

Labor Market Analysis for Program Modification:

TOP Code: 0614.20/Electronic Game Design

CIP Code: 10.0304/Animation, Interactive Technology,

Video Graphics, and Special Effects

(Animation and Game Art A.S.)

South Central Coast Center of Excellence, August 2026



FOR LABOR MARKET RESEARCH

SOUTH CENTRAL COAST

Summary

Program LMI Endorsement		Endorsed: All LMI Criteria Met	☒	Endorsed: Some LMI Criteria Met	☐	Not LMI Endorsed	☐
Program LMI Endorsement Criteria							
		Yes	☒	No ☐			
Supply Gap:		<i>Comments:</i> there is projected to be 55 annual job openings in the South Central Coast (SCC) Region for <i>Web and Digital Interface Designers (15-1255)</i>, the sole middle-skill occupation analyzed in this report, which is one less than the 56 awards conferred by educational institutions. However, there is likely a supply gap when considering challenges of quantifying demand and supply for this emerging area, as discussed throughout this report.					
		Yes	☒	No ☐			
Self-Sufficiency Standard Living Wage ¹ :		<i>Comments:</i> Typical entry-level wages for Web and Digital Interface Designers (15-1255), the sole middle-skill occupation analyzed in this report, are \$31.15 which is above the Santa Barbara County living wage of \$29.80.					
		Yes	☒	No ☐			
Education:		<i>Comments:</i> The typical entry-level education for <i>Web and Digital Interface Designers (15-1255)</i> is a bachelor's degree. However, 25% of workers in the field have completed some college or an associate degree as their highest level of education.					
Additional Considerations							
		Yes	☐	Some	☒	No	☐
Emerging Occupation(s):		<i>Comments:</i> Traditional labor market data for the emerging occupation <i>Video Game Designers (15-1255.01)</i> is collected and reported under the broader <i>Web and Digital Interface Designers (15-1255)</i> occupation. To better understand real-time demand and skills requested by employers for this emerging occupation, this report includes an analysis of online job postings for <i>Video Game Designers (15-1255.01)</i>.					

The South Central Coast Center of Excellence for Labor Market Research (SCC COE) prepared this report to determine whether there is a supply gap in the SCC regional labor market related to three occupations:

- Middle-Skill

¹ The living wage endorsement criteria in this report uses the University of Washington's Center for Women's Welfare Self-Sufficiency Standard, which the COE refers to as a living wage; the living wage for Los Angeles, San Luis Obispo, Santa Barbara, and Ventura counties, last updated in March 2024.

- *Web and Digital Interface Designer (15-1255)*
 - This occupation includes data for the emerging occupation *Video Game Designers (15-1255.01)*.
- *Above Middle-Skill* - denoted with an asterisk (*) throughout this report
 - *Special Effects Artists and Animators (27-1014)**
 - *Film and Video Editors (27-4032)**

The labor market endorsement in this report considers the data only for middle-skill occupations. Additionally, *Video Game Designers (15-1255.01)* is considered an emerging occupation. For this reason, data is collected and reported under the broader *Web and Digital Interface Designers (15-1255)* occupation. Additionally, the educational programs that prepare students for *Web and Digital Interface Designers (15-1255)* may not directly prepare them for *Video Game Designers (15-1255.01)*. Furthermore, only one college in the SCC Region has conferred awards under the Electronic Game Design (0614.20) TOP code.

Based on the available data there is likely a supply gap for *Web and Digital Interface Designers (15-1255)*, the sole middle-skill occupation analyzed in this report. Typical education requirements for this middle-skill occupation align with a community college education and all annual job openings have entry-level wages above the Self-Sufficiency Standard living wage. **Therefore, due to some of the regional labor market criteria being met, the COE endorses this proposed program.**

Exhibit 1 lists the occupational demand, supply, typical entry-level education, and educational attainment for the occupations included in this report.

Exhibit 1: Labor Market Endorsement Summary

Occupation (SOC)	Demand (Annual Openings)	Supply (CC and Non-CC)	Entry-Level Hourly Earnings (25 th Percentile)	Typical Entry-Level Education	Community College Educational Attainment
Web and Digital Interface Designers (15-1255)	55	56	Santa Barbara: \$31.15	Bachelor's degree	25%
Middle-Skill Subtotal	55	56	N/A	N/A	N/A
Special Effects Artists and Animators (27-1014)*	25	120	Santa Barbara: \$12.84	Bachelor's degree	27%
Film and Video Editors (27-4032)*	34	35	Santa Barbara: \$22.12	Bachelor's degree	26%
Above Middle-Skill Subtotal	59	155	N/A	N/A	N/A
Total	114	211	N/A	N/A	N/A

Demand:

- The number of jobs related to these animation and game art occupations is projected to increase 1% through 2029 in the SCC region. There is projected to be 114 annual job openings due to new job creation and replacements.
- Hourly entry-level wages for *Web and Digital Interface Designers (15-1255)* in Santa Barbara County are \$31.15, which is above the Self-Sufficiency Standard living wage (\$29.80 for Santa Barbara County).

- There were 131 online job postings for these animation and game art occupations over the past 12 months. The highest number of postings were for video editors, systems designers, and game masters.
- The typical entry-level education for *Web and Digital Interface Designers (15-1255)* is a bachelor's degree.
- Approximately 25% of workers in the field have completed some college or an associate degree as their highest level of education.

Supply:

- There was an average of 191 awards conferred by six community colleges in the SCC Region from 2021 to 2024.
- Non-community college institutions conferred 20 related awards from 2020 to 2023. Notably, only 2 non-community college institutions were for awards less than a bachelor's degree.
- SCC community college students that exited Electronic Game Design programs in the 2022-23 academic year had a median annual wage of \$23,868 (or \$11.48 per hour) after exiting the program.

Demand

Occupational Projections:

Exhibit 2 compares historical and projected changes in employment for these occupations compared to the number of jobs in 2019. Notably, employment for these animation and game art occupations in San Luis Obispo County grew 23% from 2019 to 2024, which is significantly higher when compared to employment for these occupations in California, the SCC Region, and all other counties in the SCC region. From 2024 to 2029, employment for these animation and game art occupations is projected to steadily grow in all areas except Ventura County, where employment is projected to remain flat.

