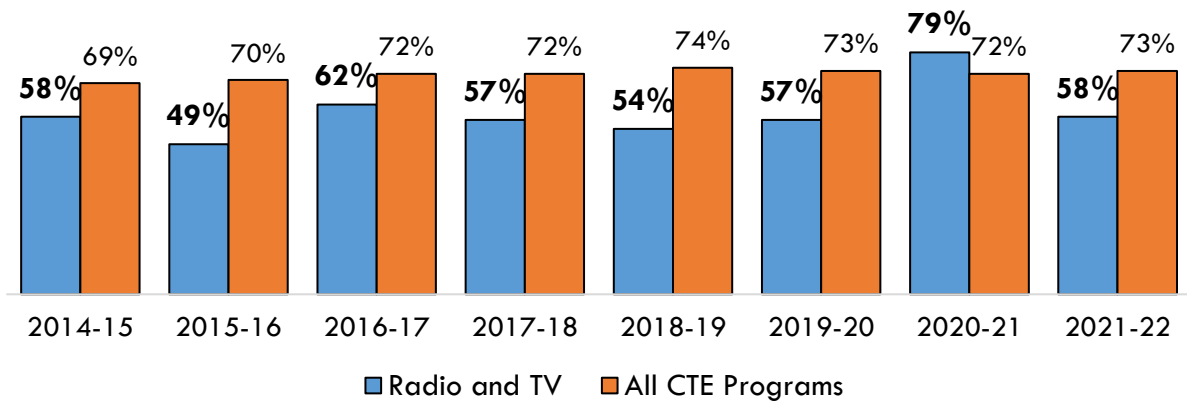


Source: [DataVista](#)

Entertainment Student Employment Outcomes

According to DataVista data, an average of 59% of exiting students from L.A.'s radio and television programs reported working in a job closely related to their field of study between 2014-15 and 2021-22. Compared with the average across all CTE exiting students (72%), L.A. radio and television students have reported working in a job closely related to their field of study at a lower rate compared to the average across all CTE programs during this time, with 2020-21 as the only exception. This speaks to the difficulty our students face trying to break into the entertainment industry in L.A.

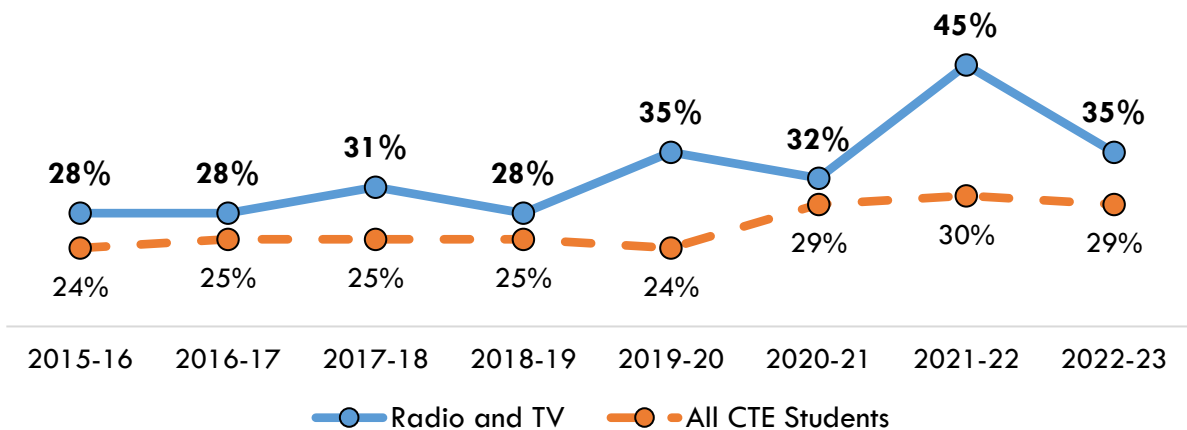
Students with a Job Closely Related to Their Field of Study



Source: [DataVista](#)

L.A. radio and television students increased their annual earnings by 35% in the latest year that this data is available (2022-23). Since 2015-16, this is the only core student employment outcome metric that L.A.'s radio and television students have outperformed the average across all CTE programs. The median change in earnings compares how much money students made prior to beginning their program with how much they earn after leaving their program, with higher numbers indicating a larger increase in earnings.

