

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 a proficiency in oral and written communication.

Digital Communications

Statewide Program of Study



The Digital Communications program of study explores the occupations 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. This program of study may also include exploration into operating machines and equipment to record sound and images, such as microphones, sound speakers, video screens, projectors, video monitors, sound and mixing boards, and related electronic equipment.

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.

Garland ISD, does not discriminate on the basis of race, color, national origin, sex, or disability in its programs or activities and provides equal access to the Boy Scouts and other designated youth groups. The following person has been designated to handle inquiries regarding the nondiscrimination policies: Title IX Coordinator, Dr. Susanna Russell, Chief Leadership Officer at 501 S. Jupiter Road, Garland, TX 75042 (972) 487-3041 srussell@garlandisd.net, and/or the Section 504 Coordinator, Dr. Wendy Brower, Coordinator, Special Education at 501 S. Jupiter Road, Garland, TX 75042 (972) 487-3364 wlbrower@garlandisd.net.

Garland ISD, no discrimina por motivos de raza, color, origen nacional, sexo, o discapacidad en sus programas o actividades y brinda igualdad de acceso a los Boy Scouts y otros grupos juveniles designados. La siguiente persona ha sido designada para manejar consultas sobre las políticas de no discriminación: Coordinadora del Título IX, Dra. Susanna Russell, Chief Leadership Officer Ejecutiva de Liderazgo en 501 S. Jupiter Road, Garland, TX 75042 (972) 487-3041 srussell@garlandisd.net, y / o la Coordinadora de la Sección 504, Dra. Wendy Brower, Coordinadora, Educación Especial en 501 S. Jupiter Road, Garland, TX 75042 (972) 487-3364 wlbrower@garlandisd.net.



Digital Communications: Digital Audio Technology & Audio/Video Production

Statewide Program of Study

The Digital Communications program of study explores the occupations 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. This program of study may also include exploration into operating machines and equipment to record sound and images, such as microphones, sound speakers, video screens, projectors, video monitors, sound and mixing boards, and related electronic equipment.

Secondary Courses for High School Credit

Level 1

8C100, 8C600 CCM Principles of Arts, A/V Technology, and Communications

8K115S DC Web Communications

8C110S Professional Communications

Level 2

8C240, 8C245DC, 8C715DC MST Digital Audio Technology

8C250, 8C630 CCM Audio Video Production I

Level 3

8C342 Digital Audio Technology II

8C350, 8C640 CCM Audio Video Production II

Level 4

8C650 CCM Practicum of Audio/Video Production

**Level 3 and Level 4 are Advanced CTE Courses
CCM is only offered at Lakeview Centennial High School**

Postsecondary Opportunities

Associates Degrees

- Recording Arts Technology/Technician
- Cinematography and Film/Video Production
- Radio and Television Broadcasting Technology/Technician
- Music Technology

Bachelor's Degrees

- Recording Arts Technology/Technician
- Cinematography and Film/Video Production
- Radio and Television
- Agricultural Communication/Journalism

Master's, Doctoral, and Professional Degrees

- Communications Technology/Technician
- Cinematography and Film/Video Production
- Radio and Television
- Agricultural Communication/Journalism

Work-Based Learning and Expanded Learning Opportunities

Exploration Activities	Work-Based Learning Activities
<ul style="list-style-type: none"> Shadow a production team Participate in SkillsUSA or TSA 	<ul style="list-style-type: none"> Intern at a local television station or video production company Work with a local company on a project

Industry-Based Certifications

- Adobe Certified Professional in Visual Design Using Adobe Photoshop
- Audio-Visual Communications - Job Ready
- Adobe Certified Professional in Digital Video Using Adobe Premiere Pro
- Broadcasting and Journalism



Aligned Occupations

Occupations	Median Wage	Annual Openings	% Growth
Sound Engineering Technicians	\$39,562	79	27%
Camera Operators, Television, Video, and Motion Picture	\$50,024	129	9%
Audio and Video Equipment Technicians	\$40,581	757	29%
Film and Video Editors	\$47,382	118	23%