Exhibit 2: Historical and Projected Employment for Animation and Game Art Occupations in the SCC Region, 2019-2029

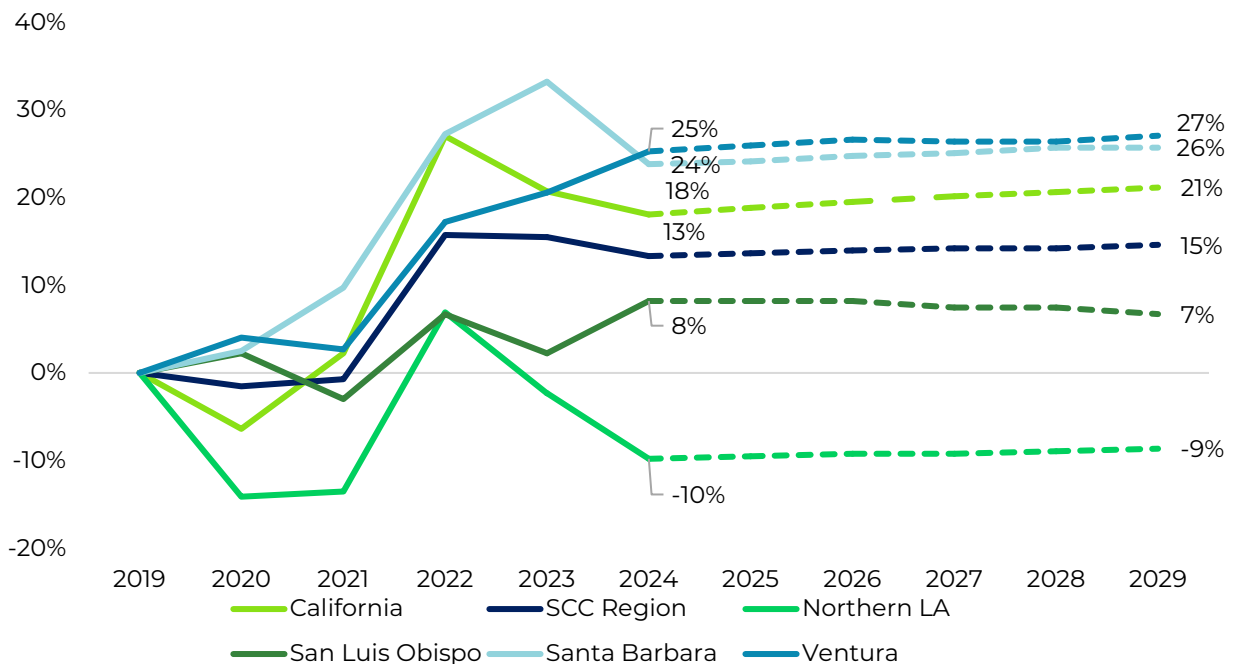


Exhibit 3 shows the five-year occupational demand projections for these animation and game art occupations. In the SCC Region, the number of jobs related to these occupations is projected to increase 1% through 2029. There is projected to be 114 jobs available annually. Ventura County has the highest number of jobs and annual openings, but employment is projected to remain relatively flat through 2029.

Exhibit 3: Occupational Demand in the SCC Region²

Skill-Level	Geography	2024 Jobs	2029 Jobs	2024-2029 Change	2024-2029 % Change	Annual Openings
Middle-Skill	Northern LA	163	159	(4)	(2%)	11
	San Luis Obispo	98	91	(6)	(6%)	6
	Santa Barbara	269	267	(1)	(0%)	18
	Ventura	297	285	(12)	(4.0%)	19
Middle-Skill Subtotal		826	803	(24)	(3%)	55
Above Middle-Skill	Northern LA	150	158	8	5%	14
	San Luis Obispo	48	52	5	10%	5
	Santa Barbara	126	134	8	6%	12
	Ventura	263	282	19	7%	26
Above Middle-Skill Subtotal		585	624	39	7%	59
SCC Region		1,412	1,427	15	1%	114

² Five-year change represents new job additions to the workforce. Annual openings include new jobs and replacement jobs that result from retirements and separations.

Wages:

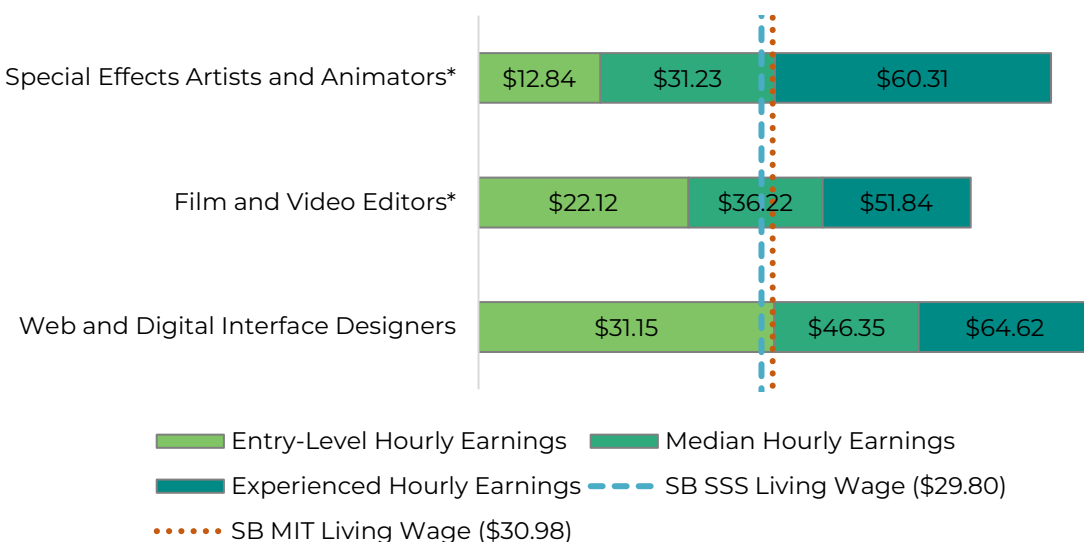
The labor market endorsement in this report considers the entry-level hourly wages for these animation and game art occupations in relation to the living wage of the county where the requesting community college is located. This report was requested by Allan Hancock College, which is in Santa Barbara County. Wages for other counties are included below to provide a complete analysis of the SCC Region.

In addition to the Self Sufficiency Standard living wage, data for the MIT Living Wage, updated on February 10, 2025, is provided as a reference. Currently, the MIT Living Wage in Santa Barbara County is \$30.98. Both figures account for geographic-specific costs of necessities such as housing, food, health care, and transportation to assess the cost of living, and are notated in the exhibits below.

Santa Barbara

Typical entry-level wages for *Web and Digital Interface Designers (15-1255)*, the sole middle-skill occupation, are \$31.15, which is above the Self-Sufficiency Standard living wage for one adult (\$29.80 in Santa Barbara County). Typical entry-level hourly wages are low for the two above middle-skill occupations and range between \$12.84 and \$22.12. Median level wages are above the living wage for each of these animation and gaming occupations. Exhibit 4 shows the wage range for each of these animation and gaming occupations in Santa Barbara County and how they compare to the regional living wage, sorted from lowest to highest entry-level wage.

