



Labor Market Analysis: 0614.10 – Multimedia

10.0304–Animation, Interactive Technology, Video Graphics, and Special Effects

Virtual Reality (VR) and Extended Reality (XR) Development

Certificate requiring 8 to fewer than 16 semester units

Los Angeles Center of Excellence, September 2026

Program Endorsement:	Endorsed: All Criteria Met	☒	Endorsed: Some Criteria Met	☐	Not Endorsed	☐
Program Endorsement Criteria						
Supply Gap:	Yes	☒	No	☐		
Living Wage: (Entry-Level, 25 th)	Yes	☒	No	☐		
Education:	Yes	☒	No	☐		
Emerging Occupation(s)						
Yes			☐	No	☒	

SUMMARY

This report analyzes whether local labor market demand is being met by community college programs aligned with the identified middle-skill occupations¹ or whether a shortage of workers exists. Labor market demand is measured by annual job openings while education supply is measured by the number of awards (degrees and certificates) conferred on average each year.

Based on the available data, there appears to be a supply gap for the two identified middle-skill occupations in the region. Furthermore, entry-level wages exceed the self-sufficiency standard wage in both Los Angeles and Orange counties, and approximately one-third of current workers in the field have completed an associate degree or less educational attainment. Since the majority of job openings for these occupations typically require a bachelor's degree, and completion of this program provides only a certificate of achievement, this proposed program is best positioned as an upskilling opportunity for students who already possess a four-year degree.

Recommendation: Due to all three program endorsement criteria being met, the Los Angeles Center of Excellence for Labor Market Research (LA COE) endorses this proposed program.

¹ Middle-skill occupations typically require some postsecondary education, but less than a bachelor's degree. The COE classifies middle-skill jobs as the following:

- 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.

Key Findings

Supply Gap

- 1,032 annual job openings are projected in the region through 2030. This number is greater than the three-year average of 761 awards conferred by educational institutions in the region.

Living Wage

- Both target occupations have entry-level wages **above** Los Angeles County's self-sufficiency standard hourly wage (\$24.03/hour).²

Educational Attainment

- A bachelor's degree is the typical entry-level education for the target occupations in this report, according to the Bureau of Labor Statistics (BLS).
- 29%-43% of workers in the field have completed an associate degree or less education, according to national educational attainment data.

Community college supply

- 22 community colleges issued awards related to multimedia in the greater LA/OC region.
- 369 awards (degrees and certificates) were conferred on average each year between 2023 and 2025.

Other postsecondary supply

- 14 educational institutions in the LA/OC region have conferred awards in programs related to multimedia over the past three years.
- 392 awards were conferred on average each year by other postsecondary institutions throughout the greater LA/OC region between 2022 and 2024.

TARGET OCCUPATIONS

LA COE prepared this report to provide regional labor market and postsecondary supply data related to two middle-skill occupations. Although the occupations in this report typically require a bachelor's degree, they are considered middle-skill because approximately one-third of workers in the field have completed some college or an associate degree. [For full occupation descriptions, please see Appendix.](#)

- **Web and Digital Interface Designers (15-1255)**³
- **Special Effects Artists and Animators (27-1014)**⁴

OCCUPATIONAL DEMAND

Exhibit 1 shows the five-year occupational demand projections for these middle-skill multimedia occupations. In the greater Los Angeles/Orange County region, the number of jobs related to these occupations is projected to decrease by 4% through 2030. However, there will be more

² Center for Women's Welfare, University of Washington. (2024). *The self-sufficiency standard for California 2024*. <http://selfsufficiencystandard.org/California>.

³ [Web Developers and Digital Designers \(bls.gov\)](#)

⁴ [Special Effects Artists and Animators \(bls.gov\)](#)

than 1,000 job openings per year through 2030 due to retirements and workers leaving the field. The majority of jobs in 2025 for these middle-skill multimedia occupations (79%) were located in Los Angeles County.