Successful completion of the Digital Communications program of study will fulfill requirements of the Business and Industry endorsement. Revised – August 2022

Digital Communications: Digital Audio Technology & Audio/Video Production

Course Information

Level 1

COURSE NAME	SERVICE ID	PREREQUISITES	GRADES
8C100, 8C600CCM Principles of Arts, A/V Technology, and Communications	13008200 (1 credit)	None	9
8K115S DC Web Communications	03580810 (.5 credit)	None	9
8C110S Professional Communication	13009900 (.5 credit)	None	8-12

Level 2

COURSE NAME	SERVICE ID	PREREQUISITES	GRADES
8C250, 8C630CCM Audio/Video Production I	13008500 (1 credit)	None	9-12
8C240, 8C245DC, 8C715DC MST Digital Audio Technology I	13009950 (1 credit)	None	10-12

Level 3

COURSE NAME	SERVICE ID	PREREQUISITES	GRADES
8C342 Digital Audio Technology II	13009960 (1 credit)	Digital Audio Technology I	10-12
8C350, 8C640CCM Audio/Video Production II	13008610 (2 credit)	Audio/Video Production I	10-12

Level 4

COURSE NAME	SERVICE ID	PREREQUISITES	GRADES
8C650CCM LCHS Practicum in Audio/Video Production	13008700 (2 credits)	Audio/Video Production II/Lab	11-12



Graphic Design & Multimedia Arts: Animation

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

8C100 Principles of Arts, A/V Technology, and Communications

Level 2

8C210, 8C215DC Animation I

Level 3

8C320 Animation II

8C410, 8C415DC Animation II/Lab

8C370, 8C375DC 3-D Modeling and Animation

8C725DC MST Digital Arts and Animation

Level 4

8C420 Practicum in Animation

Level 3 and Level 4 are Advanced CTE Courses

Postsecondary Opportunities

Associates Degrees

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

Bachelor's Degrees

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

Master's, Doctoral, and Professional Degrees

- Animation, Interactive Technology, Video Graphics and Special Effects
- Graphic Design
- Intermedia/Multimedia

Work-Based Learning and Expanded Learning Opportunities

Exploration Activities	Work-Based Learning Activities
<ul style="list-style-type: none"> • Join a website development or coding club • Participate in SkillsUSA or TSA 	<ul style="list-style-type: none"> • Intern with a multimedia or animation studio • Obtain a certificate or certification in graphic design

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
- Adobe Certified Professional in Visual Design Using Adobe Photoshop
- Adobe Certified Professional In Visual Effects and Motion Graphics Using Adobe After Effects
- Graphic Production Technology - Job Ready

- Adobe Certified Professional Animate*

*IBC Sunsetting 8/31/24

Aligned Occupations

Occupations	Median Wage	Annual Openings	% Growth
Graphic Designers	\$44,824	1,433	15%
Multimedia Artists and Animators	\$67,392	186	21%

Graphic Design & Multimedia Arts: Animation Course Information

Level 1

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C100 Principles of Arts, A/V Technology, & Communications	13008200 (1 credit)	None	9

Level 2

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C210, 8C215DC Animation I	13008300 (1 credit)	None	10-12

Level 3

COURSE NAME	SERVICE ID	PREREQUISITES	COREQUISITES
8C320 Animation II	13008400 (1 credit)	Animation I	11-12
8C410, 8C415DC Animation II/Lab	13008410 (2 credits)	Animation I	11-12
8C725DC MST Digital Arts and Animation	03580500 (1 credit)	None	9-12
8C370, 8C375DC 3-D Modeling and Animation	03580510 (1 credit)	None	9-12

Level 4

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C420 Practicum in Animation	13008450 (2 credits)	Animation II and/or Animation II Lab	11-12

Level 3 and Level 4 classes are Advanced CTE Courses



Graphic Design & Multimedia Arts: Commercial Photography

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

8C100 Principles of Arts, A/V Technology, and Communications

Level 2

8C230 Commercial Photography I

Level 3

8C310 Commercial Photography II

Level 4

8C330 Practicum in Commercial Photography

Level 3 and Level 4 are Advanced CTE Courses

Postsecondary Opportunities

Associates Degrees

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

Bachelor's Degrees

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

Master's, Doctoral, and Professional Degrees

- Animation, Interactive Technology, Video Graphics and Special Effects
- Graphic Design
- Intermedia/Multimedia