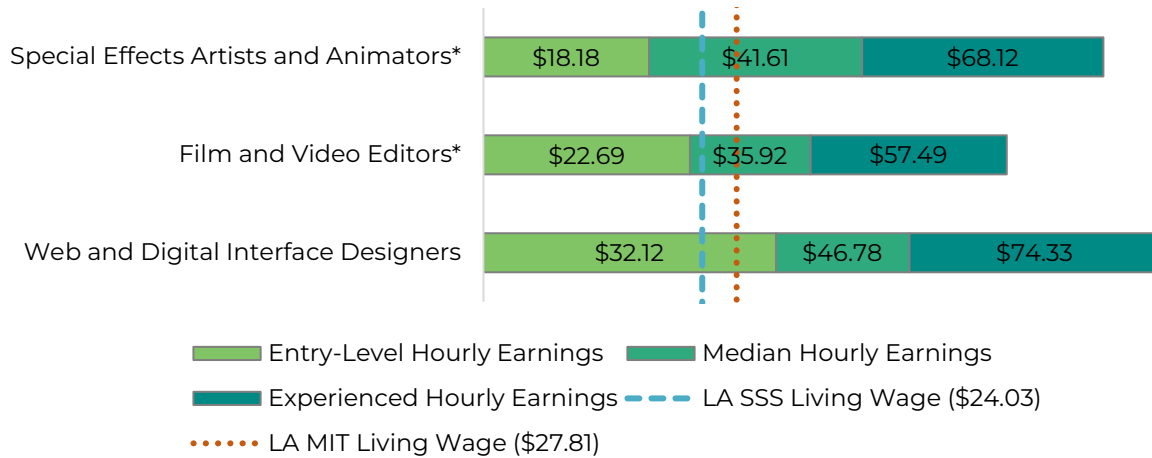
Exhibit 4: Wages by Occupation in Santa Barbara County



Northern Los Angeles

Typical entry-level wages for *Web and Digital Interface Designers (15-1255)*, the sole middle-skill occupation, are \$32.12, which is above the Self-Sufficiency Standard living wage for one adult (\$24.03 in Los Angeles County). Typical entry-level hourly wages for all three occupations range between \$18.18 and \$32.12. Exhibit 5 shows the wage range for each of these animation and gaming occupations in Northern Los Angeles and how they compare to the regional living wage, sorted from lowest to highest entry-level wage.

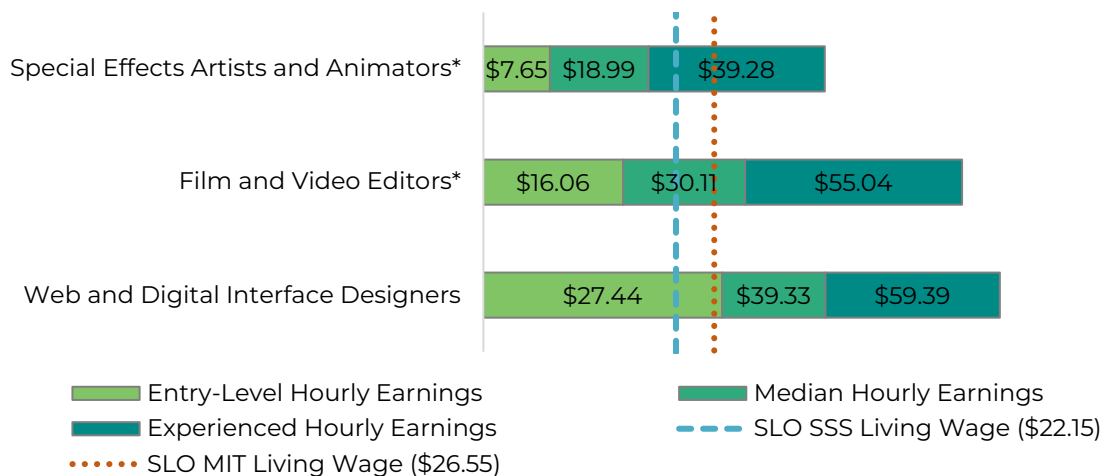
Exhibit 5: Wages by Occupation in Northern Los Angeles County



San Luis Obispo

Typical entry-level wages for *Web and Digital Interface Designers (15-1255)*, the sole middle-skill occupation, are \$27.44, which is above the Self-Sufficiency Standard living wage for one adult (\$22.15 in San Luis Obispo County). Typical entry-level hourly wages for all three occupations range between \$7.65 and \$27.44. Experienced hourly earnings for these animation and gaming occupations in San Luis Obispo County are above the living wage. Exhibit 6 shows the wage range for each of these animation and game art occupations in San Luis Obispo County and how they compare to the regional living wage, sorted from lowest to highest entry-level wage.

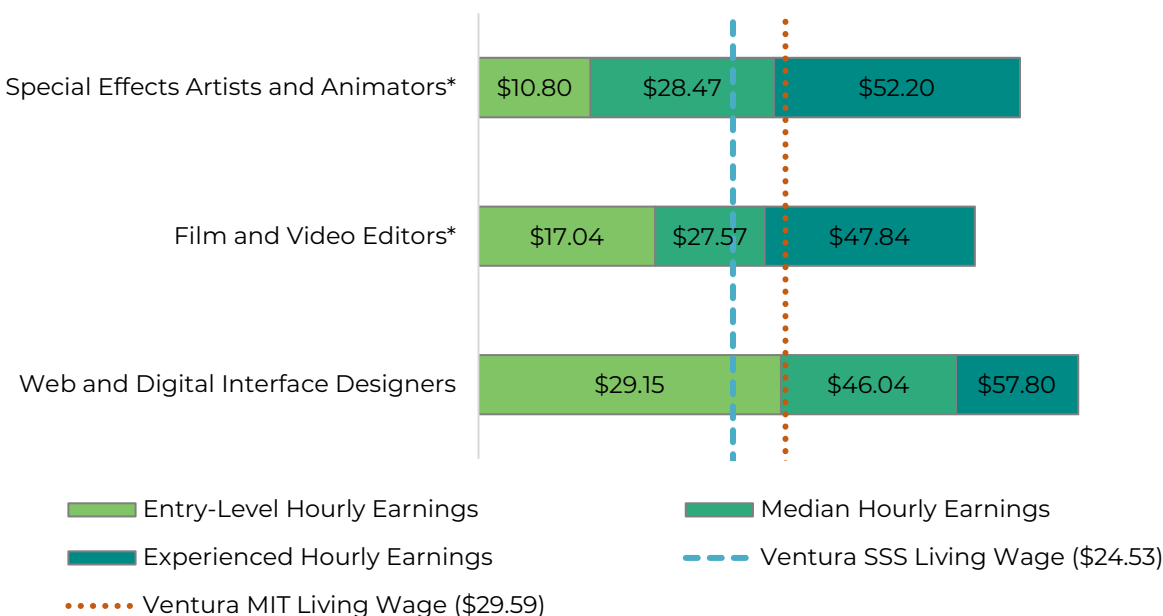
Exhibit 6: Wages by Occupation in San Luis Obispo County