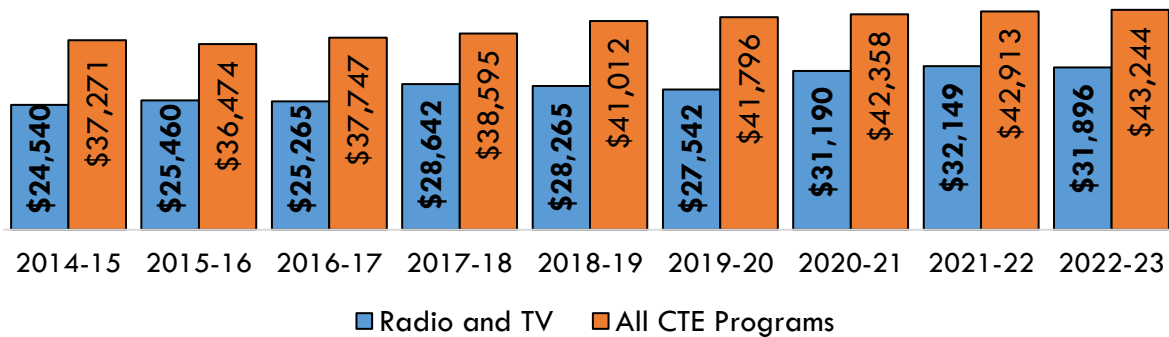
Median Change in Earnings



Source: [DataVista](#)

Median annual earnings for radio and television students in the latest available year (2022-23) were \$31,896, about \$11,000 less than the median across all CTE programs. In fact, during this entire time period, radio and television students have earned close to \$12,000 less per year than the median across all CTE programs. This could be due to a number of factors- the higher prevalence of gig work in the entertainment industry compared to other industries, unstable employment patterns in this tumultuous sector, or simply low wages for entry-level workers.

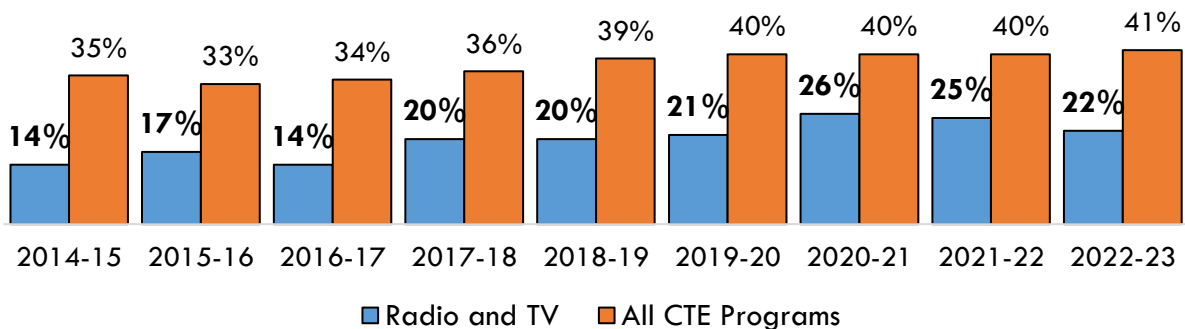
Median Annual Earnings



Source: [DataVista](#)

Out of all L.A. students who exited radio and television programs in the 2022-23 academic year, only 22% attained the living wage or greater, which was \$38,217 at the time these calculations were made. Since 2014-15, the percentage of exiting radio and television students who attained the living wage steadily increased, peaking in 2020-21 at 26%, however, this was still 14 percentage points lower than the average across all CTE programs. During this entire time, the portion of students earning a living wage after exiting a radio and television program in L.A. has been approximately 18 percentage points lower than the average across all CTE programs. The rising rate of inflation, coupled with increasing living costs, places a premium on our students landing jobs that pay above a living wage to adequately support themselves and in many cases, their families.

