



CATALOG ADDENDUM: FEB 2026

Below are listed additions and corrections to the 2025-26 Bucks County Community College Catalog since its publication. All corrections listed below have been made in the main online catalog sections to which they apply. They do not appear, however, in the PDF version of the full catalog.

SECTION 2: MAJORS AND CERTIFICATE PROGRAMS

Tattoo Art, Certificate Program (Curriculum Code 3214): This new certificate program has been approved.

Tattoo Art

Certificate Program

School of Arts & Communication

Hicks Art Center • Phone (215) 968-8425

Curriculum Code No. **CER.3214**

This tattoo certificate program gives emerging tattoo artists the structure of foundational art, health, and business skills as a platform to build a career as a successful tattoo artist and entrepreneur. Students will combine a strong foundation in creative expression with the real-life skills necessary to develop essential entry-level skills required in the field of tattooing.

Graduates of this program are able to:

- apply safety and sanitation protocols to all aspects of tattoo creation;
- create professional-level designs for the human body and appropriate to skin as a medium;
- develop proficiency in executing tattoos onto real clients; and
- present a formal professional portfolio of their work that may be used to apply for a position in the tattooing field.

Certificate Course Requirements

| REQUIREMENTS | Credits |
|--|---------|
| COLL101 Orientation to College | 1 |
| HSCI 110 Blood Borne Pathogens & Communicable Diseases Training ^A | 1 |

| | |
|---|-----------|
| MGMT102 Business Skills for Artists | |
| OR MGMT155 Intro to Entrepreneurship | 3 |
| TATT 101 Intro to Tattooing A | 3 |
| TATT 202 Tattoo Tools & Techniques A | 3 |
| TATT 270 Shop Apprenticeship I A | 3 |
| TATT 271 Shop Apprenticeship II A | 3 |
| VAFA 100 Drawing I 1 | 3 |
| VAFA103 Drawing 2 A | |
| OR VAGD102 Illustration – Drawing and Digital A | 3 |
| VAFA 104 2D Design Color A | |
| OR VAFA171 Intro to Painting A,1 | 3 |
| VAMM 100 Digital Imaging 1 | 3 |
| Elective (choose from list) | 3 |
| Total Credits | 32 |
| | |
| ELECTIVE OPTIONS | 3 |
| MKTG220 Digital Marketing | 3 |
| MKTG230 Social Media Marketing | 3 |
| VAPH110 Digital Photography | 3 |
| VAFA201 Special Topics 2D ^ | 3 |
| VAFA191 Art History Before 1450 ^,1 | 3 |
| VAFA192 Art History After 1450 ^,1 | 3 |
| VAFA193 History of Modern Art ^,1 | 3 |
| VAFA195 Non-Western Art History ^,1 | 3 |

SECTION 3: COURSE DESCRIPTIONS

Blood Borne Pathogens & Communicable Disease Training (HSCI110): This new course has been approved:

[Department of Health Sciences, Kinesiology and Sport Studies](#)

I. Course Number and Title

HSCI110 Blood Borne Pathogens & Communicable Disease Training

II. Number of Credits

1 credits

III. Number of Instructional Minutes

750

IV. Prerequisites

None

Corequisites

None

V. Other Pertinent Information

VI. Catalog Course Description

Following strict compliance with OSHA's Bloodborne Pathogens Standard, participants learn critical information on exposure control plans, work practice

controls, the proper use of personal protective equipment (PPE), and appropriate post-exposure response procedures. This course is vital for ensuring workplace safety and fulfilling mandatory annual training requirements across various professional sectors.

VII. Required Course Content and Direction

1. Course Learning Goals

Students will:

1. identify common bloodborne pathogens and communicable diseases encountered in professional settings (e.g., HIV, HBV, HCV);
2. describe the modes of transmission for pathogens;
3. assess potential exposure risks in various environments;
4. select and utilize appropriate personal protective equipment (PPE); and
5. outline proper procedures for post-exposure evaluation, documentation, and follow-up according to regulatory standards.