Work-Based Learning and Expanded Learning Opportunities

Exploration Activities	Work-Based Learning Activities
<ul style="list-style-type: none"> • Join a website development or coding club • Participate in SkillsUSA or TSA 	<ul style="list-style-type: none"> • Intern with a multimedia or animation studio • Obtain a certificate or certification in graphic design

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
- Adobe Certified Professional in Visual Design Using Adobe Photoshop
- Adobe Certified Professional In Visual Effects and
- Certified Professional Photographer

- Adobe Certified Professional Animate*

*IBC Sunsetting 8/31/24

Aligned Occupations

Occupations	Median Wage	Annual Openings	% Growth
Graphic Designers	\$44,824	1,433	15%
Multimedia Artists and Animators	\$67,392	186	21%

Successful completion of the Graphic Design & Multimedia Arts program of study will fulfill requirements of the Business and Industry endorsement. Revised – August 2022

Graphic Design & Multimedia Arts: Commercial Photography

Course Information

Level 1

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C100 Principles of Arts, A/V Technology, & Communications	13008200 (1 credit)	None	9

Level 2

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C230 Commercial Photography I	13009100(1 credit)	None	9-12

Level 3

COURSE NAME	SERVICE ID	PREREQUISITES	COREQUISITES
8C310 Commercial Photography II	13009200 (1 credit)	Commercial Photography I	10-12

Level 4

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C330 Practicum in Commercial Photography	13009250 (2 credits)	Commercial Photography I and Teacher Recommendation	10-12

Level 3 and Level 4 classes are Advanced CTE Courses



Graphic Design & Multimedia Arts: Video Game Programming

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

8C100 Principles of Arts, A/V Technology, and Communications

8C260 Digital Media

8C340, 8C345DC Video Game Design

Level 2

8C200, 8C205DC, 8C700MST Graphic Design and Illustration I and/or

8C210, 8C215DC Animation I and/or

8C270, 8C275DC Digital Design and Media Production

8C360, 8C365DC Game Programming and Design

8C990S (Fall) GRCTC Video Game Programming

Level 3

8C993S (Spring) GRCTC Advanced Video Game Programming

Level 4

8C430 Career Preparation I - Video Game Programming

8C996 GRCTC Career Preparation I -eSports

**Level 3 and Level 4 are Advanced CTE Courses
MST is only offered at North Garland High School**

Postsecondary Opportunities

Associates Degrees

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

Bachelor's Degrees

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

Master's, Doctoral, and Professional Degrees

- Animation, Interactive Technology, Video Graphics and Special Effects
- Graphic Design
- Intermedia/Multimedia

Work-Based Learning and Expanded Learning Opportunities

Exploration Activities	Work-Based Learning Activities
<ul style="list-style-type: none"> • Join a website development or coding club • Participate in SkillsUSA or TSA 	<ul style="list-style-type: none"> • Intern with a multimedia or animation studio • Obtain a certificate or certification in graphic design

Industry-Based Certifications

- Adobe Certified Professional in Graphic Design and Illustration Using Adobe Illustrator
- Adobe Certified Professional in Visual Design Using Adobe Photoshop
- Adobe Certified Professional In Visual Effects and Motion Graphics Using Adobe After Effects
- Certified User: Programmer-Unity
- C++ Certified Associate Programmer

- Adobe Certified Professional Animate*

*IBC Sunsetting 8/31/24

Aligned Occupations

Occupations	Median Wage	Annual Openings	% Growth
Graphic Designers	\$44,824	1,433	15%
Multimedia Artists and Animators	\$67,392	186	21%

Successful completion of the Graphic Design & Multimedia Arts program of study will fulfill requirements of the Business and Industry endorsement. Revised – August 2022