Ventura

Typical entry-level wages for *Web and Digital Interface Designers (15-1255)*, the sole middle-skill occupation, are \$29.15 which is above the Self-Sufficiency Standard living wage for one adult (\$24.53 in Ventura County). Typical entry-level hourly wages for all three occupations range between \$10.80 and \$29.15. Median hourly earnings for these animation and game art occupations in Ventura County are above the living wage. Exhibit 7 shows the wage range for each of these animation and game art occupations in Ventura County and how they compare to the regional living wage, sorted from lowest to highest entry-level wage.

Exhibit 7: Wages by Occupation in Ventura County



Job Postings:

There were 131 online job postings related to these animation and game art occupations listed in the past 12 months in the SCC Region. Exhibit 8 shows the number of job postings by county. Approximately 48% of job postings were in Ventura County.

Exhibit 8: Number of Job Postings by County (n=131)

County	Job Postings	Percentage of Job Postings
Ventura	63	48%
Santa Barbara	40	31%
Northern Los Angeles	18	14%
San Luis Obispo	10	8%
Total Postings	131	100%

Of the 131 postings, the majority (53%) were for *Web and Digital Interface Designers (15-1255)*, followed by *Film and Video Editors (27-4032)**, as shown in Exhibit 9.

Exhibit 9: Number of Job Postings by Occupation (n=131)

Occupation	Job Postings	Percentage of Job Postings
Web and Digital Interface Designers	70	53%
Film and Video Editors*	28	21%

Occupation	Job Postings	Percentage of Job Postings
Special Effects Artists and Animators*	17	13%
Video Game Designers	16	12%
Total Postings	130	100%

The top employers in the region, by number of job postings, are shown in Exhibit 10.

Exhibit 10: Top Employers by Number of Job Postings (n=131)

Employer	Job Postings	Percentage of Job Postings
Skybound Entertainment	6	5%
Google	5	4%
Guitar Center Stores	5	4%
Sonos	3	2%
Insight Global	3	2%
PayPal	3	2%
Appfolio	3	2%
Cella	2	2%
Dole Packaged Foods	2	2%
Intuit	2	2%

The top specialized, soft, and computer skills listed by those most frequently mentioned in job postings (denoted in parentheses) are shown in Exhibit 11.

Exhibit 11: Top Skills by Number of Job Postings (n=131)

Top Specialized Skills	Top Soft Skills	Top Computer Skills
User Experience (UX) (43)	Communication (54)	Figma (Design Software) (28)
Marketing (29)	Editing (27)	Adobe Creative Suite (20)
Figma (Design Software) (28)	Research (27)	Cascading Style Sheets (CSS) (19)
Workflow Management (28)	Leadership (21)	Adobe Photoshop (18)
User Experience (UX) Design (27)	Detail Oriented (19)	Adobe Premiere Pro (18)
User Interface (UI) (26)	Innovation (18)	JavaScript (Programming Language) (18)
Prototyping (25)	Problem Solving (15)	Adobe After Effects (16)
Scalability (24)	Management (14)	HyperText Markup Language (HTML) (15)
Artificial Intelligence (23)	Mentorship (12)	Adobe Illustrator (14)
Adobe Creative Suite (20)	Creativity (11)	TikTok (12)

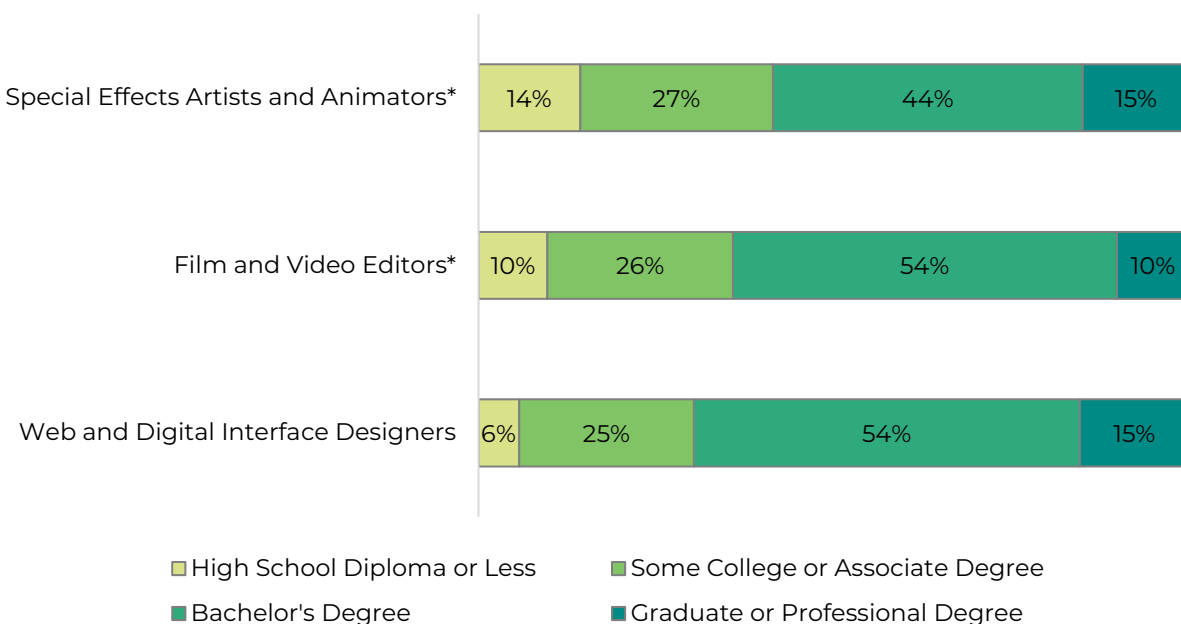
Educational Attainment:

The Bureau of Labor Statistics (BLS) lists the following as the typical entry-level education for these animation and game art occupations:

- Bachelor's Degree
 - *Web and Digital Interface Designers (15-1255)*
 - *Special Effects Artists and Animators (27-1014)**
 - *Film and Video Editors (27-4032)**

The national-level educational attainment data indicates between 25% and 27% of workers in the field have completed some college or an associate degree as their highest level of education. Exhibit 12 shows the educational attainment for each occupation, sorted by highest community college educational attainment to lowest.

