

## Available Courses @WAIS

### **Business Law**

Students will learn to analyze legal issues related to civil and criminal laws, the court system, contracts, family law, employment, and property to prepare you for life and the workplace. Students will use your technical skills to the study of business and contemporary legal issues.

### **Digital Art & Animation**

Students gain familiarity with three different graphics-based professional level softwares, Photoshop, Illustrator, and Flash. Students use these software programs through learning about and creating products in the field of digital art and animation. Concepts include raster vs vector, modern geometric-based art, portraiture, perspective, frame animation, and tween animation.

### **Digital Communications**

Students gain familiarity with a variety of digital technologies and softwares including word processing, presentation, publishing, web apps, web publishing, and graphic editing softwares. Concepts include image editing, graphical design, online publications, online learning, collaboration, and planning.

### **Digital Design & Media Production**

Students gain familiarity with three different professional level softwares; vector-based graphic software Illustrator, prototyping software Fireworks, and publishing software InDesign. Students use these software programs through learning about and creating products in the field of digital design. Concepts include origins of modern design, typography, poster design, book design, interactive design for desktops and mobile devices.

### **Digital Video & Audio Production**

Students gain familiarity with both amateur-level and professional level software; Adobe Photoshop, Media Encoder, & Flash, as well as Apple iMovie. Students also have options to work with TechSmith Camtasia, Adobe Premier, After Effects, Audition, Encore, and Prelude. Students use these software programs through learning about and creating products in the field of video production. Concepts include origins of modern film, script writing, camera movement and shots, transitions and cuts, rotoscoping and stop-motion, foley, dubbing & subbing, and automated dialog replacement.

## Available Courses @WAIS

### **Dollars & Sense**

Students will learn basics of money management. Budgets, credit sources, investment instruments will be explored. Class experiences include research, planning, and simulations.

### **Global Business**

Students will be introduced to concepts of the global market and international trade. Experiences include looking at the economy of the global marketplace, study cultural differences and the effects of those differences on our society, international law and finance.

### **Independent Study in Emerging Technology**

Students create and design their own course in an area of interest based-in or heavily facilitated-by technology. Plans must meet instructor's approval prior to the class. This may involve a specialized area of study, earning professional level certifications, or serve as practicum.

Examples from participating students include: creating and producing medical diagrams through graphic and illustration software, mastering and earning professional certification for Adobe Photoshop, and advanced web design including HTML5 and Parallax.

### **Independent Study in Tech Apps**

Similar to Independent Study in Emerging Technology. See description of Independent Study in Emerging Technology.

### **Robotic Programming & Design**

Students gain familiarity with both mechanics and programming through designing and operating robotics. Students primarily use Lego-based NXT robots, programming primarily with NXT-G. Students also have the option to work with Tetrix, EV3, and BotBall. Concepts motors/servos, gears, ai, include ROV vs automation, robotic arms and assembly, input/output & sensors, and animatronics.

### **Web Design**

Students gain familiarity with a variety of methods to create web content; this includes professional level software DreamWeaver. More information is still to be decided as the course is in transition between instructors.

## Available Courses @WAIS

Software may include Photoshop, Fireworks, Flash, Brackets, & FTP clients. Concepts may include history of the web, mark up languages vs programming languages, hand coding, cascading style sheets, javascript, div-based layouts, and responsive design.

### **Yearbook I, II, III**

Students gain familiarity with multiple professional level softwares; including but not limited to Adobe Photoshop, Lightroom, and InDesign; depending on the product's theme, this may also include Illustrator, After Effects, Premiere, iMovie, among others. Students also utilize a variety of collaborative and organizational schemes to produce and publish a printed product. Concepts include collaboration, organization, coordination, theme-development, photography, design, sales and advertising, and editing/ revising.

## Career Area Digital Design

### Core Studies

#### Digital Communications

Students gain familiarity with a variety of digital technologies and softwares including word processing, presentation, publishing, web apps, web publishing, and graphic editing softwares. Concepts include image editing, graphical design, online publications, online learning, collaboration, and planning.

#### Digital Design & Media Production

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#### Web Design

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### Supporting Options of Study

#### Digital Art & Animation

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#### Independent Study in Tech Apps

Students create and design their own course in an area of interest based-in or heavily facilitated-by technology. Plans must meet instructor's approval prior to the class. This may involve a specialized area of study, earning professional level certifications, or serve as practicum.

Examples may include: designing modern, interactive websites or pursuing professional level certification.

#### Independent Study in Emerging Technology

Allows students to pursue a second year of independent study. See description of Independent Study in Tech Apps.

## Career Area

# Digital Photo & Video

### Core Studies

#### Digital Communications

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#### Digital Art & Animation

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Examples may include: producing a variety of video productions with high level software, planning and editing a variety of photographic shoots (including at live events), and gaining professional level certification.

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## Career Area

# Graphic Design & Publishing

### Core Studies

#### Digital Communications

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#### Digital Art & Animation

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Examples may include: designing and creating their own books and/or e-books, apps, or other digital and printed material. Students may also use this class as a practicum experience, creating a variety of materials as needed by various groups or organizations on campus.

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## Career Area Web Design

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