Graphic Design & Multimedia Arts: Video Game Programming Course Information

Level 1

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C100 Principles of Arts, A/V Technology, & Communications	13008200 (1 credit)	None	9
8C260 Digital Media	13027800 (1 credit)	None	9-12
8C340, 8C345DC Video Game Design	13009970 (1 credit)	None	9-12

Level 2

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C200, 8C205DC, 8C700MST Graphic Design and Illustration I	13008800 (1 credit)	None	10-12
8C210, 8C215DC Animation I	13008300 (1 credit)	None	10-12
8C270, 8C275DC Digital Design and Media Production	03580400 (1 credit)	None	9-12
8C360, 8C365DC Game Programming and Design	03580380 (1 credit)	None	9-12
8C990S (Fall) GRCTC Video Game Programming	N1300994 (1 credit)	None	9-12

Level 3

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C993S (Spring) GRCTC Adv. Video Game Programming	N1300995 (1 credit)	Video Game Programming	9-12

Level 4

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C430 Career Preparation I – Video Game Programming	12701300 (2 credits)	None	11-12
8C996 GRCTC Career Preparations I -eSports	12701300 (2 credits)	Advanced Video Game Programming	11-12

Level 3 and Level 4 are Advanced CTE Courses
MST is only offered at North Garland High School



Graphic Design & Multimedia Arts: Graphic Design

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

8C100 Principles of Arts, A/V Technology, and Communications

Level 2

8C200, 8C205DC, 8C700MST Graphic Design and Illustration I

Level 3

8C960 GRCTC Graphic Design and Illustration II/Lab

Level 4

8C970 GRCTC Practicum in Graphic Design and Illustration

Level 3 and Level 4 are Advanced CTE Courses

Postsecondary Opportunities

Associates Degrees

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

Bachelor's Degrees

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

Master's, Doctoral, and Professional Degrees

- Animation, Interactive Technology, Video Graphics and Special Effects
- Graphic Design
- Intermedia/Multimedia

Work-Based Learning and Expanded Learning Opportunities

Exploration Activities	Work-Based Learning Activities
<ul style="list-style-type: none"> • Join a website development or a coding club • Participate in SkillsUSA or TSA 	<ul style="list-style-type: none"> • Intern with a multimedia or animation studio • Obtain a certificate or certification in graphic design

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
- Adobe Certified Professional in Visual Design Using Adobe Photoshop
- Adobe Certified Professional In Visual Effects and Motion Graphics Using Adobe After Effects

- Adobe Certified Professional Animate*

*IBC Sunsetting 8/31/24

Aligned Occupations

Occupations	Median Wage	Annual Openings	% Growth
Graphic Designers	\$44,824	1,433	15%
Multimedia Artists and Animators	\$67,392	186	21%

Successful completion of the Graphic Design & Multimedia Arts program of study will fulfill requirements of the Business and Industry endorsement. Revised – August 2022

Graphic Design & Multimedia Arts: Graphic Design Course Information

Level 1

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C100 Principles of Arts, A/V Technology, & Communications	13008200 (1 credit)	None	9

Level 2

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C200, 8C205DC, 8C700MST Graphic Design and Illustration I	13008800 (1 credit)	None	10-12

Level 3

COURSE NAME	SERVICE ID	PREREQUISITES	COREQUISITES
8C960 GRCTC Graphic Design and Illustration II	13008910 (2 credits)	Graphic Design and Illustration I	11-12

Level 4

COURSE NAME	SERVICE ID	PREREQUISITES	GRADE
8C970 GRCTC Practicum in Graphic Design and Illustration	13009000 (2 credits)	Graphic Design and Illustration II/Lab	10-12

Level 3 and Level 4 are Advanced CTE Courses



Graphic Design & Multimedia Arts: Fashion Design

Statewide Program of Study

Secondary Courses for High School Credit

Level 1

8C100 Principles of Arts, A/V Technology,
and Communications
8C260 Digital Media

Level 2

8C220 Fashion Design I

Level 3

8C930, 8C935DC Fashion Design II/Lab (GRCTC)

Level 4

8Q360 Career Prep or
8C980, 8C985DC Career Preparation I:
Fashion Design (GRCTC)

