ARTICULATION AGREEMENTS BETWEEN BUNKER HILL COMMUNITY COLLEGE AND OTHER ACADEMIC INSTITUTIONS

Page 18
Under the heading **A.S. Computer Information Technology: Computer Science Transfer Option,** *the text should read as follows:* Merrimack College; University of Massachusetts Boston – Computer Science and Information Technology.

DEGREE AND CERTIFICATE PROGRAMS

Two new Certificate Programs:
33a Gaming/Computer Simulation in Entrepreneurship Certificate Program (view grid)
33b Web Development in Entrepreneurship Certificate Program (view grid)

Page 112
Under the heading, **PROGRAM ACCREDITATION** the wording is incorrect. *The correct wording is:*
The Program is accredited by the National Accrediting Agency for Clinical Laboratory Sciences, 5600 North River Road, Suite 720, Rosemont, IL 60018, telephone 773-714-8880. Graduates of the Program will be eligible to take the national certification examination.

Page 125
ASSOCIATE IN SCIENCE DEGREE: HOTEL/RESTAURANT PROGRAM
The first sentence should read: This program prepares students in three options: Hotel and Restaurant Management, Management of Assisted Living and Institutional Facilities and Meeting and Event Planning.

OPTION OVERVIEW
The first few lines in the first paragraph should read: The Mission of the Hospitality Management programs is to be a leader in programs providing education for entry-level careers in Hotel and Restaurant Management and Food Services Management.

COURSE DESCRIPTIONS

Page 159
ACC-101 Principles of Accounting is missing the prerequisite. *The prerequisite is as follows:* Prerequisite: Academic Reading III (ESL-098) or Reading Skills II (RDG-095) or placement.

Page 189
MAN-107 Introduction to Entrepreneurship is missing the prerequisites. *The prerequisites are as follows:* Prerequisites: ENG-095 Writing Skills II; ESL-098 Academic Reading III or RDG-095 Reading Skills II or placement.

Page 190
MAN-204 Entrepreneurship and Innovation has revised its entire course description.
The revised course description is as follows: In this course, students develop skills and creativity to cultivate and market innovative ventures. This course uses an experiential approach to provide students with a foundation for innovative thinking and to prepare them for entrepreneurial projects. The class examines entrepreneurial theories, practices and thought processes. In critical thinking exercises, students examine the difference between entrepreneurship and innovation. Through case study reviews and other activities, the class evaluates the viability of new business enterprises and develops strategies to market them successfully. Prerequisite: MAN-107 Introduction to Entrepreneurship or Instructor Approval.

ADMINISTRATION, FACULTY AND STAFF UPDATES

Professional Staff and Faculty (begins on page 215):

Ken Amakor
Director of Network Operations
B.S. UMass Boston; M.B.A. University of North Alabama

Susan Atlas
Assistant Professor
Legal Studies & Public Safety Department
B.A., L.L.M. Boston University; J.D. Suffolk University

Janice M. Bonanno
Associate Vice President & Dean of Students
Student Services
A.A. North Shore Community College; B.A. Boston State College; M.Ed. UMass Amherst

Sharon Caulfield
Director of Student & Faculty Support Services
Chelsea Campus
B.S. Jackson State University; M.B.A. Babson College

Kellie Clancy
Prior Learning Coordinator
Center for Self-Directed Learning
B.A. Suffolk University

Elizabeth Fields
Librarian (Coordinator of Library Services)
Library & Learning Commons
B.A. Goucher College; M.L.I.S. University of Pittsburgh

Jefferson Fernandes
Assistant Professor
Computer Information Technology Department
B.S. Northeastern University

Sunny Kang
Mathematics Learning Specialist
Center for Self-Directed Learning
B.S. University of California; M.A. California State University

Jayne MacPherson
Professor
Surgical Technology Certificate Program
B.S. Purdue University; Certificate in Surgical Technology, Lesley University; M.S. Framingham State College;
CAGS, Simmons College; Ph.D. Simmons College

MaryAnne Miller
Dean
Chelsea Campus & Satellite Operations
B.A., M.A. UMass Boston

Dawn M. Monahan
Assistant Professor
Nurse Education Department
B.S.N. Emmanuel College; M.S.N. Salem State University

Francis Nkansah
Assistant Professor
Mathematics Department
B.S. Kwame Nkrumah University of Science & Technology, Kumasi, Ghana; M.S. University of Nevada

Elizabeth Pabon-Szebeda
Project Manager
Pathway Technology Campus at Villa Victoria
B.A. Bridgewater State College

Paul A. Righi
Director
Facilities Management
B.S., M.Ed. Boston University

Cecilia Roberts
Librarian (Coordinator of Library Services)
B.A. William Jewell College; M.S. Simmons College; M.T.S. Boston University School of Theology;
J.D. University of Arkansas at Fayetteville

Thomas L. Saltonstall
Director
Diversity & Inclusion
B.A. Harvard College; M.P.A. Harvard University

Sharon Schaff
Internship Coordinator (Coordinator of Career Planning and Placement)
Advising/Counseling and Assessment Center
B.A. Carleton College

Cynthia Shelton Harris
Director of Veterans Center
B.S.; M.S. Northeastern University

Elizabeth Szymczak
Assistant Professor
Medical Laboratory Technician Program
B.S. University of Rhode Island; M.S. Northeastern University