Exhibit 12: National-level Educational Attainment for Occupations



Of the 38% of the cumulative job postings for these animation and game art occupations that listed a minimum education requirement in the SCC Region, 10% (5) requested a high school diploma or an associate degree, 82% (41) requested a bachelor's degree, and 8% (4) requested a graduate or professional degree.

Educational Supply

Community College Supply:

Exhibit 13 shows the three-year average number of awards conferred by community colleges in the related TOP codes:

- Digital Media (0614.00)
- Multimedia (0614.10)
- Electronic Game Design (0614.20)
- Website Design and Development (0614.30)
- Animation (0614.40)
- Software Applications (0702.10)
- Computer Software Development (0707.00)
- Graphic Art and Design (1030.00)

No awards were conferred for the following TOP codes:

- Computer Programming (0707.10)

The college with the most completions in the region is College of the Canyons (84), followed by Moorpark College (33), and Antelope Valley (29).

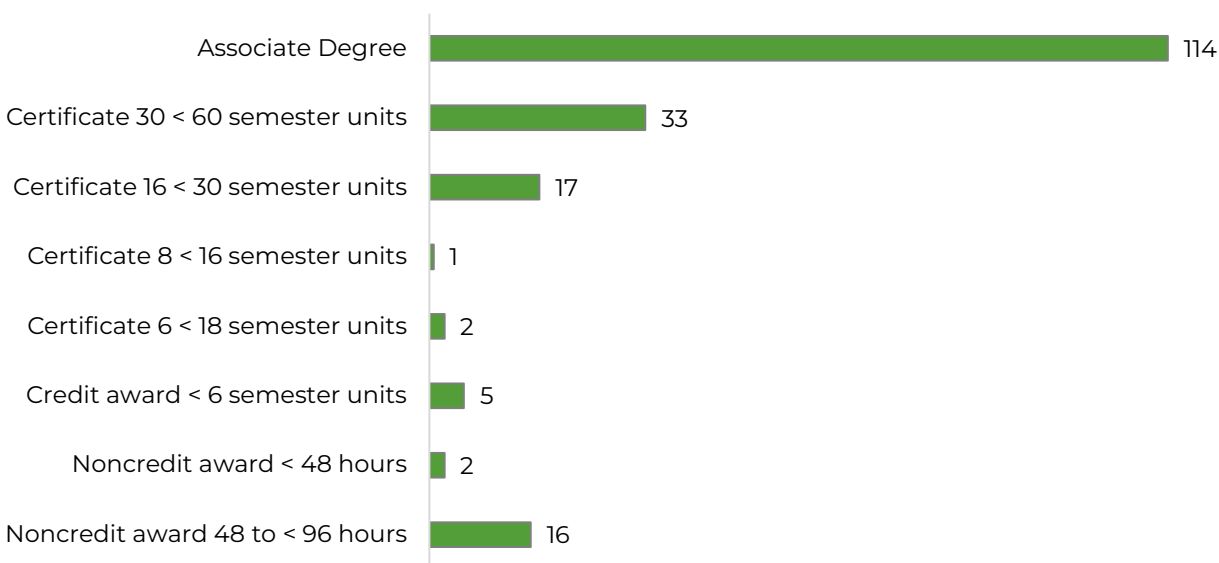
Exhibit 13: Regional Community College Awards (Certificates and Degrees), 2021-2024

TOP Code	Program	College	2021-2022 Awards	2022-2023 Awards	2023-2024 Awards	3-Year Award Average
0612.20	Film Production	Allan Hancock	5	1	4	3
		Canyons	22	23	19	21
		Santa Barbara	8	7	17	11
Supply Subtotal/Average			35	31	40	35
0614.00	Digital Media	Canyons	5	10	6	7
		Moorpark	0	0	2	1
Supply Subtotal/Average			5	10	8	8
0614.10	Multimedia	Allan Hancock	2	1	3	2
		Antelope Valley	4	2	8	5
		Canyons	6	0	1	2
		Moorpark	4	6	8	6
		Santa Barbara	6	7	6	6
Supply Subtotal/Average			22	16	26	21
0614.20	Electronic Game Design	Moorpark	17	27	33	26
Supply Subtotal/Average			17	27	33	26
0614.30	Website Design and Development	Allan Hancock	0	2	5	2
		Canyons	14	7	13	11
		Cuesta	8	6	2	5
		Moorpark	1	1	1	1
Supply Subtotal/Average			23	16	21	20
0614.40	Animation	Allan Hancock	3	1	5	3

TOP Code	Program	College	2021- 2022 Awards	2022- 2023 Awards	2023- 2024 Awards	3-Year Award Average
		Antelope Valley	15	16	22	18
		Canyons	27	35	31	31
		Santa Barbara	9	5	11	8
Supply Subtotal/Average			54	57	69	60
0702.10	Software Applications	Antelope Valley	8	5	8	7
		Canyons	11	14	9	11
		Santa Barbara	0	2	3	2
Supply Subtotal/Average			19	21	20	20
0707.00	Computer Software Development	Santa Barbara	0	0	2	1
Supply Subtotal/Average			0	0	2	1
Supply Total/Average			175	178	219	191

Exhibit 14 shows the annual average community college awards by type from 2021-22 to 2023-24. The plurality of the awards are for associate degrees, followed by certificates between 30 and less than 60 semester units, and certificates between 16 and less than 30 semester units.

Exhibit 14: Annual Average Community College Awards by Type, 2021-2024



Community College Student Outcomes:

Exhibit 15 shows the Strong Workforce Program (SWP) metrics for Electronic Game Design (0614.20) programs at Allan Hancock College (AHC), the SCC Region, and California. Of the 229 Electronic Game Design students throughout the region in the 2023-24 academic year, 17% (39) attended AHC.

SCC Region students that exited Electronic Game Design (0614.20) programs in the 2022-23 academic year had lower median annual earnings (\$23,868 or \$11.48 per hour) compared to

all Electronic Game Design (0614.20) students in the state (\$26,538 or \$12.76 per hour). There is no data available at the district or SCC Region level available on the percentage of students attaining the living wage.