Level 3 and Level 4 classes are advanced CTE courses

Postsecondary Opportunities

Associates Degrees

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

Bachelor's Degrees

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

Master's, Doctoral, and Professional Degrees

- Animation, Interactive Technology, Video Graphics and Special Effects
- Graphic Design
- Intermedia/Multimedia

Work-Based Learning and Expanded Learning Opportunities

Exploration Activities	Work-Based Learning Activities
<ul style="list-style-type: none"> • Join a website development or a coding club at campus • Participate in SkillsUSA or TSA 	<ul style="list-style-type: none"> • Intern with a multimedia or animation studio • Obtain a certificate or certification in graphic design

Industry-Based Certifications

- Adobe Photoshop

Aligned Occupations

Occupations	Median Wage	Annual Openings	% Growth
Graphic Designers	\$44,824	1,433	15%
Multimedia Artists and Animators	\$67,392	186	21%

Fashion Design Course Information

Level 1

COURSE NUMBER/NAME	SERVICE ID	PREREQUISITES	GRADE LEVEL
8C100 Principles of Arts, A/V Technology, & Communications	13008200 (1 credit)	None	9
8C260 Digital Media	13027800 (1 credit)	None	9-12

Level 2

COURSE NUMBER/NAME	SERVICE ID	PREREQUISITES	GRADE LEVEL
8C220 Fashion Design I	13009300 (1 credit)	None	10-12

Level 3

COURSE NUMBER/NAME	SERVICE ID	PREREQUISITES	GRADE LEVEL
8C930, 8C935DC Fashion Design II/Lab (GRCTC)	13009410 (2 credits)	Fashion Design I	11-12

Level 4

COURSE NUMBER/NAME	SERVICE ID	PREREQUISITES	GRADE LEVEL
8Q360 Career Preparation or	12701300 (2 credits)	None	11-12
8C980, 8C985DC Career Prep: Fashion Design (GRCTC)	12701300 (2 credits)	None	11-12

Level 3 and Level 4 classes are Advanced CTE Courses



Arts, A/V Technology, and Communications

3-D Modeling and Animation 8C370, 8C375DC

TSDS PEIMS Code: 03580510 (TA3DMA)

Grade Placement: 9–12, Credit: 1

Prerequisite: None

3-D Modeling and Animation consists of computer images created in a virtual three-dimensional (3-D) environment. 3-D Modeling and Animation has applications in many careers, including criminal justice, crime scene, and legal applications; construction and architecture; engineering and design; and the movie and game industries. Students in this course will produce various 3-D models of real-world objects. The six strands include creativity and innovation; communication and collaboration; research and information fluency; critical thinking; problem solving, and decision making; digital citizenship; and technology operations and concepts.

Advanced Video Game Programming 8C993S (Spring) GRCTC

TSDS PEIMS Code: N1300995 (VIDEOGD3)

Grade Placement: 9–12, Credits: 1

Prerequisites: Video Game Programming

Advanced Video Game Programming students will be introduced to mobile application design and programming using Java and Eclipse for Android devices. Time will be spent learning basic Java programming and working with Android Studio to develop real working apps. Using Unity as an introduction to 3D game development, students will have exposure to and an understanding of: object-oriented programming concepts; game development skill with programs such as Unity; 3D modeling with programs such as Blender; image manipulation with programs such as GIMP; concepts related to the design process; and the ability to communicate and collaborate on group- based projects.

Animation I 8C210, 8C215DC

TSDS PEIMS Code: 13008300 (ANIMAT1)

Grade Placement: 10–12, Credits: 1

Prerequisite: None

In addition to developing technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an understanding of the history and techniques of the animation industry.

Animation II 8C320

TSDS PEIMS Code: 13008400 (ANIMAT2)

Grade Placement: 11–12, Credits: 1

Prerequisite: Animation I

In addition to developing advanced knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to create two- and three-dimensional animations. The instruction also assists students seeking careers in the animation industry.