Exhibit 1: Current employment and occupational demand, Los Angeles and Orange counties⁵

Geography	2025 Jobs	2030 Jobs	2025-2030 Change	2025-2030 % Change	Annual Openings
Los Angeles	12,046	11,418	(628)	(5%)	824
Orange	3,135	3,098	(38)	(1%)	207
Total	15,181	14,515	(666)	(4%)	1,032

Detailed Occupation Data

Exhibit 2 displays the current employment and projected occupational demand for each of the target occupations in Los Angeles County. The average percentage of workers aged 55+ across all occupations in the Los Angeles/Orange County region is 26%; occupations with a larger share of workers aged 55 and older typically have greater replacement needs to offset the amount of impending retirements.

Exhibit 2: Detailed employment and occupational demand, Los Angeles County⁶

Occupation	2025 Jobs	2030 Jobs	5-Yr % Change	Annual Openings	% Aged 55 and older	% Full Time Workers
Web and Digital Interface Designers	7,219	7,070	(2%)	435	8%	82%
Special Effects Artists and Animators	4,827	4,348	(10%)	389	27%	Data unavailable
Total	12,046	11,418	(5%)	824	-	-

WAGES

The labor market endorsement in this report considers the entry-level hourly wages for these middle-skill multimedia occupations in Los Angeles County as they relate to the county's self-sufficiency standard wage. Orange County wages are included below in order to provide a complete analysis of the greater Los Angeles/Orange County region.

Los Angeles County

Both occupations have entry-level wages above the self-sufficiency standard wage for one adult (\$24.03 in Los Angeles County). Typical entry-level hourly wages are in a range between \$34.93 and \$35.76. (Exhibit 3). Experienced workers can expect to earn wages between \$76.16 and \$80.18.

⁵ Five-year change represents new job additions to the workforce. Annual openings include new jobs and replacement jobs that result from retirements and separations.

⁶ Ibid.

Exhibit 3: Earnings for occupations in Los Angeles County

Occupation	Entry-Level Hourly Earnings (25 th Percentile)	Median Hourly Earnings	Experienced Hourly Earnings (75 th Percentile)	Median Annual Earnings*
Web and Digital Interface Designers	\$35.76	\$50.03	\$80.18	\$104,100
Special Effects Artists and Animators	\$34.93	\$55.67	\$76.16	\$115,800

*Rounded to the nearest \$100

Orange County

Both occupations have entry-level wages above the self-sufficiency standard wage for one adult (\$27.13 in Orange County). Typical entry-level hourly wages are in a range between \$27.40 and \$33.57 (Exhibit 4). Experienced workers can expect to earn wages between \$66.40 and \$75.95.

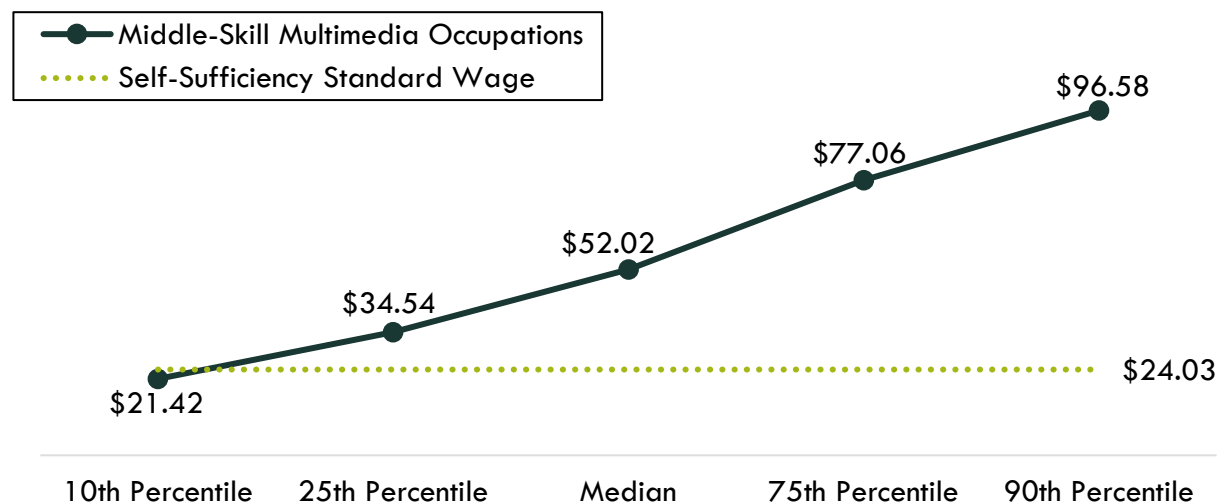
Exhibit 4: Earnings for occupations in Orange County