Exhibit 15: Electronic Game Design (0614.20)
Strong Workforce Program Metrics, 2023-24³⁴

SWP Metric	AHC	SCC Region	California
SWP Students	39	229	2,491
SWP Students Who Earned 9 or More Career Education Units in the District in a Single Year	46%	43%	35%
SWP Students Who Completed a Noncredit CTE or Workforce Preparation Course	Data Unavailable	Data Unavailable	71%
SWP Students Who Earned a Degree or Certificate or Attained Apprenticeship Journey Status	Data Unavailable	9%	3%
SWP Students Who Transferred to a Four-Year Postsecondary Institution (2022-23)	0%	6%	4%
SWP Students with a Job Closely Related to Their Field of Study (2021-22)	Data Unavailable	Data Unavailable	40%
Median Annual Earnings for SWP Exiting Students (2022-23)	Data Unavailable	\$23,868 (\$11.48)	\$26,538 (\$12.76)
Median Change in Earnings for SWP Exiting Students (2022-23)	Data Unavailable	40%	29%
SWP Exiting Students Who Attained the Living Wage (2022-23)	Data Unavailable	Data Unavailable	16%

³ All SWP metrics are for 2023-24 unless otherwise noted. Metrics data is sourced from DataVista.

⁴ Data that is not available in DataVista is denoted in Exhibit 15 as "data unavailable." Data may not be available for various reasons, including cases where data is masked to protect personally identifiable information.

Non-Community College Supply:

To comprehensively analyze the regional supply, it is crucial to include data from other institutions offering animation and game art training programs. Over the past three years (2020-2023), there were 20 related awards conferred by two non-community colleges under the related Classification of Instructional Programs (CIP) codes:

- Digital Communication and Media/Multimedia (09.0702)
- Animation, Interactive Technology, Video Graphics, and Special Effects (10.0304)
- Web Page, Digital/Multimedia and Information Resources Design (11.0801)

No awards conferred by non-community college institutions under the related Classification of Instructional Programs (CIP) Codes:

- Digital Arts (50.0102)
- Graphic Design (50.0409)

Exhibit 16 shows the number of awards conferred by non-community college institutions.

Exhibit 16: Regional Non-Community College Awards, 2020-2023

CIP Code	Program	College	2020-2021 Awards	2021-2022 Awards	2022-2023 Awards	3-Year Award Average
09.0702	Digital Communication and Media/Multimedia	Ventura Adult and Continuing Education	0	3	3	2
Supply Subtotal/Average			0	3	3	2
10.0304	Animation, Interactive Technology, Video Graphics, and Special Effects	Laurus College	11	13	16	13
Supply Subtotal/Average			11	13	16	13
11.0801	Web Page, Digital/Multimedia and Information Resources Design	Laurus College	5	3	7	5
Supply Subtotal/Average			5	3	7	5
Supply Total/Average			16	19	26	20

Regional Demographics

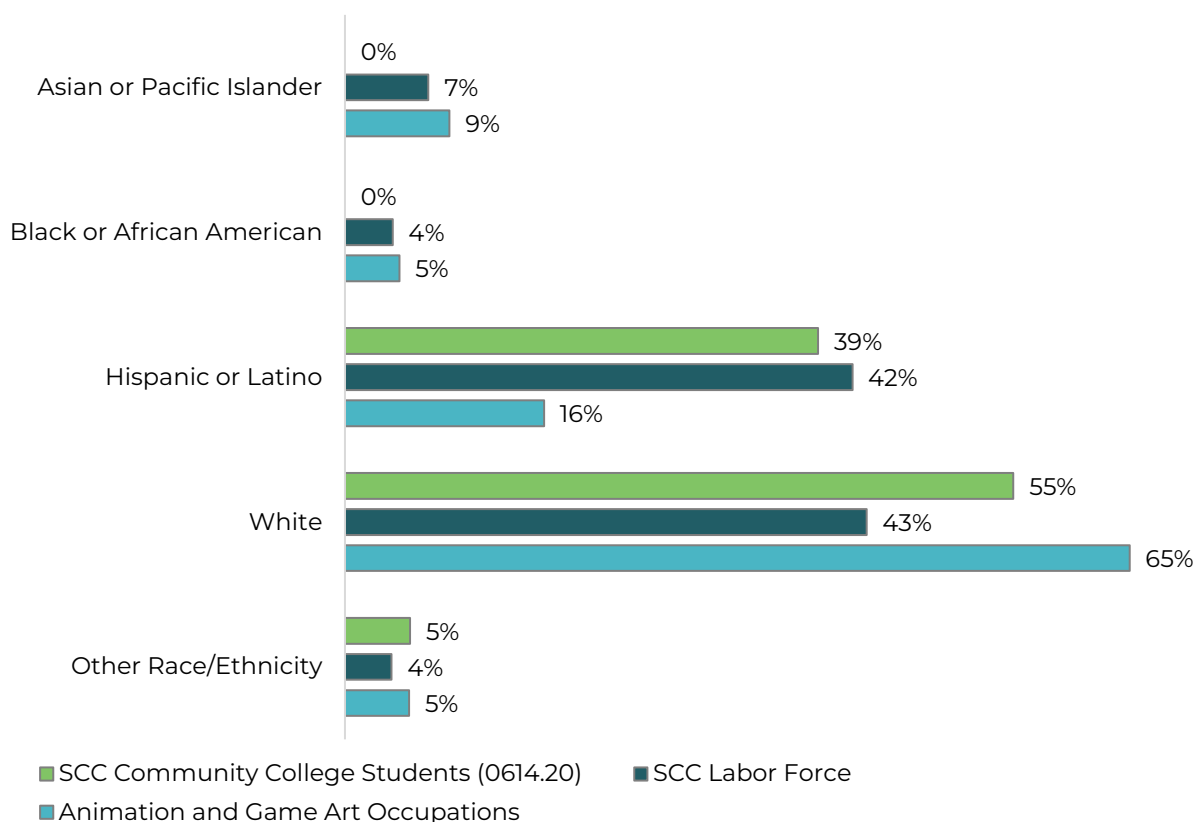
This section examines demographic data for SCC community college students in Electronic Game Design (0614.20) programs compared to the SCC labor force, along with occupational data, to identify potential diversity and equity issues addressable by community college programs.

Ethnicity:

Exhibit 17 compares the ethnicity of SCC community college students enrolled in Electronic Game Design (0614.20) programs, the overall SCC labor force, and occupation-specific data for the three animation and game art occupations included in this report.

Notably, 65% of workers employed in these animation and game art occupations are white, which is higher than the labor force (43%) and community college Electronic Game Design (0614.20) students (55%). Conversely, 39% of community college Electronic Game Design (0614.20) students are Hispanic or Latino, which is higher in comparison to those in animation and game art occupations (16%), but lower when compared to the overall labor force (42%).

