Arts, Audio/Video Technology, and Communications Career Cluster

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 proficiency in oral and written communication.

Graphic Design & Multimedia Arts
Statewide Program of Study

The Graphic 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.

Secondary Courses for High School Credit

Level 1
- Digital Media
  - 1 Semester at Ben Barber or 2 Semesters at Home Campus
  - 1280CT or 1280A-B/9-12
- Video Game Design
  - 1 Semester at Ben Barber
  - 1269CT/9-12

Level 2
- Animation I
  - 2 Semesters at Ben Barber
  - 1897CA-CB/9-12
  - Adobe Certified Professional in Visual Effects and Motion Graphics Using Adobe After Effects Possible
- Video Game Programming I
  - 1 Semester at Ben Barber
  - 1273CT/9-12
  - **Prerequisites: Video Game Design**

Level 3
- Digital Art & Animation - Fine Arts Credit
  - 1 Semester at Ben Barber
  - 1053BB/10-12
  - **Prerequisites: Animation I**
- 3D Modeling & Animation - Fine Arts Credit
  - 1 Semester at Ben Barber
  - 1054BB/10-12
  - **Prerequisites: Animation I**
- Video Game Programming II
  - 1 Semester at Ben Barber
  - 1274CT/10-12
  - **Prerequisites: Video Game Programming I**

Level 4
- Practicum in Animation
  - 2 Semesters at Ben Barber
  - 1898CA-CB/11-12 (E)
  - **Prerequisites: Digital Art & Animation OR 3D Modeling & Animation**
  - Selection Process

Roadmap to Completer

Levels	Courses	
Level 1	1280CT or 1208A-B Digital Media (1 Credit)	1269CT Video Game Design (1 Credit)
Level 2	1897CA-CB Animation I (2 Credits)	1273CT Video Game Programming I (1 Credit)
Level 3	1053BB Digital Art & Animation (1 Credit) AND 1054BB 3D Modeling (1 Credit) *Recommend taking together*	1274CT Video Game Programming II (1 Credit)
Level 4	1898CA-CB Practicum in Animation (2 Credits) *Students must successfully complete a level 1 or 2 course AND a level 3 or 4 course to take a practicum course*	

1 Semester Home Campus	2 Semester Home Campus	1 Semester Ben Barber	2 Semesters Ben Barber	Ben Barber or HC

- Failure to follow the sequence of courses in the Roadmap to Completer could result in a student not meeting standards to be a CTE Completer in the program of study.
- Students without their own transportation may not be able to participate in a practicum course.
- Successful completion of the Graphic Design & Multimedia program of study will fulfill requirements of the Business and Industry endorsement.