The Arts, Audio Visual Technology, and Communication (AAVTC) career cluster focuses on designing, producing, exhibiting, performing, writing, and publishing multimedia content requiring creative aptitude, fluency in computer and technology applications, and proficiency in oral and written communication. This career cluster includes occupations ranging from camera operator, audio and video technician, director, and producer to graphic designer and web and digital interface designer.

Statewide Program of Study: Digital Communications

The Digital Communications program of study focuses on occupational and educational opportunities associated with the production of audio and visual media formats for various purposes, such as TV broadcasts, advertising, video production, or motion pictures. The program of study includes operating machines and equipment such as microphones, sound speakers, video screens, projectors, video monitors, sound and mixing boards, and related electronic equipment to record sound and images.

Secondary Courses for High School Credit

Level 1	Principles of Arts, Audio/Video Technology, and Communications
Level 1	Professional Communications
Level 2	Audio/Video Production I
Level 2	Digital Audio Technology I
Lough 2	Audio/Video Production II
Level 3	Digital Audio Technology II
Level 4	Practicum in Audio/Video Production

Aligned Advanced Academic Courses

AP or IB	IB Film SL IB Film HL
Dual Credit	Dual credit offerings will vary by local education agency.

Students should be advised to consider these course opportunities to enrich their preparation. AP or IB courses not listed under the Secondary Courses for High School Credit section of this framework document do not count towards concentrator/completer status for this program of study.

Work-Based Learning and Expanded Learning Opportunities

Work-Based Learning Activities	 Shadow a sound designer to learn how sound and foley are created for movies or podcasts Intern with a technical director at a sports team, recording studio, or radio station Shadow a technician on a live news broadcast, concert, or other event
Expanded Learning Opportunities	 Participate in SkillsUSA or TSA Participate in Student Television Network Capture and edit film and audio for a podcast with a local community organization

Aligned Industry-Based Certifications

- Adobe Certified Professional in Digital Video Using Adobe Premiere Pro
- Adobe Certified Professional in Print and Digital Media Publication Using Adobe InDesign
- Adobe Certified Professional in Visual Design Using Adobe Photoshop



Example Postsecondary Opportunities

Apprenticeships

• Light Technician

Associate Degrees

- Commercial and Advertising Art
- Animation, Interactive Technology, Video Graphics, and Special Effects

Bachelor's Degrees

- Cinematography and Film/Video Production
- Recording Arts Technology

Master's, Doctoral, and Professional Degrees

- Animation, Interactive Technology, Video Graphics, and Special Effects
- Communications Technology



Camera Operators, Television, Video, and Film

Median Wage: \$48,422 Annual Openings: 155 10-Year Growth: 20%

Audio and Video Technicians

Median Wage: \$46,319 Annual Openings: 626 10-Year Growth: 30%

Producers and Directors

Median Wage: \$65,029 Annual Openings: 522 10-Year Growth: 12%





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Statewide Program of Study: Graphic Design and Interactive Media: Animation

The Graphic Design and Interactive Media program of study focuses on occupational and educational opportunities associated with designing or creating graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. The program of study includes 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	Principles of Arts, Audio/Video Technology, and Communications
Level 2	Animation I
Level 3	 Animation II Animation II + Animation II Lab Digital Art and Animation 3-D Modeling and Animation
Level 4	 Independent Study in Technology Applications Practicum in Animation

Aligned Advanced Academic Courses

AP or IB	AP Studio Art: Two-Dimensional Design Portfolio
Dual Credit	Dual credit offerings will vary by local education agency.

Students should be advised to consider these course opportunities to enrich their preparation. AP or IB courses not listed under the Secondary Courses for High School Credit section of this framework document do not count towards concentrator/completer status for this program of study.