Exhibit 17: Program and County Demographics by Ethnicity

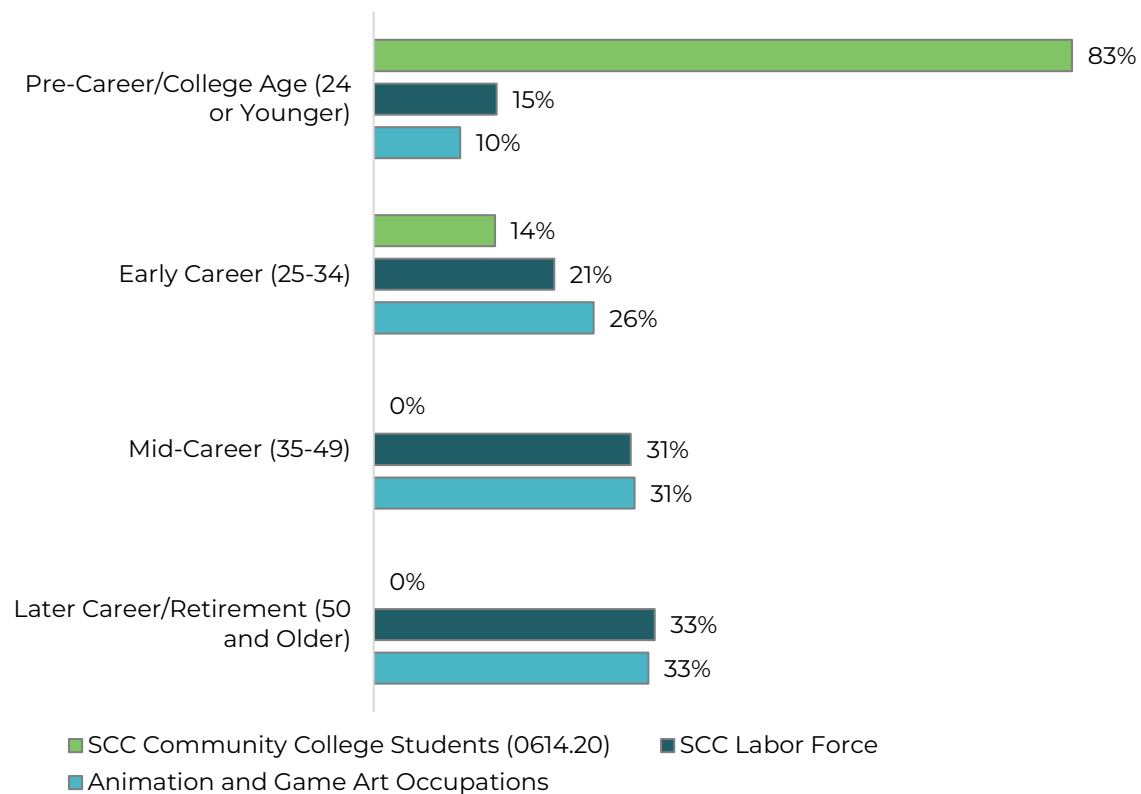


Age:

Exhibit 18 compares the age of SCC community college students enrolled in Electronic Game Design (0614.20) programs, the overall SCC labor force, and occupation-specific data for the three animation and game art occupations included in this report.

Workers in these animation and game art occupations are distributed fairly even across all age groups, which generally aligns with the SCC labor force. However, 83% of Electronic Game Design (0614.20) students are Pre-Career/College Age (24 or Younger) which is higher than both the overall SCC labor force (15%), and workers in these animation and game art occupations (10%).

Exhibit 18: Program and County Demographics by Age

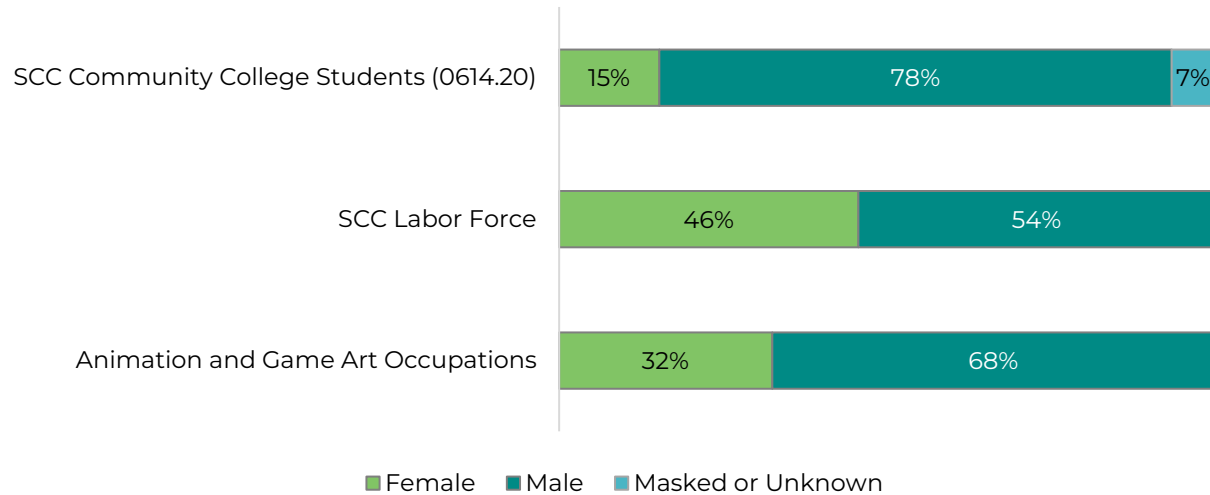


Sex:

Exhibit 19 compares the sex of SCC community college students enrolled in Electronic Game Design (0614.20) programs, the overall SCC labor force, and occupation-specific data for these animation and game arts occupations.

There is a majority of male students (78%) and workers in these animation and game art occupations (65%), which is higher than the overall labor force (54% male).

Exhibit 19: Program and County Demographics by Sex



Appendix A: Methodology

Traditional Labor Market Data

The SCC COE prepared this report by analyzing data from occupations and education programs. Occupational data is derived from Lightcast, a labor market analytics firm that consolidates data from the California Employment Development Department (EDD), U.S. Bureau of Labor Statistics (BLS) and other government agencies.

Data included in this analysis represents the labor market demand for relevant positions most closely related to the proposed program as expressed by the requesting college in consultation with the SCC COE. Traditional labor market information was used to show current and projected employment based on data trends, as well as annual average awards granted by regional community colleges.