Attained Living Wage



Source: [DataVista](#)

Entertainment Programs at-a-glance

To demonstrate the size and breadth of entertainment programs offered by L.A.'s community colleges, the table below displays the number of awards issued (certificates and degrees) from LA's radio and television programs over the most recent three academic years. Television (including combined TV/film/video) (0640.20) has issued the greatest number of awards, averaging 341 degrees and certificates awarded during the last three years, followed by Film Production (0612.20) with 280 awards annually during this time period. These two TOP codes account for 92% of the radio and television-related awards conferred annually in L.A. County.

TOP6 - Program Title	2020-21	2021-22	2022-23	Latest 3 Yr Avg
0604.20 - Television (including combined TV/film/video)	334	321	368	341
0612.20 - Film Production	247	261	333	280
0604.00 - Radio and Television	24	30	40	31
0604.10 - Radio	5	18	17	13
0604.30 - Broadcast Journalism	7	7	7	7
Total	617	637	765	673

Source: [California Community Colleges Chancellor's Office Management Information Systems Data Mart](#)

Middle-Skill Entertainment Occupations for Regional Training Programs

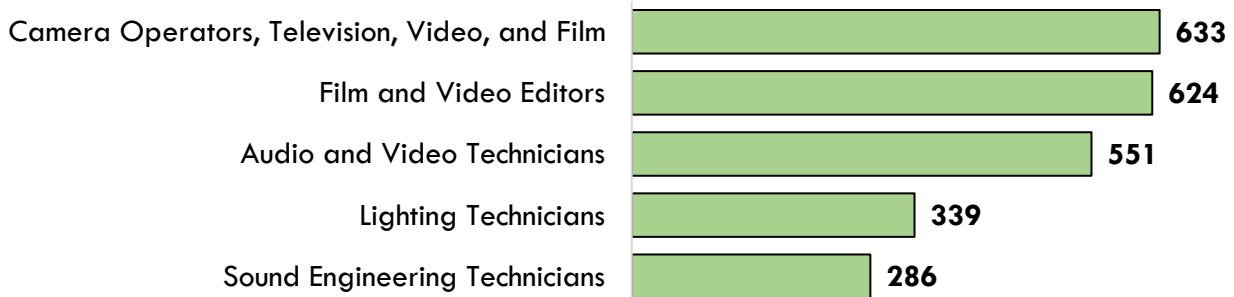
Occupation	Typical Entry Level Education	2023 Jobs	2028 Jobs	5-Yr % Change	Avg. Annual Openings	Entry-Level Hourly Earnings (25th Percentile)	Median Hourly Earnings	Median Annual Earnings*
Film and Video Editors	Bachelor's degree	9,702	9,566	(1%)	867	\$27.03	\$38.11	\$79,300
Camera Operators, Television, Video, and Film	Bachelor's degree	5,736	5,822	1%	544	\$21.78	\$31.50	\$65,500
Audio and Video Technicians	Postsecondary non-degree award	5,583	5,567	(0%)	511	\$21.38	\$29.19	\$60,700
Sound Engineering Technicians	Postsecondary non-degree award	5,168	5,028	(3%)	494	\$22.35	\$30.41	\$63,200
Lighting Technicians	HS diploma or equivalent	2,585	2,495	(3%)	233	\$24.42	\$37.71	\$78,400

*Rounded to the nearest \$100. Hourly wages in red indicate that they fall below the living wage for one single adult with no children in Los Angeles County (\$24.03), per the Center for Women's Welfare, University of Washington. (2024). *The self-sufficiency standard for California 2024.* <http://selfsufficiencystandard.org/California>. Source: Lightcast, datarun 2025.1

Employer Job Postings

Over the past 12 months (April 2024 through March 2025), there were 2,433 unique online job postings for the five occupations of interest. The majority of job postings were for *camera operators, television, video, and film* (26%) and *film and video editors* (26%), followed by *audio and video technicians* (23%), *lighting technicians* (14%), and *sound engineering technicians* (12%).

