



The **Arts, A/V Technology, and Communications Career Cluster** focuses on applying artistic talent to practical problems. Learn visual arts principles that prepare you with skills and techniques to work in designing, producing, exhibiting, performing, writing, or publishing multimedia content to any number of creative design and entertainment fields.

SKILLED AND TECHNICAL SCIENCES



APPROVED PREPARATORY COURSE

Video Game Programming AP

OSPI OR DISTRICT APPROVED EQUIVALENCY CREDITS

Math
Fine Art
CTE
Elective

INDUSTRY RECOGNIZED CREDENTIALS

APCS A
Unity Certified User
Unreal Certification

WORK-BASED LEARNING AND EXTENDED LEARNING OPPORTUNITIES

Work Experience Opportunities

CTE students in many cases can pursue what is called a "work-based learning" opportunity or an internship involving a job outside of school. "Work-based learning" experiences are always paid and students can earn high school credit. Internships are typically paid, but students do not earn academic credit. Individual schools and CTE teachers work with local employers to arrange these opportunities for their students, so your program instructor is the best source of information for what your own school offers.

SkillsUSA Washington

SkillsUSA is a national organization for students exploring trade, industrial, technical health, and service-related careers. Areas of competition include architectural drafting, construction, carpentry, computer programming, web design, and nurse assisting.

This organization promotes superior work skills, life-long education, leadership, teamwork, citizenship, and community service among its student members. It also strives to build and reinforce self-confidence, work ethic, and communication skills.

ALIGNED TO INDUSTRY

OCCUPATIONS	MEDIAN WAGE	ANNUAL OPENINGS	% GROWTH	JOB ZONE OR RANGE
Computer User Support	\$66,090	2,300	17%	3
Video Game Designer	\$132,310	9,900	8%	4
Web & Digital Interface Designer	\$132,310	9,900	8%	4
Software Developer	\$169,340	125,100	18%	4
Computer Programmer	\$158,820	660	14%	4-5

Video Game Programming AP: An advanced program in "creating makers of technology". Students create video games using trigonometry and higher math, computer programming in C, C++, C#, and Java as well as 2D and 3D computer animation. Make video games using the Unity Engine and develop virtual reality interactive applications. With guidance from the program partner, DigiPen Institute of Technology, the course prepares students for skills necessary for video game industry's biggest need--qualified video game programmers and artists. Many of DigiPen's college graduates have secured positions with top companies such as Nintendo, Interplay, DreamWorks Interactive, KnowWonder, and Valve.

POST-SECONDARY PATHWAYS

DIRECT ENTRY TO WORKFORCE

Help Desk Operator

Computer User Support

COLLEGE CTE DUAL CREDITS MAY BE AVAILABLE FOR THIS COURSE. PLEASE CONTACT YOUR INSTRUCTOR FOR MORE INFORMATION.

APPRENTICESHIP (Follow these steps to find specific apprenticeships available in this pathway.)	MILITARY SERVICE	TECHNICAL CERTIFICATE/ LICENSE	ASSOCIATE'S DEGREE	BACHELOR'S OR ADVANCED DEGREE
STEP 1: Apprenticeship Registration and Tracking System	Information Technology Specialist	Computer Game Development: Edmonds Community College	Computer Science: Renton Technical College	Computer Science & Game Design: DigiPen Institute of Technology
STEP 2: Search by "Occupation" using key words below Computer	Cyber Network Defender	C# Programming: Lake Washington Institute of Technology South Seattle College University of Washington Edmonds Community College Bellevue College	Software Development: Bates Technical College South Puget Sound Community College Centralia College Walla Walla Community College Lake Washington Institute of Technology	Computer Science: DigiPen Institute of Technology Western Washington University Central Washington University Eastern Washington University Washington State University University of Washington
STEP 3: Click "Search" and select a program name for the program standards, qualifications, and how to apply	Multimedia Specialist	Web Development: Bellevue College Cascadia College Highline College Clover Park Technical	Programming: Seattle Central College South Puget Sound Community College Bellingham Technical College	CTE Secondary Education Teacher: - Education Degree in a CTE program area with 2,000 hours of related work experience. - Industry Route Certificate requires 6,000 hours of work experience in the field and completion of a state approved CTE Preparation Program along with passage of Basic Skills Math and English.

COURSE INFORMATION

COURSE NAME	CIP CODE	STATE COURSE CODE	TEACHER CERTIFICATION CODE
Video Game Programming AP	110803	10157	V100100 V521206 V470110 V480101 V078000



Washington Office of Superintendent of
PUBLIC INSTRUCTION