



PATHWAY SPOTLIGHT: ARTS, MEDIA & ENTERTAINMENT

OCTOBER 2024 **ADVANCED GAME DESIGN** VOL. 4, NO. 3

STUDENT QUESTION & ANSWERS

Why did you pick this pathway?

I wish to become a 2D animator.

Favorite thing you learned in your pathway?

Learning how to create animations, figuring out how to work in a team, communicating over scenes, and finding out how to use both animating programs and video programs.

Briefly describe your participation in experiences and activities related to your pathway.

I've been in the pathway all 4 years I've spent learning and playing with animation. I've helped people with their animations in class whenever they were stumped or needed advice. During these years, I've had many experiences like going to colleges to see their animation departments. Along with trips, we've also attended competitions to show off our animations (Tiger ROMP, Career Skills, and SkillsUSA). I also made a SkillsUSA t-shirt design for a design competition.

Favorite memory of being a part of the pathway.

Entering competitions, going places, meeting new people and making friends.

Advice to students interested in your pathway.

Look for tutorials that can assist you. Always keep a creative mind. Have plans for your animation (storyboards, sketches, etc.). Learn to work with other people.

Do your future goals include what you learned in your pathway?

They do include what I've learned here as I do plan to be an animator one day.

How has this pathway prepared you for the future?

I now know the skills, knowledge, and information needed for my future. Animated Game Design is a great pathway that I'm glad I went through.



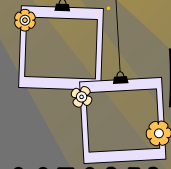
PATHWAY AT A GLANCE

The Arts, Media, and Entertainment sector is rapidly growing and requires flexibility due to its project-based nature. There's a rising demand for graduates with arts-related skills, especially in digital media, along with roles like producers, writers, animators, and more. As technology evolves, so do the skills needed for these careers. Success in this field requires both academic and technical readiness, along with strong problem-solving and interpersonal skills.

PATHWAYS AT DHS

- Animated Game Design
- Dual Enrolled Information Systems
- Digital Photography





OCTOBER 2024

PATHWAY SPOTLIGHT: PHOTOGRAPHY

newsletter



VOL. 4, NO. 3

STUDENT QUESTION & ANSWERS

Why did you pick this pathway?

Honestly, it seemed really fun. I've also always been interested in photography.

Favorite thing you learned in your pathway?



My favorite thing that I've learned is learning how to work with a camera and how to use the basic elements of photography.

Briefly describe your participation in experiences and activities related to your pathway.

Well I've participated in going out to take photos for assignments. It's my favorite part of class. But I also went to Kennedy for career day. I helped students understand what photography is and even took photos for them to take home, either solo or with friends. It was very fun.

Favorite memory of being a part of the pathway.

I have to say that my favorite memory is the Kennedy career day because I got to help kids understand what photography is and get them interested in it.

Advice to students interested in your pathway.



My advice is to just try your best. Even with all the confusing stuff don't let it scare you. Especially the "rules of composition." Just have fun with photography!

Do your future goals include what you learned in your pathway?

Yes, they do!

Plans after high school:



My plans are to be part-time military and go to college at the same time!

How has this pathway prepared you for the future?

It taught me some valuable skills that i will need in the future!



PATHWAY AT A GLANCE

The Arts, Media, and Entertainment sector is one of the fastest-growing industries. This sector demands flexibility because the work within it is largely project-based, necessitating both independent work and interdependent management skills for career success. The demand for graduates with arts-related skills and career preparation has been steadily increasing. In addition to the pressing need for artists skilled in digital media and computers, there is a strong demand for producers, writers, directors, animators, lighting and sound specialists, cinematographers, and costume designers. The technology in this industry is continually reshaping the boundaries and skill sets required for many arts career pathways. Effective career preparation in this industry involves both academic and technical readiness, as well as a grasp of twenty-first-century skills, including flexibility, problem-solving abilities, and interpersonal skills.



CLICK HERE

COLLEGEANDCAREER@DINUBA.K12.CA.US



ARTS, MEDIA & ENTERTAINMENT



COLLEGE KNOWLEDGE



Dinuba High School provides three unique pathways in the arts, media, and entertainment (AME) sector of career technical education (CTE). Students have the opportunity to gain college credits and take courses that meet college A-G requirements through the Photography, Graphics Design & Integration, and Video Game Design pathways. According to the California Department of Education, this sector serves roughly 230,000 students, making it the largest CTE sector in the state of California.

