DESIGN & MULTIMEDIA ARTS

ARTS, A/V TECHNOLOGY AND COMMUNICATIONS

Level 1
- 1902- Principles of Arts, A/V Technology, and Communications

Level 2
- 1722- Graphic Design and Illustration I
- 1723- Animation I
- 1724- Video Game Design
- 1750- Fashion Design I

Level 3
- 1914- Graphic Design and Illustration II/Lab
- 1903- Animation II/Lab
- 1989- Video Game Programming
- 1758- Fashion Design II

- 1915- Practicum in Graphic Design and Illustration
- 1905- Practicum in Animation
- 1990- Advanced Video Game Programming
- 1752/1753- Career Preparation I

HIGH SCHOOL/ INDUSTRY CERTIFICATION	CERTIFICATE/ LICENSE*	ASSOCIATE'S DEGREE	BACHELOR'S DEGREE	MASTER'S/ DOCTORAL PROFESSIONAL DEGREE
Adobe Certified Associate Certifications	Certified Digital Designer	Animation, Interactive Technology, Video Graphics and Special Effects	Animation, Interactive Technology, Video Graphics and Special Effects	Animation, Interactive Technology, Video Graphics and Special Effects
	WOW Certified Web Designer Apprentice	Graphic Design	Graphic Design	Graphic Design
	Adobe Suite Certifications	Game and Interactive Media Design	Game and Interactive Media Design	Intermedia/ Multimedia

Occupations	Median Wage	Annual Openings	% Growth
Graphic Designers	$44,824	1,433	15%
Multimedia Artists and Animators	$67,392	186	21%

WORK BASED LEARNING AND EXPANDED LEARNING OPPORTUNITIES

Exploration Activities:	Work Based Learning Activities:
Join a website development or coding club. Participate in SkillsUSA or TSA	Intern with a multimedia or animation studio. Obtain a certificate or certification in graphic design.

The Design and Multimedia Arts program of study explores the occupations and educational opportunities associated with designing or creating graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. This program of study may also include exploration into designing clothing and accessories, and creating special effects, animation, or other visual images using film, video, computers, or other electronic tools and media, for use in computer games, movies, music videos, and commercials.

The Arts, A/V Technology and Communications (AAVTC) Career Cluster focuses on careers in designing, producing, exhibiting, performing, writing, and publishing multimedia content including visual and performing arts and design, journalism, and entertainment services. Careers in the AAVTC career cluster require a creative aptitude, a strong background in computer and technology applications, a strong academic foundation, and a proficiency in oral and written communication.

COURSE INFORMATION

COURSE NAME	SERVICE ID	PREREQUISITS (PREQ) COREQUISITES (CREQ)	Grade
Principles of Arts, A/V Technology, and Communications	13008200 (1 credit)	None	9
Graphic Design and Illustration I	13008800 (1 credit)	None	10-12
Animation I	13008300 (1 credit)	None	10-12
Video Game Design	13009970 (1 credit)	None	9-12
Fashion Design I	13009300 (1 credit)	None	10-12
Graphic Design and Illustration II	13008910 (2 credits)	PREQ: Graphic Design and Illustration I	10-12
Animation II/Lab	13008410 (2 credits)	PREQ: Animation I	11-12
Video Game Programming	N1300994 (1 credit)	None	10-12
Fashion Design II/Lab	13009410 (2 credits)	PREQ: Fashion Design I	11-12
Practicum in Graphic Design and Illustration	13009000 (2 credits)	PREQ: Graphic Design and Illustration II and Graphic Design and Illustration II Lab	10-12
Practicum in Animation	13008450 (2 credits)	PREQ: Animation II and Animation II Lab	11-12
Advanced Video Game Programming	N1300995 (1 credit)	None	10-12
Career Preparation I	12701300 (2 credits) 12701305 (3 credits)	None	11-12