Animation II/Lab 8C410, 8C415DC

TSDS PEIMS Code: 13008410 (ANILAB2)

Grade Placement: 11–12, Credits: 2

Prerequisite: Animation I

Corequisite: Animation II (13008400).

In addition to developing advanced knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to create two- and three-dimensional animations. The instruction also assists students seeking careers in the animation industry. Districts are encouraged to offer this lab in a consecutive block with Animation II to allow students sufficient time to master the content of both courses.



Arts, A/V Technology, and Communications

Audio/Video Production I 8C250, 8C630CCM

TSDS PEIMS Code: 13008500 (AVPROD1)

Grade Placement: 9–12, Credits: 1

Prerequisite: None

In addition to developing technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an understanding of the industry with a focus on pre-production, production, and post- production audio and video products.

Audio/Video Production II 8C350, 8C640CCM

TSDS PEIMS Code: 13008610 (AVPLAB2)

Grade Placement: 10–12, Credits: 2

Prerequisite: Audio/Video Production I

Building upon the concepts taught in Audio/Video Production, in addition to developing advanced knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an advanced understanding of the industry with a focus on pre-production, production, and post- production products. Through diverse forms of storytelling and production, students will exercise and develop creativity, intellectual curiosity, and critical-thinking, problem-solving, and collaborative skills. This course may be implemented in an audio format or a format with both audio and video.

Career Preparation 8Q360 Campus, 8C430 Video Game Programming, 8C996 eSports GRCTC, 8C980, 8C985DC Fashion Design

TSDS PEIMS Code: 12701300 (CA EE P1)

Grade Placement: 11–12, Credit: 2

Prerequisite: Advanced Video Game Programming for eSports ONLY

Career Preparation I provides opportunities for students to participate in a work-based learning experience that combines classroom instruction with business and industry employment experiences. The goal is to prepare students with a variety of skills for a changing workplace. Career preparation is relevant and rigorous, supports student attainment of academic standards, and effectively prepares students for college and career success.

Commercial Photography I 8C230

TSDS PEIMS Code: 13009100 (1 credit) (CPHOTO1)

Grade Placement: 9–12, Credits: 1

Prerequisite: None

In addition to developing knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an understanding of the commercial photography industry with a focus on creating quality photographs.

Commercial Photography II 8C310

TSDS PEIMS Code: 13009200 (CPHOTO2)

Grade Placement: 10–12, Credits: 1

Prerequisite: Commercial Photography I

In addition to developing advanced technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an advanced technical understanding of the commercial photography industry with a focus on producing, promoting, and presenting professional quality photographs.



Arts, A/V Technology, and Communications

Digital Art and Animation 8C725DC

TSDS PEIMS CODE: 03580500 (TADGAA)

Grade Placement: 9–12, Credit: 1

Prerequisite: None

Digital Art and Animation consists of computer images and animations created with digital imaging software. Digital Art and Animation has applications in many careers, including graphic design, advertising, web design, animation, corporate communications, illustration, character development, script writing, storyboarding, directing, producing, inking, project management, editing, and the magazine, television, film, and game industries. Students in this course will produce various real-world projects and animations. The six strands include creativity and innovation; communication and collaboration; research and information fluency; critical thinking; problem solving, and decision making; digital citizenship; and technology operations and concepts.

Digital Audio Technology I 8C240, 8C245DC, 8C715DC

TSDS PEIMS Code: 13009950 (DATECH1)

Grade Placement: 10–12, Credits: 1

Prerequisite: None

Digital Audio Technology I was designed to provide students interested in audio production careers such as audio for radio and television broadcasting, audio for video and film, audio for animation and game design, music production and live sound, and additional opportunities and skill sets. Digital Audio Technology I does not replace Audio Video Production courses but is recommended as a single credit, co-curricular course with an audio production technical emphasis. This course can also be paired with Digital and Interactive Media. Students will be expected to develop an understanding of the audio industry with a technical emphasis on production and critical-listening skills.

