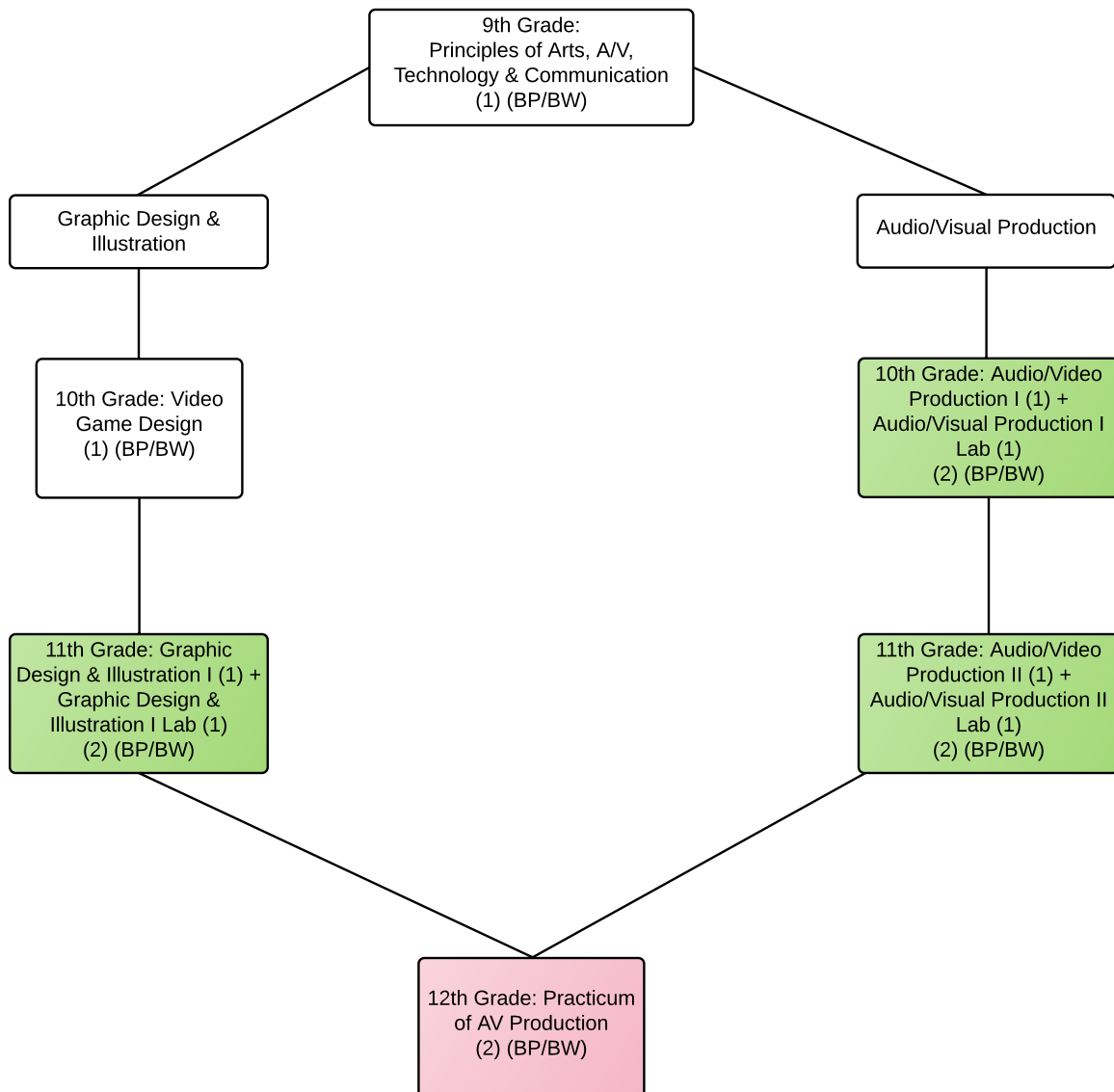


Arts, A/V Technology and Communications

The use of digital media has exploded over the last decade in every aspect of life. Digital media is consumed through televisions, radios, mobile devices, and computers. As a result, the number of careers that involve digital media has exploded. The industry demands motivated workers with highly technical skills. Courses in the digital media pathway can help develop those skills. The digital media pathway consists of several strands: web design, graphic design, video game design, and audio video production. In many cases the path through one strand will overlap with the others. Most of the courses are project based, so students get hands-on experience similar to work done in the field. The web design strand gives a foundation in design principles and focuses on the development of web pages. The graphic design strand includes digital photography, illustration, animation, and 3D modeling. The video game design strand covers the entire process of game design from idea to finished product. The audio video strand provides technical and creative skills needed in the radio, TV, and film industries.



Business & Industry Endorsement

Arts, A/V Technology & Communications Career Cluster

Audio/Visual Production Pathway

9th Grade: Principles of Arts, A/V Technology & Communications
1 Credit

10th Grade: Audio/Visual Production I + Lab
2 Credit

11th Grade: Audio/Video Production II + Lab
2 Credits

12th Grade: Practicum of AV Production
2 Credits

Business & Industry Endorsement

Arts, A/V Technology & Communications Career Cluster

Graphic Design & Illustration Pathway

9th Grade: Principles of Arts, A/V Technology & Communications
1 Credit

10th Grade: Video Game Design
1 Credit

11th Grade: Graphic Design & Illustration + Lab
2 Credits

12th Grade: Practicum of AV Production
2 Credits