2. Planned Sequence of Topics and/or Learning Activities

The following topics are presented:

- OSHA Bloodborne Pathogens Standard overview
- Modes of transmission for communicable diseases
- Selection, use, and disposal of PPE (gloves, masks, gowns)
- Proper hand hygiene techniques
- Cleaning, disinfection, and sterilization procedures
- Emergency procedures and post-exposure evaluation

3. Assessment Methods for Course Learning Goals

- Quizzes and tests
- Demonstration/return demonstration of appropriate PPE selection, donning, and doffing, and disposal

4. Reference, Resource, or Learning Materials to be used by Student:

See course syllabus

Intro to Tattooing (TATT101): This new course has been approved:

Department of Arts and Communication: Visual Arts

I. Course Number and Title

TATT101 Intro to Tattooing

II. Number of Credits

3 credits

III. Number of Instructional Minutes

4050

IV. Prerequisites

None

Corequisites

HSCI110

V. Other Pertinent Information

Students are expected to work outside of class time on homework assignments. Students will need to purchase materials and supplies. Students must submit a final portfolio for faculty review visually demonstrating an understanding of the semester's course work.

VI. Catalog Course Description

This course introduces the fundamentals of tattooing through drawing, design, and hands-on studio training. Students learn the history of tattoos, safety standards, stencil creation, line work, and foundational tattoo techniques using wireless rotary machines.

VII. Required Course Content and Direction

1. Course Learning Goals

Students will:

1. investigate the history, cultural significance, and purpose of major styles of tattooing;
2. implement comprehensive knowledge of sanitation protocols and professional workstation setup;
3. employ design principles that accommodate the technical and biological limitations of tattooing;
4. develop technical proficiency using tattoo machines; and
5. create a tattoo in a specific style.

2. Planned Sequence of Topics and/or Learning Activities

1. History of Tattooing and exploration of various styles
2. Tattooing Fundamentals and development of foundational skills
3. Safety procedures with tattoo machines
4. Explore black and white and color designs
5. Professional workspace setup
6. Exploration of tattoo applications in various styles
7. Portfolio development

3. Assessment Methods for Course Learning Goals

1. Works are assessed through critiques, based on the successful conceptualization, design, execution, and completion of specific assignments.
2. Individual meetings with instructor are held to assess students' overall progress, artistic growth, technical proficiency, and safe practices.
3. Additional evaluative tools may include one or more of the following: performance-based tasks, discussions, exercises, written assignments, research-based reports, presentations, online activities, quizzes and/or exams.

4. Reference, Resource, or Learning Materials to be used by Student:

Digital images and technology as selected by instructor are incorporated. See course syllabus

Tattoo Tools & Techniques (TATT202): This new course has been approved:

Department of Arts and Communication: Visual Arts

I. Course Number and Title

TATT202 Tattoo Tools & Techniques

II. Number of Credits

3 credits

III. Number of Instructional Minutes

4050

IV. Prerequisites

TATT101 (C or better) or permission of the Arts Department
HSCI110 Bloodborne Pathogens & Communicable Disease Training

Corequisites

None

V. Other Pertinent Information

Students are expected to work outside of class time on homework assignments. Students will need to purchase materials and supplies. Students must submit a final portfolio for faculty review visually demonstrating an understanding of the semester's course work in order to be approved for progression to the Shop Apprenticeship.

VI. Catalog Course Description

This intermediate course builds on TATT101 fundamentals as students refine technique, develop personal style, and create original flash and pre-designs. Through reference research, client mock-ups, and completed tattoos on synthetic skin, students practice the full design process—translating creative ideas into cohesive, client-ready works that demonstrate artistic and technical growth.

VII. Required Course Content and Direction

A. Course Learning Goals

Students will:

1. create a repertoire of designs through research and experimentation to showcase versatility in personal design skills;
2. produce mock-ups to meet a range of client needs utilizing professional design workflow;
3. execute tattoo designs on synthetic skin, demonstrating technical control and stylistic growth; and
4. build an initial portfolio highlighting personal style and creative development.

B. Planned Sequence of Topics and/or Learning Activities

1. Reinforce workstation protocols, machine techniques, and design principles
2. Exploration of personal artistic style and influences
3. Development of flash designs and pre-designs
4. Research and creation of references and mock-ups based on client requests
5. Portfolio development and professional presentation

C. Assessment Methods for Course Learning Goals

1. Works are assessed through critiques, based on the successful conceptualization, design, execution, and completion of specific assignments.
2. Individual meetings with instructor are held to assess students' overall progress, artistic growth, technical proficiency, and safe practices.
3. Additional evaluative tools may include one or more of the following: performance-based tasks, discussions, exercises, written assignments, research-based reports, presentations, online activities, quizzes and/or exams.