Occupation	Entry-Level Hourly Earnings (25 th Percentile)	Median Hourly Earnings	Experienced Hourly Earnings (75 th Percentile)	Median Annual Earnings*
Web and Digital Interface Designers	\$33.57	\$47.29	\$75.95	\$98,400
Special Effects Artists and Animators	\$27.40	\$47.25	\$66.40	\$98,300

*Rounded to the nearest \$100

Across the greater Los Angeles and Orange County region, the average entry-level hourly earnings for the occupations in this report are \$34.54; this is above the living wage for one single adult in Los Angeles County (\$24.03). Exhibit 5 shows the average hourly wage for the occupations in this report, for entry-level to experienced workers.

Exhibit 5: Average hourly earnings for target occupations, Los Angeles and Orange counties



JOB POSTINGS

There were 3,132 online job postings related to middle-skill multimedia occupations listed in the past 12 months in Los Angeles and Orange counties. Exhibit 6 displays the number of job postings by occupation. The majority of job postings (78%) were for *web and digital interface designers*, followed by *special effects artists and animators* (22%).

Exhibit 6: Job postings by occupation (last 12 months), Los Angeles and Orange counties



Job postings were analyzed for the most common job titles, skills, and employers associated with the target occupations in this report (Exhibit 7).

Exhibit 7: Most commonly requested job titles, skills and employers in job postings, Los Angeles and Orange counties

Top Job Titles	Top Skills	Top Employers
• UI/UX designers • UX designers • Product designers • User experience designers • Game masters • Gameplay engineers • Visual designers • Systems designers	• User experience (UX) • Workflow management • Figma (design software) • Prototyping • User experience (UX) design • User interface (UI) • Product design • Animations	• Canteen Vending • Google • Amazon • Yotta Games • Rio Games • Robert Half* • Walt Disney • Anduril Industries • Electronic Arts

*Staffing company

In the greater Los Angeles/Orange County region, 35% of the target job postings listed a minimum educational requirement. Exhibit 8 details the number and percentage of job postings by educational level.

Exhibit 8: Education levels requested in job postings for target occupations, Los Angeles and Orange counties

Education Level	Job Postings	% of Job Postings
Bachelor's degree	1,003	93%
Associate degree	27	2%
High school diploma or vocational training	54	5%

EDUCATIONAL ATTAINMENT

The Bureau of Labor Statistics (BLS) lists a bachelor's degree as the typical entry-level education for both target occupations (Exhibit 9). Because most job openings for these occupations require a bachelor's degree, and this program provides only a certificate of achievement, this proposed program is best positioned as an upskilling opportunity for students who already have a four-year degree. However, the national-level data indicates between 29% and 43% of workers in the field have completed some college or an associate degree as their highest level of educational attainment. The Bureau of Labor Statistics (BLS) lists the following typical entry-level education levels for the occupations in this report:

Exhibit 9: Entry-level education preferred by employers nationally, Bureau of Labor Statistics

Occupation	Education Level
Web and Digital Interface Designers	Bachelor's degree
Special Effects Artists and Animators	Bachelor's degree

EDUCATIONAL SUPPLY

Community College Supply

Exhibit 10 shows the annual and three-year average number of awards conferred by community colleges in programs that have historically trained for the occupations of interest. The colleges with the most completions in the region are Santa Monica, Mt. San Antonio, and Pasadena.