Elizabeth H. Tobin
Professor
Nurse Education Department
A.S. Mass Bay Community College; B.S.N. Boston College; M.S. UMass Worcester

Russell Anne Vallie
Success Coach (Academic Counselor)
A.A. Bunker Hill Community College; B.A. Howard University; M.S.W. Boston College

Robert Whitman
Associate Professor
English Department
B.A. Bowdoin College; M.Ed. Harvard Graduate School of Education; Ph.D. University of Arizona

Lorrie D. Wilkins
Executive Assistant to the President
President's Office
A.B. University of Florida; M.S. Suffolk University

Support Staff (begins on page 227):

Marie-Gessy Exantus
Receiving Teller II
Student Payment Office
B.S. Florida Atlantic University

Marilou Y. Fornari
Accountant V
Student Payment Office
B.S. Ateneo de Davao University, Philippines

Shamila Imani
Accountant II
Student Payment Office
B.A. The University of Business and Management, Tehran

Hongluu Thi Le
Graphic Arts Technician II
Central Services
A.S. Bunker Hill Community College

Anna G. Lesnik
Accountant V
Student Payment Office
B.S. Belarus State University, Minsk, Belarus

Luis Ramos
Clerk IV, Enrollment Services

Rina Tenore
Clerk V
Enrollment Services
A.S. Middlesex Community College; B.S. Merrimack College

Adjunct Faculty (begins on page 213)

Ellen Schwab Ed.D
Allied Health

CHARLESTOWN CAMPUS MAP page 243

B Building > 2nd Floor > B204 > Veterans Services
should read
B Building > 2nd Floor > B201 > Veterans Center

SOUTH END SATELLITE back cover

I.B.A./Villa Victoria
405 Shawmut Avenue
Boston, MA 02118
should read 617-228-2390
TTY: 617-228-2051

33A Gaming/Computer Simulation in Entrepreneurship Certificate Program

COURSE TITLE	COURSE NUMBER	SEMESTER TAKEN	CREDITS	PREREQUISITES
Maya Foundations	CMT121		3	ENG095 or placement and ESL098 or placement
Maya Character Molding	CMT123		3	CMT121
Maya Character Animation	CMT233	Fall	3	CMT123
Creating 3-D Special Effects	CMT229	Fall	3	CMT121
Game Engines	CMT127	Spring	3	
Introduction to Entrepreneurship	MAN107	Fall	3	
Principles of Marketing	MAN105		3	ENG090 or placement and ESL098 or RDG095 or placement
Entrepreneurship & Innovation	MAN204	Spring	3	MAN107
TOTAL CREDITS			24	

PROGRAM OVERVIEW

The Gaming/Computer Simulation in Entrepreneurship Certificate will prepare students in the fundamentals of game/simulation design, development and production and in tandem, will allow individuals to acquire practical entrepreneurial skills. Students will learn the techniques and tools of game program management and will learn to combine these skills with business skills to create opportunities for self-employment potentially leading to starting a gaming company, or the certificate will better prepare them for further career advancement and mobility within the gaming industry.

CAREER OUTLOOK

Students completing this certificate can expect to be qualified for positions in gaming companies or further, be positioned to explore the option of starting their own gaming company. The computer gaming/simulation industry is rapidly growing providing ample opportunities for the gaming professional.

UPON COMPLETION OF THIS PROGRAM, GRADUATES WILL BE ABLE TO:

- Analyze viability of business opportunities in the gaming industry from various points of view.
- Create game characters, 3D objects as game constructs, and animate the game scene.
- Develop and implement a business plan designed to manage a game development venture.
- Evaluate the feasibility of gaming ideas and identify the industry factors leading to business opportunity.

33B Web Development in Entrepreneurship Certificate Program

COURSE TITLE	COURSE NUMBER	SEMESTER TAKEN	CREDITS	PREREQUISITES
HTML and Dreamweaver	CMT111		3	
Javascript	CMT113		3	CIT110 and CMT111
Flash	CMT115	Fall	3	CMT113
XML	CMT117	Spring	3	CMT111
ASP.NET	CMT215	Fall	3	CMT113
Introduction to Entrepreneurship	MAN107	Fall	3	
Principles of Marketing	MAN105		3	ENG090 or placement and ESL098 or RDG095 or placement
Entrepreneurship & Innovation	MAN204	Spring	3	MAN107
TOTAL CREDITS			24	

PROGRAM OVERVIEW

The Web Development In Entrepreneurship Certificate will provide students with a sound basis of knowledge of web-based delivery and development of products, services and web technologies and will allow individuals to acquire practical entrepreneurial skills. Students will learn leading edge web delivery mechanisms and will learn to incorporate these skills with practical business skills to create opportunities for self-employment potentially leading to starting their own business, or will better prepare them for further career advancement and mobility.

CAREER OUTLOOK

Students completing this certificate can expect to be qualified for positions as web developers and also be positioned to explore the option of starting their own web design company. Students will be prepared to utilize their knowledge towards the pursuit of eventual Webmaster certification and ultimately, their own web development consulting business.

UPON COMPLETION OF THIS PROGRAM, GRADUATES WILL BE ABLE TO:

• Design implement, publish and maintain websites in support of creating a web presence for businesses and organizations.

• Develop and implement a business plan designed to create a web development venture.

• Evaluate the feasibility of web development ideas and identify the industry factors leading to business opportunity.