Number of Job Postings by Occupation



Source: Lightcast, Job Postings data

The highest number of job postings by job title were for videographers, video editors, audiovisual technicians, videographers/editors, and lighting technicians. The top employers, by number of job postings, in Los Angeles County were Encore/Encore Global, Best Buy, and Tiktok. The top skills desired by employers for potential job candidates were Adobe Premiere Pro, video editing, Adobe After Effects, video production and social media.

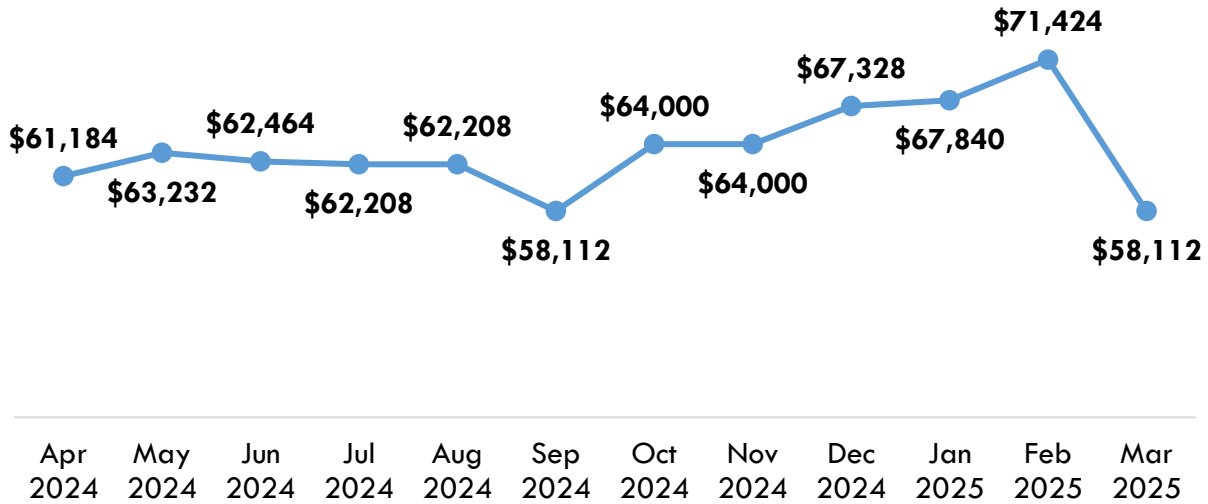
Top Job Titles and Employers from Job Postings

Job Title	Job Ads	Employer	Job Ads
Videographers	198	Encore/Encore Global	52
Video Editors	190	Best Buy	40
Audiovisual Technicians	170	Tiktok	39
Videographers/Editors	75	NBC	23
Lighting Technicians	37	California State University-Long Beach	14
Home Theater Specialists	33	Live Nation	14
Event Videographers	32	Amazon	13
Audio/Video Technicians	24	AVI-SPL	12
Film Editors	24	Golden Hippo	12
Audiovisual Specialists	20	Insight Global*	12
Audiovisual/IT Technicians	20	University of California-Los Angeles	12
Drone Pilots	20	Coalition Technologies	11