Exhibit 10: Regional community college awards (certificates and degrees), 2023-2025

TOP Code	Program	College	2022-23 Awards	2023-24 Awards	2024-25 Awards	3-Year Average
0614.10	Multimedia	East LA	-	1	-	0
		LA Mission	16	20	38	25
		Long Beach	1	2	1	1
		LA Subtotal	17	23	39	26
		Orange Coast	7	20	9	12
		Santiago Canyon	1	1	2	1
		OC Subtotal	8	21	11	13
Supply Subtotal/Average			25	44	50	40
0614.20	Electronic Game Design	LA City	-	7	13	7
		Long Beach	2	2	4	3
		Pasadena	4	18	21	14
		LA Subtotal	6	27	38	24
		Fullerton	-	-	2	1
		Irvine	24	9	8	14
		OC Subtotal	24	9	10	14

TOP Code	Program	College	2022-23 Awards	2023-24 Awards	2024-25 Awards	3-Year Average
Supply Subtotal/Average			30	36	48	38
0614.30	Website Design and Development	Citrus	-	-	1	0
		LA Pierce	-	3	5	3
		Long Beach	6	9	5	7
		Pasadena	3	10	5	6
		Santa Monica	5	3	8	5
		West LA	4	6	2	4
		LA Subtotal	18	31	26	25
		Fullerton	-	1	2	1
		Orange Coast	8	14	22	15
		Saddleback	6	6	9	7
		Santa Ana	-	-	2	1
		OC Subtotal	14	21	35	23
Supply Subtotal/Average			32	52	61	48
0614.40	Animation	Cerritos	13	11	9	11
		East LA	6	4	16	9
		El Camino	2	1	7	3
		Glendale	5	3	7	5
		LA City	2	7	9	6
		LA Mission	12	4	12	9
		Mt San Antonio	40	60	60	53
		Pasadena	21	20	49	30
		Rio Hondo	17	8	10	12
		Santa Monica	37	107	123	89
		LA Subtotal	155	225	302	227
		Coastline	2	6	1	3
		Cypress	-	-	1	0
		Fullerton	-	-	1	0
		Irvine	3	2	5	3
		Orange Coast	8	5	11	8
		Santa Ana	-	-	1	0
		OC Subtotal	13	13	20	15
Supply Subtotal/Average			168	238	322	243
Supply Total/Average			255	370	481	369

Exhibit 11 displays the community college awards broken down by award type. In this case, the majority of awards issued by community colleges are certificates (66%).

Exhibit 11: Community college awards by award type, 2023-2025

Award Type	# of Awards	% of Awards
A.A./A.S. degrees	124	34%
Certificates	244	66%
Noncredit awards	1	>1%
Total	369	100%

Other Postsecondary Supply

For a comprehensive regional supply analysis, it is important to consider the supply from other institutions in the region that provide training programs for middle-skill multimedia occupations. Exhibit 12 shows the number of awards conferred by these institutions in relevant programs. Due to different data collection periods, the most recent data is from 2022 to 2024. Between 2022 and 2024, other postsecondary college institutions in the region conferred an average of 392 bachelor's and sub-baccalaureate awards. Sub-baccalaureate awards include associate degrees, postsecondary awards, and other academic awards that typically take fewer than four years to complete.

Exhibit 12: Other regional postsecondary awards, 2022-2024

CIP Code	Program	Postsecondary Institution	2021-22 Awards	2022-23 Awards	2023-24 Awards	3-Year Average
10.0304	Animation, Interactive Technology, Video Graphics, and Special Effects	ABC Adult School	1	-	-	0
		Art Center College of Design	62	79	95	79
		Azusa Pacific Univ.	14	12	9	12
		CA College of ASU	2	12	7	7
		Chapman University	23	45	30	33
		Laguna College of Art and Design	29	26	46	34
		LA Film School	67	85	105	86
		Loyola Marymount University	13	14	22	16
		NY Film Academy	15	4	6	8
		USC	-	-	14	5
		Woodbury Univ.	-	24	12	12
11.0801	Web Page, Digital/Multimedia and Information Resources Design	LA Pacific College	6	2	2	3
		Westcliff University	-	1	2	1

