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USDOL California State Director LAUNCH Apprenticeship Network Program Registration/Program Number: 2020-CA-79934

### **Appendix A**

## WORK PROCESS SCHEDULE MULTIMEDIA SPECIALIST

**O\*NET-SOC CODE:** 27-2012.00 **RAPIDS CODE:** 0970CB

This schedule is attached to and a part of these Standards for the above identified occupation.

| 1. | APPRENTICESHIP API  | PROACH      |                  |  |                                |
|----|---|-------------|------------------|--|--------------------------------|
|    | ☐ Time-based  | $\boxtimes$ | Competency-based |  | Hybrid                         |
| 2. | TERM OF APPRENTIC   | ESHIP       |                  |  |                                |
|    | The Multimedia Production Specialist Program is meant to serve as an entry-level program for individuals new to multimedia production. Completion of the Multimedia Production Specialist program prepares and qualifies participants for entry into specialized and advanced fields in multimedia production.  The term of the occupation is based on the apprentice's demonstration of the mastery of the competencies as specified and estimated to complete in approximately <b>2 years</b> supplemented by <b>315 hours</b> of related training instruction. |             |                  |  | ultimedia<br>into<br>e mastery |

#### 3. RATIO OF APPRENTICES TO JOURNEYWORKERS

The apprentice to journeyworker ratio is: 10 Apprentice(s) to 1 Journeyworker(s).

#### 4. APPRENTICE WAGE SCHEDULE

Apprentices shall be paid a progressively increasing schedule of wages based on either a percentage or a dollar amount of the current hourly journeyworker wage rate, which is: 20.93 /per hour.

| Period | Wage (Hourly) | Description                       |
|--------|---------------|-----------------------------------|
| 1      | \$16.50       | Starting Pay                      |
| 2      | \$17.00       | 33% of demonstrated competencies  |
| 3      | \$17.50       | 66% of demonstrated competencies  |
| 4      | \$18.00       | 100% of demonstrated competencies |

#### 5. PROBATIONARY PERIOD

Applicants selected for apprenticeship will serve a probationary period of 1000 hours.



#### 6. SELECTION PROCEDURES

The selection procedures for this occupation are listed below: Applicants will be selected by individual participating employer sponsors using selection method # 4, as outlined in the California Code of Regulations, Title 8, Chapter 2, Part 1, Section 215, Chapter 6, from a pool of candidates created during the established recruiting process in accordance with the State and Federal Equal Opportunity regulations.

- 1. The minimum age of all applicants shall be 16 years. There is no maximum age.
- 2. Educational prerequisite for entry: None.
- 3. Physical prerequisites: The individual employer sponsor will define the physical examination required.
- 4. Interested applicants will have an opportunity to attend a public orientation and enroll in the program.
- 5. Applicants will follow the directives of individual employer partners through job application, interview, pre-screening, and on boarding



# WORK PROCESS SCHEDULE MULTIMEDIA SPECIALIST

**O\*NET-SOC CODE:** 27-2012.00 **RAPIDS CODE:** 0970CB

Suggested On-the-Job Learning Outline

Multimedia Specialist

Job Description:<br/>Design and produce events, properly operate tools, equipment, hardware, and software

RAPIDS Code:
0\*NET Code:
27-2012.00

Estimated Program Length:
24 Months

Apprenticeship Type:
☒ Competency-Based
☐ Time-Based
☐ Hybrid

Suggested On-the-Job Learning Outline

| On-the-Job Work Processes |   |                   |         |
|---------------------------|---|-------------------|---------|
| Compe                     | tencies to be evaluated:  | Date<br>Completed | Initial |
| 1.                        | Design and produce events for live audiences; properly operate tools and equipment; gain technical proficiency with industry-standard hardware and software; and work collaboratively in a variety of production environments, including performances, concerts, festivals, tournaments, and/or conferences.  |                   |         |
| 2.                        | Understand the cinematic process; properly operate tools, equipment, hardware, and software used in filmmaking; gain proficiency in digital editing and work collaboratively in physical (live-action) production environments across scripted, unscripted, episodic, commercial, music video and/or virtual production to produce original work.           |                   |         |
| 3.                        | Apply narrative and journalistic processes to the development and refinement of original audio and/or visual (A/V) content; learn how to capture and edit content for specific purposes and audiences; and properly operate tools, equipment, hardware, and software for capturing, editing, broadcasting, and streaming content in different environments. |                   |         |
| 4.                        | Develop skills in design processes, user experience and interface design, graphic arts, and visual storytelling; engage in iterative processes; and work collaboratively to design campaigns, products, publications, services, artwork, environments, and experiences for a variety of audiences and clients.  |                   |         |



## RELATED INSTRUCTION OUTLINE MULTIMEDIA SPECIALIST

**O\*NET-SOC CODE:** 27-2012.00 **RAPIDS CODE:** 0970CB

Through consultation with the Apprenticeship Committee and the indenturing employer, apprentices will select an applicable program of study/course track and complete a minimum of 144 hours of related instruction per year of apprenticeship.

Courses will be approved by the Apprenticeship Committee and made available to applicable apprentices by approved education providers/institutions. Apprentices will enroll in, and complete, the required coursework that satisfies the minimum requirements of the program. Prior applicable education and training will be credited towards completion of related education requirements and apprentices will be offered tracks advancing their technical aptitude in the profession.

| Provider  |  |  |
|---|--|--|
| Name: Compton Unified School District           |  |  |
| Address: 501 S Santa Fe Ave., Compton, CA 90221 |  |  |
| Email: rogonzalez@compton.k12.ca.us             | <b>Phone Number:</b> (310) 639-4321 ext. 63112 |  |
| Suggested Related Instruction Hours: 340        |  |  |

Apprentices will have the option to choose one pathway to complete their required related instruction for this apprenticeship:

#### Suggested Related Instruction Outline Based on Pathway

| Pathway #1: Video Production | Hours |
|------------------------------|-------|
| Video Production 1           | 170   |
| Video Production 2           | 170   |
| Total Hours                  | 340   |

| Pathway #2: Game Design | Hours |
|-------------------------|-------|
| Game Design VFX1        | 170   |
| Game Design VFX2        | 170   |
| Total Hours             | 340   |

| Pathway #3: Audio Production | Hours |
|------------------------------|-------|
| Audio Production 1           | 170   |
| Audio Production 2           | 170   |
| Total Hours                  | 340   |



Appendix A = Work Process Schedule and Related Instruction Outline by LAUNCH Apprenticeship Network, Department of Labor (DOL) – Apprenticeship Building America (ABA) Grant, FoundationCCC is licensed under CC BY 4.0.

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