Top institutions in the Tulare, Kings, and Fresno region with the most graduates in the AME sector include [College of the Sequoias](#), [Reedley College](#), [Fresno City College](#), and [Fresno State](#). If you are interested in universities outside of the local regions, consider looking at these prestigious institutions:

- [California Institute of the Arts](#)
- [Art Center College of Design](#)
- [San Francisco Academy of Art](#)
- [California Colleges of the Arts](#)
- [UCLA School of the Arts & Architecture](#)



Click on the links above or use the QR codes below to explore the programs at each college and university.



UPCOMING EVENTS

November 7

AG Awareness Night

November 8

Sadies

November 11

Veterans Day - No School

November 13

CMA ASVAB testing

November 14

MED Mentor Breakfast

November 15

Chill & Challenge game night

November 16

Saturday School

November 18-22

College Knowledge week

November 18

Fall Sports Banquet

November 19

HOSA Local contest

November 20

College Knowledge parent night (10th & 11th grade)

November 21-23

DHS One Act-Drama

November 22

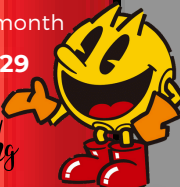
Emperor of the month

November 25-29

Thanksgiving break



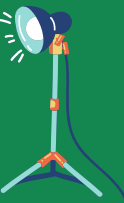
HAPPY Thanksgiving



EDUCATION LEVEL & RELATED OCCUPATIONS

Entry Level Careers (High School Diploma)

- Merchandise Displayer 🏠 \$26,560-\$47,290 ↗ Increasing Demand
- Musicians & Singers 🏠 \$26,560-\$47,290 ↗ Increasing Demand
- Photographers 🏠 \$24,540-\$77,760 ⬆ High Demand
- Dancer 🏠 \$20,000-\$95,000 ↗ Increasing Demand
- Content Creator 🏠 \$30,000-\$80,000 ⬆ High Demand



Technical Level Careers (Certificate and/or Associate Degree)

- Actors 🏠 \$2,500-\$110,000 ⬆ High Demand
- Costume Designer 🏠 \$25,000-\$85,000 ↗ Increasing Demand
- Video Game Designer 🏠 \$35,000-\$130,000 ↗ Increasing Demand
- Makeup Artist 🏠 \$22,000-\$170,000 → Stable Demand
- Animator 🏠 \$46,000-\$131,370 ↗ Increasing Demand
- Film Editor 🏠 \$36,930-\$166,730 ⬆ High Demand



Professional Level Careers (Bachelor's Degree)

- UX (app) Designers 🏠 \$50,000-\$125,000 ⬆ High Demand
- Website Designers 🏠 \$35,430-\$100,920 → Stable Demand
- Producers & Directors 🏠 \$35,000-\$100,000 ⬆ High Demand
- Writers & Authors 🏠 \$38,500-\$133,580 ↗ Increasing Demand
- Television & Radio Reporter 🏠 \$30,170-\$127,070 ↘ Declining Demand
- Music Teacher/Instructor 🏠 \$40,000-\$165,000 ⬆ High Demand
- Recording Engineer 🏠 \$29,110-\$124,690 ↗ Increasing Demand

Tulare | Kings | Fresno Counties Labor Markets



Career Cluster:

Arts, A/V Technology & Communications

Jobs in this cluster focus on activities that inform or entertain others.

College & Career Resources

College Majors:

- [Art/Art Studies](#)
- [Music](#)
- [Game Design](#)
- [Graphic Design](#)

CLICK HERE

College & Universities:

- [Academy of Art University](#)
 - [Animation](#)
- [University of Southern California](#)
 - [Game Design](#)
- [University of San Francisco](#)
- [American Academy of Dramatic Arts](#)
- [California Institute of the Arts](#)
 - [Music](#)

CLICK HERE



ARTS, MEDIA & ENTERTAINMENT

This industry combines artistic talent, creativity, imagination, and technical skills. Sight, sound, and motion are used to reach out in unique ways to make life more awesome for everyone around them.

At Dinuba High School you can study and take classes in [Graphic Design & Integration](#), [Video Game Design](#), and [Digital Photography](#).



ZOOM INTO CAREERS



A 12-year-old app developer [CLICK HERE](#)
How playing an instrument benefits your brain



Sign-in to Clever & click on the book to read!