Work-Based Learning and Expanded Learning Opportunities

Work-Based Learning Activities	 Shadow an art director at a branding firm or design agency Intern in the marketing and communications department of a technology company
Expanded Learning	 Participate in SkillsUSA or TSA Participate in Student Television Network Join a related co-curricular or extracurricular club such as
Opportunities	web development or computer coding

Aligned Industry-Based Certifications

- Adobe Certified Professional in Digital Video Using Adobe Premiere Pro
- Adobe Certified Professional in Graphic Design and Illustration Using Adobe Illustrator
- Adobe Certified Professional in Print and Digital Media Publication Using Adobe InDesign
- Adobe Certified Professional in Visual Design Using Adobe Photoshop



Example Postsecondary Opportunities

Associate Degrees

- Graphic Design
- Digital Arts

Bachelor's Degrees

- Web Page, Digital/Multimedia and Information **Resources Design**
- Design and Visual Communications

Master's, Doctoral, and Professional Degrees

- · Game and Interactive Media Design
- Animation, Interactive Technology, Video Graphics, and **Special Effects**



Example Aligned Occupations

Software Developers

Median Wage: \$111,705 Annual Openings: 15,324 10-Year Growth: 36%

Graphic Designers

Median Wage: \$50,973 Annual Openings: 1,766 10-Year Growth: 10%

Art Directors

Median Wage: \$81,926 Annual Openings: 619 10-Year Growth: 18%



Data Source: TexasWages, Texas Workforce Commission. Retrieved 3/8/2024



https://tea.texas.gov/academics/college-career-and-military-prep/c areer-and-technical-education/programs-of-study-additional-resour



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Statewide Program of Study: Graphic Design and Interactive Media: Photography

The Graphic Design and Interactive Media program of study focuses on occupational and educational opportunities associated with designing or creating graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. The program of study includes 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	Principles of Arts, Audio/Video Technology, and Communications
Level 2	Commercial Photography I
Level 3	Commercial Photography II
Level 4	Practicum in Commercial Photography

Aligned Advanced Academic Courses

AP or IB	AP Studio Art: Two-Dimensional Design Portfolio
Dual Credit	Dual credit offerings will vary by local education agency.

Students should be advised to consider these course opportunities to enrich their preparation. AP or IB courses not listed under the Secondary Courses for High School Credit section of this framework document do not count towards concentrator/completer status for this program of study.

Work-Based Learning and Expanded Learning Opportunities

Work-Based Learning Activities	 Shadow an art director at a branding firm or design agency Intern in the marketing and communications department of a technology company
Expanded Learning	 Participate in SkillsUSA or TSA Participate in Student Television Network Join a related co-curricular or extracurricular club such as
Opportunities	web development or computer coding

Aligned Industry-Based Certifications

Adobe Certified Professional in Graphic Design and Illustration Using Adobe Illustrator

- Adobe Certified Professional in Visual Design Using Adobe Photoshop
- **Certified Professional Photographer**



Example Postsecondary Opportunities

Associate Degrees

- Graphic Design
- Digital Arts

Bachelor's Degrees

- Web Page, Digital/Multimedia and Information **Resources Design**
- Design and Visual Communications

Master's, Doctoral, and Professional Degrees

- Game and Interactive Media Design
- Animation, Interactive Technology, Video Graphics, and Special Effects



Example Aligned Occupations

Software Developers

Median Wage: \$111,705 Annual Openings: 15,324 10-Year Growth: 36%

Graphic Designers

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Statewide Program of Study: Graphic Design and Interactive Media: Fashion Design

The Graphic Design and Interactive Media program of study focuses on occupational and educational opportunities associated with designing or creating graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. The program of study includes 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	 Principles of Arts, Audio/Video Technology, and Communications Digital Media
Level 2	Graphic Design and Illustration IFashion Design I
Level 3	 Fashion Design II + Fashion Design II Lab
Level 4	 Practicum in Fashion Design Career Preparation for Programs of Study

Aligned Advanced Academic Courses

AP or IB	AP Studio Art: Two-Dimensional Design Portfolio
Dual Credit	Dual credit offerings will vary by local education agency

Students should be advised to consider these course opportunities to enrich their preparation. AP or IB courses not listed under the Secondary Courses for High School Credit section of this framework document do not count towards concentrator/completer status for this program of study.

Work-Based Learning and Expanded Learning Opportunities

Work-Based Learning Activities	 Shadow an art director at a branding firm or design agency Intern in the marketing and communications department of a technology company
Expanded Learning	 Participate in SkillsUSA or TSA Participate in Student Television Network Join a related co-curricular or extracurricular club
Opportunities	such as web development or computer coding

Aligned Industry-Based Certifications

Adobe Certified Professional in Visual Design Using Adobe Photoshop



Successful completion of the Graphic Design and Interactive Media program of study will fulfill requirements of the Business and Industry endorsement.