C. [Reference, Resource, or Learning Materials to be used by Student:](#)

Digital images and technology as selected by instructor are incorporated. See course syllabus.

Tattoo Shop Apprenticeship I (TATT270): This new course has been approved:

[Department of Arts and Communication: Visual Arts](#)

I. Course Number and Title

TATT270 Tattoo Shop Apprenticeship I

II. Number of Credits

3 credits

III. Number of Instructional Minutes

4050

IV. Prerequisites

TATT202 Tattoo Tools & Techniques

Corequisites

None

V. Other Pertinent Information

Students are expected to work outside of class time on homework assignments. Students will need to purchase materials and supplies. Students must submit a final portfolio for faculty review visually demonstrating an understanding of the semester's course work.

VI. Catalog Course Description

Students gain real-world experience working with clients in a professional tattoo studio. Students acquire technical proficiency, client communication experience, sanitation routines, and personal style development through guided practice. By completion, students will demonstrate readiness for progressive levels of independence and client interaction in the tattoo shop.

VII. Required Course Content and Direction

A. [Course Learning Goals](#)

Students will:

1. comply with sanitation and safety protocols throughout all tattoo procedures and spaces;

2. design tattoos based on mock client requests;
3. execute fundamental tattoo techniques on real clients to develop technical proficiency in a realistic industry setting; and
4. communicate effectively and professionally with clients.

B. Planned Sequence of Topics and/or Learning Activities

1. Review of intermediate techniques and studio readiness
2. Client consultation and design development
3. Supervised tattoo execution on live clients
4. Technical refinement, designing for the body and problem solving
5. Professional conduct, safety, and sanitation
6. Develop a professional portfolio showcasing client requests and final tattoos

C. Assessment Methods for Course Learning Goals

1. Works are assessed through critiques, based on the successful conceptualization, design, execution, and completion of specific assignments.
2. Individual meetings with instructor are held to assess students' overall progress, artistic growth, technical proficiency, and safe practices.
3. Additional evaluative tools may include one or more of the following: performance-based tasks, discussions, exercises, written assignments, research-based reports, presentations, online activities, quizzes and/or exams.

D. Reference, Resource, or Learning Materials to be used by Student:

Digital images and technology as selected by instructor are incorporated. See course syllabus.

Tattoo Shop Apprenticeship II (TATT271): This new course has been approved:

Department of Arts and Communication: Visual Arts

I. Course Number and Title

TATT271 Tattoo Shop Apprenticeship II

II. Number of Credits

3 credits

III. Number of Instructional Minutes

4050

IV. Prerequisites

TATT270 Tattoo Apprenticeship I

Corequisites

None

V. Other Pertinent Information

Students are expected to work outside of class time on homework assignments. Students will need to purchase materials and supplies. Students must submit a final portfolio for faculty review visually demonstrating an understanding of the semester's course work.

VI. Catalog Course Description

Students gain in-shop experience with increasing levels of responsibility and client contact. Students review healed work and complete portfolio pieces with new levels of complexity and difficulty. The course emphasizes professional practices and industry readiness in a real studio environment.

VII. Required Course Content and Direction

B. Course Learning Goals

Students will:

1. evaluate healed tattoo work;
2. execute advanced tattoo pieces under supervision;
3. independently maintain consistent sanitation and safety protocols; and
4. curate a professional online portfolio including effectively documented tattoos.

B. Planned Sequence of Topics and/or Learning Activities

1. Review and critique of healed tattoos
2. Advanced client consultation and project planning
3. Tattoo execution and refinement
4. Designing for body flow and composition
5. Professional presentation, photography, and social media best practices
6. Portfolio development and final review

C. Assessment Methods for Course Learning Goals

1. Works are assessed through critiques, based on the successful conceptualization, design, execution, and completion of specific assignments.
2. Individual meetings with instructor are held to assess students' overall progress, artistic growth, technical proficiency, and safe practices.
3. Additional evaluative tools may include one or more of the following: performance-based tasks, discussions, exercises, written assignments, research-based reports, presentations, online activities, quizzes and/or exams.

E. Reference, Resource, or Learning Materials to be used by Student:

Digital images and technology as selected by instructor are incorporated. See course syllabus.