Upon completion...

Students will be able to:

- Demonstrate the ability to explain the trends in copyright laws and legal issues in the use and development of media communication.
- Define the scope of work to meet project requirements and constraints, and develop a proposal outline.
- Select, implement, and evaluate appropriate project management techniques and tools.
- Use the tools and skills needed to create drawings and graphics for a wide range of applications.
- Identify and use traditional and non-traditional sources of information.
- Design, code, build, test, and troubleshoot basic programs for simulation and gaming.
- Create applications with advanced interactive components.





Cecil County Public Schools does not discriminate in admissions, access, treatment or employment in its programs and activities on the basis of race, color, gender, age, national origin, religion, sexual orientation, or disabling condition.

Students from the five county high schools have the opportunity to begin programs during their junior year by a designated application process. Students will complete their programs during their senior year.

Expect Success at CCST

Certifications, Citizenship, Skills & Technology

CECIL COUNTY SCHOOL OF TECHNOLOGY

Exploring Your Tomorrow!

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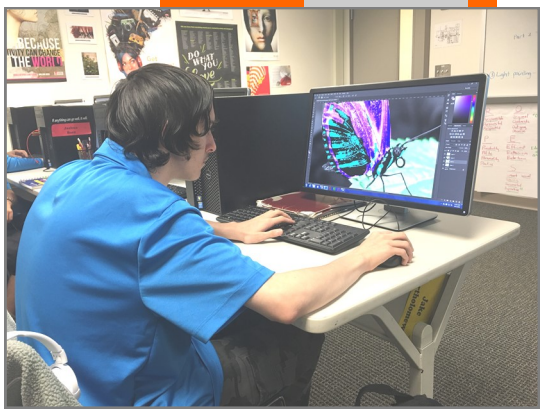
Revised 10/2024

Interactive Media Production



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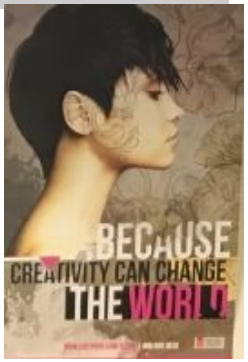
Interactive Media Production Overview



This program includes a strong foundation in arts and communication with particular emphasis on design, graphic and media communications, interactive technologies, and project development. Students will demonstrate the use of multiple tools and modalities in the production process. Students will design, code, build, test, and troubleshoot for basic custom programs for multimedia applications. They will create web applications with interactive components such as games and virtual world, and effectively adapt visual communication strategies and styles specific to audiences. Emphasis is placed on group project development and a layered portfolio. Students will take the Adobe Creative Suite Certification exams.

Pre: Algebra I (or equivalent)

Recommended: Foundations of Art

Fees: $325 for exams

$25 for print materials

$25 for uniform shirts



Student must have access to a digital camera (dSLR preferred, but device with camera acceptable).

Program Course Sequence

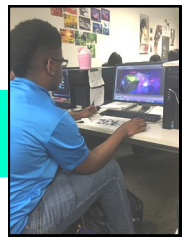
Principles of Art, Media, and Communication (Junior Year—First Semester) provides students with an understanding of all aspects of the Arts, Media, and Communications industry. Students will examine the opportunities and requirements of the major career pathways in this industry including: Communication and Broadcast Technologies, Multimedia Production, Graphic Design, and Print Communication.



Interactive Media & Design Level I (Junior Year—Second Semester) will advance students' knowledge and skills in media design and production through project planning and product development. Students will demonstrate the use of multiple tools and modalities in the production process.

Interactive Media & Design Level II (Senior Year—All Year) focuses on advanced interactive media design, animation, video production, 3D modeling and simulation, and game design. Students will advance their knowledge and skills through the design and development of digital media products.

Honors Interactive Media Portfolio Capstone (Senior Year—All Year) the independent portion at the culmination of the interactive media pathway. Students have the option of choosing a large scale, independent capstone project (Honors weighted) or a series of smaller, regularly weighted capstone and portfolio preparation projects. Student can choose any combination of the different types of interactive media that they have utilized in class.



Certifications:

Adobe Creative Cloud Certifications in Photoshop, InDesign, Illustrator, Animate, Premiere Pro, After Effects, Dreamweaver, Acrobat, and Express

Articulated Credit

Cecil College—7 credits

Potential Careers

Photographer, Digital Image Technician, Publication Designer, Graphic Designer, Illustrator, Web Designer, Videographer, Film Assistant, Special Effects Coordinators, Animators, App/Game Designers, Foley Artists, Podcasters, and Programmers

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