Program supply data is drawn from two systems: Taxonomy of Programs (TOP) and Classification of Instructional Programs (CIP).

Using a TOP-SOC crosswalk, the SCC COE identified middle-skill jobs for which programs within these TOP codes train. Middle-skill jobs include:

- All occupations that require an educational requirement of some college, associate degree or apprenticeship;
- All occupations that require a bachelor's degree, but also have more than one-third of their existing labor force with an educational attainment of some college or associate degree; or
- All occupations that require a high school diploma or equivalent or no formal education, but also require short- to long-term on-the-job training where multiple community colleges have existing programs.

The SCC COE determined labor market supply for an occupation or SOC code by analyzing the number of program completers or awards in a related TOP or CIP code. The COE developed a “supply table” with this information, which is the source of the program supply data for this report. TOP code data comes from the California Community Colleges Chancellor's Office MIS Data Mart (datamart.cccco.edu) and CIP code data comes from the Integrated Postsecondary Education Data System (nces.ed.gov/ipeds/use-the-data), also known as IPEDS.

TOP is a system of numerical codes used at the state level to collect and report information on California community college programs and courses throughout the state that have similar outcomes. CIP codes are a taxonomy of academic disciplines at institutions of higher education in the United States and Canada. Institutions outside of the California Community College system do not use TOP codes in their reporting systems.

Online Job Postings Data

Online job postings data, also known as real-time labor market information, captures job post advertisements for occupations relevant to the field of study which can signal demand and show what employers are looking for in potential employees but is not a perfect measure of the quantity of open positions. Online job postings data is sourced from Lightcast, a labor market analytics firm that scrapes, collects, and organizes data from online job boards such as LinkedIn, Indeed, Glassdoor, Monster, GovernmentJobs.com, and thousands more.

There are several limitations when analyzing job postings. A single job posting may not represent a single job opening, as employers may be creating a pool of candidates for future openings or hiring for multiple positions with a single posting. Additionally, not all jobs are posted online, and jobs may be filled through other methods such as internal promotion, word-of-mouth advertising, physical job boards, or a variety of other channels.

Additionally, Lightcast uses natural language processing (NLP) to determine the related company, industry, occupation, and other information for each job posting. However, NLP has limitations that include understanding contextual words of phrases; determining differences in words that can be used as nouns, verbs, and/or adjectives; and misspellings or grammatical errors.⁵ For these reasons, job postings could be assigned to the wrong employer, industry, or occupation within Lightcast's database.

Geography

The South Central Coast region encompasses San Luis Obispo, Santa Barbara, and Ventura counties, as well as parts of Northern Los Angeles County. Exhibit 19 shows the 34 ZIP codes used to define Northern Los Angeles County.

Exhibit 20: Northern Los Angeles ZIP Codes

ZIP Code	Primary City	ZIP Code	Primary City
91310	Castaic	93532	Lake Hughes
91321	Newhall	93534	Lancaster
91322	Newhall	93535	Lancaster
91350	Santa Clarita	93536	Lancaster
91351	Canyon Country	93539	Lancaster
91354	Valencia	93543	Littlerock
91355	Valencia	93544	Llano
91380	Santa Clarita	93550	Palmdale
91381	Stevenson Ranch	93551	Palmdale
91382	Santa Clarita	93552	Palmdale
91383	Santa Clarita	93553	Pearblossom
91384	Castaic	93563	Valyermo
91385	Valencia	93584	Lancaster
91386	Canyon Country	93586	Lancaster
91387	Canyon Country	93590	Palmdale
91390	Santa Clarita	93591	Palmdale
93510	Acton	93599	Palmdale

Though traditional labor market information is available at the ZIP code level, it does not always add up to data reported at the county level for multiple reasons:

- ZIP codes are not official geographically bounded areas, unlike states and counties.
- ZIP codes may cross county lines, such as ZIP code 93461, which is primarily in San Luis Obispo County, but also crosses into Kern County.

For these reasons, the number of jobs and average annual openings for each county may not add up to the total for the SCC Region. However, considering jobseekers may cross county lines for opportunities, the traditional labor market data is reflective of opportunities available to jobseekers in the SCC Region.

Additionally, job postings data is available only at the city or county level. To analyze job postings for the entire SCC region, the SCC COE developed a list of cities available in Lightcast for analysis. Additionally, demographic data is not available at the ZIP code level but is available at the Census Bureau's Public Use Microdata Area (PUMA) level. Demographic data was sourced via IPUMS and analyzed by the SCC COE.

⁵ K. R. Chowdhary, Fundamentals of Artificial Intelligence (Basingstoke: Springer Nature, 2020), <https://link.springer.com/book/10.1007/978-81-322-3972-7>.

Appendix B: Data Sources

Data Type	Source
Occupational Projections, Wages, and Job Postings	Traditional and real-time labor market information are captured using data from Lightcast , a labor market analytics firm.
Living Wage	Per the CCCCCO, this report's endorsement criteria uses the University of Washington's Center for Women's Welfare Self-Sufficiency Standard last updated in March 2024. The MIT Living Wage , updated on February 10, 2025, is a nationally recognized living wage metric and is provided for reference.
Typical Education and Training Requirements, and Educational Attainment	The Bureau of Labor Statistics (BLS) uses a system to assign categories for entry-level education, work experience in a related occupation, and typical on-the-job training to each occupation for which BLS publishes projections data.
Emerging Occupation Descriptions, Additional Education Requirements, and Employer Preferences	The O*NET database includes information on skills, abilities, knowledges, work activities, and interests associated with occupations.
Educational Supply	The CCCCCO Data Mart provides information about students, courses, student services, outcomes and faculty and staff. The National Center for Education Statistics (NCES) Integrated Postsecondary Integrated Data System (IPEDS) collects data on the number of postsecondary awards earned (completions).
Student Metrics and Demographics	Data Vista , a statewide data system supported by the California Community Colleges Chancellor's Office provides data on progress, success, employment, and earnings outcomes for California community college students.
Population and Occupation Demographics	The Census Bureau's American Community Survey (ACS) is the premier source for detailed population and housing information. Data is sourced from IPUMS USA , a database providing access to ACS and other Census Bureau data products.

All representations have been produced from primary research and/or secondary review of publicly and/or privately available data and/or research reports. The most recent data available at the time of the analysis was examined; however, data sets are updated regularly and may not be consistent with previous reports. Efforts have been made to qualify and validate the accuracy of the data and findings; however, neither the Centers of Excellence for Labor Market Research (COE), COE host district, nor California Community Colleges Chancellor's Office are responsible for the applications or decisions made by individuals and/or organizations based on this study or its recommendations.

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