*Staffing companies

Source: Lightcast, Job Postings data

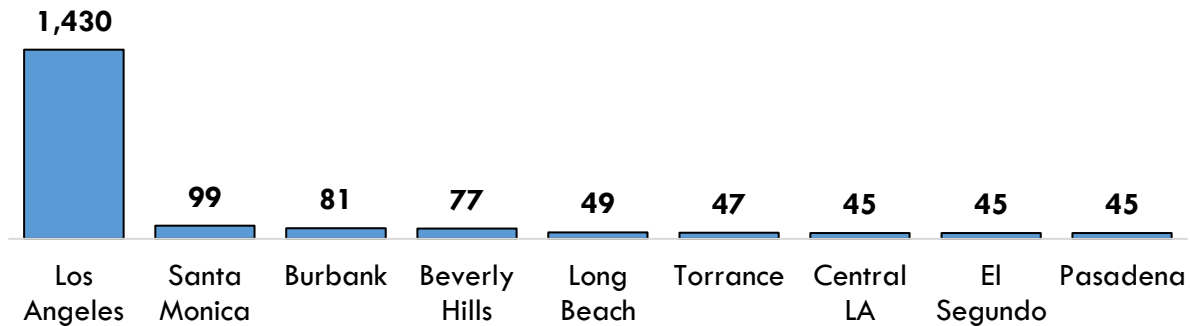
Since March 2024, advertised wages from job postings for these five entertainment occupations have fluctuated between \$58,000 and \$71,000. February 2025 had the highest advertised wages in the past 12 months, with job postings averaging an annual salary of \$71,400. Of the job postings that listed minimum experience criteria, most employers were seeking employees with two to three years of experience (45%). One quarter of job postings listed zero - one year of experience (25% of postings), signaling that there are many entry-level jobs available in the region. 30% of job ads were seeking a candidate with 4 or more years of experience.



Source: Lightcast, Job Postings data

Within Los Angeles County, the top cities for these marketing and publishing jobs were Los Angeles, Santa Monica, and Burbank.

Number of Job Postings by City



Source: Lightcast, Job Postings data

COMMUNITY COLLEGE REPRESENTATION

Cerritos College

Program Name Certificate in Entertainment Technology

Website https://www.cerritos.edu/theatre-and-film/Entertainment_Technology.htm

Overview Have you ever considered a career in the entertainment industry? Do you want to know what it takes to produce a concert, movie, television show, or theatrical production? In the heart of Los Angeles, the entertainment capital of the world, there are endless opportunities in concert venues, sports arenas, theaters, and studios—all needing skilled professionals in lighting design, live audio mixing, set and stage building, theatre management, and more.

For more information, contact:

Dr. Gary Pritchard, Instructional Dean, gpritchard@cerritos.edu

Citrus College

Program Name AST Degree in Film, Television and Electronic Media

Website <https://catalog.citruscollege.edu/disciplines/multidisciplinary/film-television-electronic-media-adt/>

Overview The Associate in Science for Transfer Degree in Film, Television and Electronic Media is designed to develop performance skills in film, television and digital media studies. Course offerings will include aesthetics, history and production and to provide professional training at the beginning level. The Associate in Science for Transfer Degree in Film, Television and Electronic Media emphasizes a broad spectrum of experience in the creation of video productions as well as an interdisciplinary approach to film study. Students and faculty work collaboratively, creating a foundation in the aesthetic, practical, and historical study of film, television, radio and digital media. Students who complete this degree will be guaranteed admission with junior status to the California State University system, and will be given priority admission to our local CSU campus.

For more information, contact:

John Vaughan, Dean, jvaughan@citruscollege.edu

Compton College

Program Name Certificate of Achievement – Commercial Music

Website <https://programmap.compton.edu/academics/interest-clusters/6caa1d19-92ca-4321-9d3d-0d25abfedcf8/programs/ac0c6e61->

[a514-46d8-011e-bd0b425adb0](#)

Overview

The Commercial Music certificate of achievement is designed so that upon completion the student will be equipped with the necessary technical skills to be employed as a professional in the field of Commercial Music Technology, Film Scoring, Video Game/ Audio Development, Music Business Entrepreneurship, Audio Forensics, and other Digital and Multi-Media Entertainment and Serious industries, involving music, audio and/or video. The demand for certified music/audio technicians is extremely high for the California region due to the fast growing multi-billion dollar entertainment multi-media industry. This also includes such sectors as mobile phone entertainment, motion pictures animation (Foley) and video games to name a few. A Certificate of Achievement will be granted upon completion of all program requirements. Music 182, Music 284 and Music 285 must be completed at Compton College.