CIP Code	Program	Postsecondary Institution	2021-22 Awards	2022-23 Awards	2023-24 Awards	3-Year Average
50.0411	Game and Interactive Media Design	Azusa Pacific Univ.	-	5	3	3
		Biola University	4	3	8	5
		Chapman University	3	-	-	1
		Gnomon	-	31	22	18
		Laguna College of Art and Design	26	30	35	30
		NY Film Academy	2	11	5	6
		USC	26	19	28	24
		Woodbury Univ.	10	19	1	10
Supply Total/Average			303	422	452	392

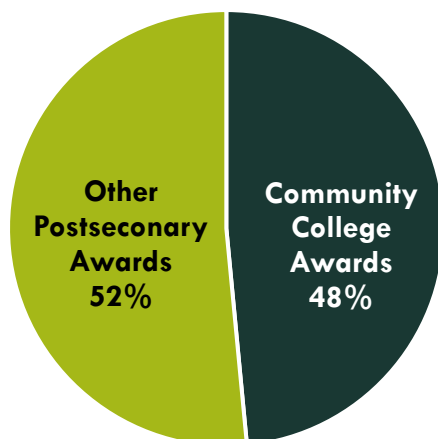
Exhibit 13 shows the breakdown of other postsecondary awards by award type. The majority of awards issued by other postsecondary schools are bachelor's degree (93%).

Exhibit 13: Other postsecondary awards by award type, 2022-2024

Award Type	# of Awards	% of Awards
Bachelor's degrees	363	93%
Sub-baccalaureate awards	29	7%
Total	392	100%

Exhibit 14 shows the proportion of community college awards conferred in the greater Los Angeles/Orange County region compared to the number of other postsecondary awards for the programs in this report. The majority of awards conferred in these programs are awarded by other institutions in the greater Los Angeles/Orange County region.

Exhibit 14: Percentage of community college awards compared to other postsecondary institution awards in the Los Angeles/Orange County region



APPENDIX: OCCUPATION DESCRIPTIONS

LA COE prepared this report to provide regional labor market supply and demand data related to these target occupations:

- **Web and Digital Interface Designers (15-1255)** Design digital user interfaces or websites. Develop and test layouts, interfaces, functionality, and navigation menus to ensure compatibility and usability across browsers or devices. May use web framework applications as well as client-side code and processes. May evaluate web design following web and accessibility standards and may analyze web use metrics and optimize websites for marketability and search engine ranking. May design and test interfaces that facilitate the human-computer interaction and maximize the usability of digital devices, websites, and software with a focus on aesthetics and design. May create graphics used in websites and manage website content and links.⁷
- **Special Effects Artists and Animators (27-1014)** Create special effects or animations using film, video, computers, or other electronic tools and media for use in products, such as computer games, movies, music videos, and commercials.⁸

Contact information:

Luke Meyer, Director
Los Angeles Center of Excellence
Lmeyer7@mtsac.edu

If for any reason this document is not accessible or if you have specific needs for readability, please contact us and we will do our utmost to accommodate you with a modified version.



POWERED BY



DATA SOURCES

- O*NET Online
- Lightcast (formerly Emsi)
- Bureau of Labor Statistics (BLS)
- California Employment Development Department, Labor Market Information Division, OES
- California Community Colleges Chancellor's Office Management Information Systems (MIS)
- Self-Sufficiency Standard at the Center for Women's Welfare, University of Washington
- Chancellor's Office Curriculum Inventory (COCI 2.0)

Important Disclaimer: All representations included in this report have been produced from primary research and/or secondary review of publicly and/or privately available data and/or research reports. Efforts have been made to qualify and validate the accuracy of the data and the reported findings; however, neither the Centers of Excellence, COE host District, nor California Community Colleges Chancellor's Office are responsible for applications or decisions made by recipient community colleges or their representatives based upon components or recommendations contained in this study.

© 2026 California Community Colleges Chancellor's Office,
Centers of Excellence for Labor Market Research, Economic and Workforce Development Program

⁷ [Web Developers and Digital Designers \(bls.gov\)](https://www.bls.gov)

⁸ [Special Effects Artists and Animators \(bls.gov\)](https://www.bls.gov)