Example Postsecondary Opportunities

Associate Degrees

- Graphic Design
- Digital Arts

Bachelor's Degrees

- Web Page, Digital/Multimedia and Information **Resources Design**
- Design and Visual Communications

Master's, Doctoral, and Professional Degrees

- Game and Interactive Media Design
- Animation, Interactive Technology, Video Graphics, and Special Effects



Example Aligned Occupations

Software Developers

Median Wage: \$111,705 Annual Openings: 15,324 10-Year Growth: 36%

Graphic Designers

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For more information visit: https://tea.texas.gov/academics/collegecareer-and-military-prep/career-and-tec hnical-education/programs-of-study-add itional-resources





Statewide Program of Study: Graphic Design and Interactive Media

The Graphic Design and Interactive Media program of study focuses on occupational and educational opportunities associated with designing or creating graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. The program of study includes 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	Principles of Arts, Audio/Video Technology, and Communications
Level 2	Graphic Design and Illustration I
Level 3	 Graphic Design and Illustration II + Graphic Design and Illustration II Lab
Level 4	 Independent Study in Technology Applications Practicum in Graphic Design and Illustration

Aligned Advanced Academic Courses

AP or IB	AP Studio Art: Two-Dimensional Design Portfolio
Dual Credit	Dual credit offerings will vary by local education agency.

Students should be advised to consider these course opportunities to enrich their preparation. AP or IB courses not listed under the Secondary Courses for High School Credit section of this framework document do not count towards concentrator/completer status for this program of study.

Work-Based Learning and Expanded Learning Opportunities

Work-Based	 Shadow an art director at a branding firm or design agency Intern in the marketing and communications department
Learning Activities	of a technology company
Expanded Learning	 Participate in SkillsUSA or TSA Participate in Student Television Network Join a related co-curricular or extracurricular club such as
Opportunities	web development or computer coding

Aligned Industry-Based Certifications

- Adobe Certified Professional in Digital Video Using Adobe Premiere Pro
- Adobe Certified Professional in Graphic Design and Illustration Using Adobe Illustrator
- Adobe Certified Professional in Print and Digital Media Publication Using Adobe InDesign
- Adobe Certified Professional in Visual Design Using Adobe Photoshop



Example Postsecondary Opportunities

Associate Degrees

- Graphic Design
- Digital Arts

Bachelor's Degrees

- Web Page, Digital/Multimedia and Information Resources Design
- Design and Visual Communications

Master's, Doctoral, and Professional Degrees

- Game and Interactive Media Design
- Animation, Interactive Technology, Video Graphics, and Special Effects



Example Aligned Occupations

Software Developers

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Data Source: TexasWages, Texas Workforce Commission. Retrieved 3/8/2024 思惑或疑思 For more information visit:

Revised–May 2024

Arts, Audio Visual Technology, and Communication Career Cluster

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Statewide Program of Study: Graphic Design and Interactive Media:

Video Game Programming

The Graphic Design and Interactive Media program of study focuses on occupational and educational opportunities associated with designing or creating graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. The program of study includes 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	 Principles of Arts, Audio/Video Technology, and Communications Video Game Design Digital Media
Level 2	 Graphic Design and Illustration I Video Game Programming Game Programming and Design Digital Design and Media Production
Level 3	Advanced Video Game Programming
Level 4	Independent Study in Technology ApplicationsPracticum in Entrepreneurship

Aligned Advanced Academic Courses

AP or IB	AP Studio Art: Two-Dimensional Design Portfolio
Dual Credit	Dual credit offerings will vary by local education agency.

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Work-Based Learning Activities	 Shadow an art director at a branding firm or design agency Intern in the marketing and communications department of a technology company
Expanded Learning	 Participate in SkillsUSA or TSA Participate in Student Television Network Join a related co-curricular or extracurricular club such as
Opportunities	web development or computer coding

Aligned Industry-Based Certifications

- Adobe Certified Professional in Graphic Design and Illustration Using Adobe Illustrator
- Adobe Certified Professional in Print and Digital Media Publication Using Adobe InDesign
- Adobe Certified Professional in Visual Design Using Adobe Photoshop
- Unity



Example Postsecondary Opportunities

Associate Degrees

- Graphic Design
- Digital Arts

Bachelor's Degrees

- Web Page, Digital/Multimedia and Information Resources Design
- Design and Visual Communications

Master's, Doctoral, and Professional Degrees

- Game and Interactive Media Design
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