For more information, contact:

Rebekah Blonshine, Dean of Student Success, isaber@compton.edu

East Los Angeles College

Program Name Skills Certificate - Directing

Website <https://east-la.programmapper.com/academics/interest-clusters/756f8ffb-3ad5-4afc-80fb-68b722541c7c/programs/e44c8f2c-4fc8-68c3-2674-ee78218b69fb>

Overview

This Directing Skills Certificate is designed to align with the The Associate of Arts Degree in Theater Arts. This certificate better prepares students for a professional portfolio for internship and employment opportunities. Also note that THEATER 114: Script Study for Theater Performance is currently being offered Spring semesters intermittently. Courses are offered in specific semesters and odd/even years as noted. Every fall and spring semesters: THEATER 260. Fall semesters only: THEATER 225, THEATER 323. Winter Intersession only: THEATER 226. Every semester including: Fall, Spring, Winter Intersession and 1st Summer Semester: TECTHTR 342.

For more information, contact:

Lisa Hashimoto Stone, Chairperson, stonelh@elac.edu

El Camino College

Program Name A.A. Film

Website <https://www.elcamino.edu/academics/areas-of-study/film-video.php>

Overview

The El Camino film/video degree is a great start into the exciting entertainment and communications industries. Meet most common transfer requirements. Learn key components of digital film and video production such as lighting, editing, photography, scripting, and audio from experts in the field.

Analyze film and television texts with attention to form and content, aesthetics and meaning, and history and culture.

Access hands-on production classes with elective courses in cinematography, editing, production planning, and story development.

Tell your own story through screenwriting or learn the elements of media writing and communications scripts.

Operate production equipment to produce and edit short films.

For more information contact:

Betty Sedor, Interim Dean, bsedor@elcamino.edu

Glendale College

Program Name A.A. Documentary Film Production

Website <https://www.glendale.edu/academics/degree-certificate-programs/certificate-programs/documentary-film-production>

Overview This degree or certificate is designed to help students gain the breadth of knowledge, appreciation and understanding of cinematic language that is necessary for documentary film production and to seek employment in the field. These film and TV courses are designed to help students learn the aesthetics, craft and techniques of the documentary film language as they tell meaningful stories through the documentary medium. Program Learning Outcomes: Upon completion of this program, the student will demonstrate an understanding of documentary film aesthetics and documentary film language as it applied in a documentary film; demonstrate an effective ability to work as a member of a documentary team to achieve the challenges of technical and conceptual goals of a documentary project from origination to the completion of the high quality final deliverable documentary media productions.

For more information contact:

Peter Green, Division Chair, pgreen@glendale.edu

Long Beach City College

Program Name A.S.T. Film, TV & Electronic Media

Website <https://www.lbcc.edu/film>

Overview The Film program offers essential, innovative courses at both campuses in Film Studies and Film Production, as well as an introductory screenwriting course. The goal is for students to gain a foundational understanding of the key aesthetic, historical, and industrial concepts of cinema, as well as a fundamental, technical practice in Digital Film Production. The LAC location includes a 26 station digital MAC lab with Final Cut Pro, Premiere, and After Effects. The PCC location includes a 24 station digital MAC lab, a multi-station large studio for production, along with make-up and dressing areas.

For more information contact:

Janét Hund, Dean, jhund@lbcc.edu

Los Angeles City College

Program Name AA Cinema Production

Website <https://www.lacc.edu/academics/pathways/pae>

Overview LACC's proximity to Hollywood, along with the strong alliances the Cinema/TV Department has forged in virtually all areas of the industry, allows our graduates to transition directly into production. The skills and the work-based learning our faculty and facilities provide are rated among the top in the Los Angeles area, and prepare them for success in many above and below-the-line careers, as producers, writers, directors, cinematographers, camera operators, lighting directors, grips and electricians, picture and sound editors, colorists, sound engineers, and production assistants.

For more information contact:

Shemei Chou, Department Counselor, CHOUS@laccd.edu

Los Angeles Harbor College

Program Name Certificate of Achievement – Music Technology

Website <https://www.lahc.edu/academics/pathways/apd>

Overview The Certificate of Achievement in Music Technology program provides an opportunity for students to acquire focused musical knowledge and technical skills. Students will study Music Theory and Musicianship (sight singing and ear training), and the Business of Commercial Music. Additional courses will include the study of music recording and production techniques, Digital Audio Workstation (DAW) software, synthesizers and related equipment.

For more information contact:

Byron Smith, Chairperson, smithbj@lahc.edu

Los Angeles Mission College

Program Name Associate of Arts - Multimedia Studies Video Production

Website <https://la-mission.programmapper.ws/academics/interest-clusters/7b7428c7-ab0e-4e00-b9eb-08091c31b34c/programs/6cbf2407-062d-1915-bf84-d6c9544d640c>

Overview Students in the program are taught about cinematography, camera techniques, and postproduction. In our program, students take classes in Cinema History, Photography/Visual Storytelling, Audio Production, Digital Editing, and 2D Animation/motion Graphics. You can learn the ins and outs of pre- and post-production and non-linear editing, plus lighting and audio for video and field production. Before graduating, students compile work they created into a portfolio reel to show potential employers. Graduates of the program are prepared to seek entry-level jobs like cinematographer, video editor, scriptwriter, producer, and camera operator.

For more information contact:

Curtis Stage, Department Chair, stagecj@lamission.edu

Los Angeles Pierce College

Program Name Associate in Science – Film, Television, and Electronic Media

Website <https://programmapper.piercecollege.edu/academics/interest-clusters/9a0e4f19-f206-4818-afd1-651fbe489361/programs/947f3432-bcec-b6c2-7660-b7e73585833f>

Overview Students pursuing the Associate in Science for Transfer Degree (AS-T) in Film, Television, and Electronic Media engage in the study of film, television and electronic media. In addition, they improve their critical thinking, communication skills, writing skills and visual communication and literacy. The goal of this degree is to provide students a basic understanding of the field of film, television, and electronic media and a strong academic foundation in the social sciences from which to engage in upper division coursework in radio-television-film, or television, video, film and electronic arts at a California State University campus.

For more information contact:

Jill Connelly, Department Chair, conneljp@laccd.edu

Los Angeles Southwest College

Program Name Associate in Science for Transfer in Theater Arts

Website <https://programmap.lasc.edu/academics/interest-clusters/dd337d08-aa3e-42a4-aaaa-93e2e0607653/programs/1eb7e034-1942-e769-b304-73ce8ad52eb5>

Overview The Associate in Arts in Theatre Arts for Transfer Degree is intended for students who are planning to transfer to a California State University (CSU) institution into the Theater Bachelors program. The Student is guaranteed admission to a CSU upon completion of this program. The Transfer Degree is designed to provide students with a Transfer Model Curriculum is designed to provide general education and lower division major preparation for students interested in transferring to CSUs.

For more information contact:

Katrina Taylor, Chair, taylorkl@lasc.edu

Los Angeles Trade Technical College

Program Name AS in Digital Media: Digital Video and Audio

Website <https://programmap.lattc.edu/academics/interest-clusters/371d4a23-fcdd-4586-a635-65bd52b519e3/programs/60592d18-5220-18f9-0407-6459698a96f0>

Overview The Digital Media: Digital Video and Audio program in the Design and Media Arts Pathway uses industry recognized software and cutting edge digital tools to promote best practices in the innovative design of digital video and audio across a variety of delivery platforms. Students who complete this program will be prepared to enter careers in film, television, music and other media related

industries.

For more information contact:

Deirdre McDermott, Department Chair, woodda@lattc.edu

Los Angeles Valley College

Program Name	Associate in Arts - Broadcasting
Website	https://www.lavc.edu/academics/aos/broadcasting
Overview	Welcome to the Los Angeles Valley College Broadcasting discipline. Our Broadcasting degree and certificate programs enable students to gain valuable skills and creative techniques in the highly competitive and challenging world of Podcasting, Radio, Television, Voice Over, Social Media Production, Audio & Video for over-the-air signals, cable, satellite and internet stations. We also have an exciting new FTVE transfer degree.

For more information contact:

Eric Swelstad, Department Chair, swelstej@lavc.edu

Mt. San Antonio College

Program Name	AST Film, Television, and Electronic Media
Website	https://www.mtsac.edu/guided-pathways/pathway-results.html?pthwyvar=S0442&desc=Film%2C+Television%2C+and+Electronic+Media%2C+AS-T+%28IGETC%29+S0442&status=online
Overview	Upon successful completion of Associate in Science in Mt. San Antonio College's Film, Television, and Electronic Media for Transfer degree requirements, the student will have demonstrated understanding of coursework and foundational training in all stages of television and film production, including the historical, business and legal underpinnings of the industry; writing for the screen; visual and aural aesthetics; live and pre-recorded television and film production techniques; and post production aesthetics and techniques. This degree can prepare students for careers in film, television, advertising, and other electronic media as writers, directors, production crew, editors, postproduction crew, and producers. This coursework will satisfy the lower division requirements at the California State University in and students are guaranteed admission with junior status to the CSU system will be granted in Radio-TV-Film, Film and Electronic Arts, Television Production, Film Production, Cinema, Screenwriting and Producing.

For more information contact:

Dan Smith, Dept Head, dsmith@mtsac.edu

Pasadena City College

Program Name	Associate in Science Degree - Television Operations
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Website <https://pasadena.edu/academics/degrees-and-certificates/certificates-of-achievement/television-operations.php>

Overview The curriculum prepares students for employment as commercial, corporate, and cable television operators. With the growth of cable and satellite distribution and the continuing development of new communication technologies (high definition television, fiber optics and digital media), expanding opportunities will be available for well-trained individuals.

For more information contact:

Dr. Solomon Cross, Division Dean, scross5@pasadena.edu

Rio Hondo College

Program Name Associate of Science for Transfer - Film, Television, and Electronic Media

Website <https://pathways.riohondo.edu/program/business-marketing-as/>

Overview Designed for students interested in communicating stories and ideas through moving images and recorded sound. Students in this program will gain an aesthetic appreciation for social and cultural phenomena and a critical understanding of film, television, and visual mediums, as well as practical skills in writing, directing, filming, editing, and producing work in these and other electronic media. It is intended to meet the lower division requirements for Radio, Television, Film, Video, and Electronic Arts majors (or similar majors) at a CSU campus that offers a Film, Television, and Electronic Media baccalaureate degree.

For more information contact:

Dr. Lisa Chavez, Dean, LMChavez@riohondo.edu

Santa Monica College

Program Name AS - Film Production

Website <https://www.smc.edu/academics/academic-departments/communication/film.php>

Overview Our film production program prepares you for a career in filmmaking. Courses are innovative and immersive, providing you with access to state-of-the-art technology as well as consistent support from faculty and industry professionals. At SMC, we teach creative and logistical production, directing, editing, cinematography, audio design, and more.

For more information contact:

Redelia Shaw, Department Chair, shaw_redelia@smc.edu

West Los Angeles College

Program Name Associate Degree for Transfer – Film, Television, and Electronic Media

Website <https://www.wlac.edu/academics/aos/production>

Overview The Film, Television and Electronic Media Associate Degree for Transfer prepares students intending transfer to a four year college for careers in the film and television industry as producers, directors, cinematographers, screenwriters, development associates, casting directors, agents, script supervisors and editors. Coursework provides students with grounding in film and aesthetics and with hands-on experiences to provide technical skills. The program is designed to satisfy lower division requirements for a baccalaureate degree in Cinema, Television and/or Media Arts at a California State University. Consult the Counseling Office for individualized educational planning and the Transfer Center for complete information regarding transfer requirements.

For more information contact:

Jason Librande, Chairperson, filmproduction@wla.edu