Digital Audio Technology II 8C342

TSDS PEIMS Code: 13009960 (DATECH2)

Grade Placement: 10–12, Credits: 1

Prerequisite: Digital Audio Technology I

Digital Audio Technology II was designed to provide additional opportunities and skill sets for students interested in audio production careers such as audio for radio and television broadcasting, audio for video and film, audio for animation and game design, and music production and live sound. Digital Audio Technology II does not replace Audio Video Production courses but is recommended as a single credit, co-curricular course with an audio production technical emphasis. This course can also be paired with Digital and Interactive Media (DIM). Students will be expected to develop an understanding of the audio industry with a technical emphasis on production and critical-listening skills.

Digital Design and Media Production 8C270, 8C275DC

TSDS PEIMS CODE: 03580400 (TADGMP)

Grade Placement: 9–12, Credit: 1

Prerequisite: None

Digital Design and Media Production will allow students to demonstrate creative thinking, develop innovative strategies, and use communication tools in order to work effectively with others as well as independently. Students will gather information electronically, which will allow for problem solving and making informed decisions regarding media projects. Students will learn digital citizenship by researching current laws and regulations and by practicing integrity and respect. Students will demonstrate a thorough understanding of digital design principles that is transferable to other disciplines. The six strands include creativity and innovation; communication and collaboration; research and information fluency; critical thinking; problem solving, and decision making; digital citizenship; and technology operations and concepts.



Arts, A/V Technology, and Communications

Digital Media 8C260

TSDS PEIMS Code: 13027800 (DIMEDIA)

Grade Placement: 9–12, Credit: 1

Prerequisite: None

In Digital Media, students will analyze and assess current and emerging technologies, while designing and creating multimedia projects that address customer needs and resolve a problem. Students will implement personal and interpersonal skills to prepare for a rapidly evolving workplace environment. The knowledge and skills acquired and practiced will enable students to successfully perform and interact in a technology-driven society. Students will enhance reading, writing, computing, communication, and critical thinking and apply them to the IT environment.

Fashion Design I 8C220

TSDS PEIMS Code: 13009300 (FASHDSN1)

Grade Placement: 10–12, Credits: 1

Prerequisites: None

Within this context, in addition to developing technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an understanding of the fashion industry with an emphasis on design and construction.

Fashion Design II/Fashion Design II Lab 8C930, 8C935DC

TSDS PEIMS Code: 13009410 (FASLAB2)

Grade Placement: 11–12 Credits: 2

Prerequisite: Fashion Design I. Corequisite: Fashion Design II. Careers in fashion span all aspects of the textile and apparel industries. Within this context, in addition to developing technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an understanding of the fashion industry with an emphasis on design and construction.

Game Programming and Design 8C360, 8C365DC

TSDS PEIMS Code: 03580380 (TAGMPD)

Grade Placement: 10-12, Credit: 1

Game Programming and Design will foster student creativity and innovation by presenting students with opportunities to design, implement, and present meaningful programs through a variety of media. Students will collaborate with one another, their instructor, and various electronic communities to solve gaming problems. Through data analysis, students will include the identification of task requirements, plan search strategies, and use programming concepts to access, analyze, and evaluate information needed to design games. By acquiring programming knowledge and skills that support the work of individuals and groups in solving problems, students will select the technology appropriate for the task, synthesize knowledge, create solutions, and evaluate the results. Students will learn digital citizenship by researching current laws and regulations and by practicing integrity and respect. Students will create a computer game that is presented to an evaluation panel. The six strands include creativity and innovation; communication and collaboration; research and information fluency; critical thinking; problem solving, and decision making; digital citizenship; and technology operations and concepts.

Graphic Design and Illustration I 8C200, 8C205DC, 8C700MST

TSDS PEIMS Code: 13008800 (GRAPHDI1)

Grade Placement: 10–12, Credits: 1

Prerequisite: None

Within this context, in addition to developing knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an understanding of the industry with a focus on fundamental elements and principles of visual art & design.



Arts, A/V Technology, and Communications

Graphic Design and Illustration II/Lab 8C960

TSDS PEIMS Code: 13008910 (GRDLAB2)

Grade Placement: 11–12, Credits: 2

Prerequisite: Graphic Design and Illustration I

Within this context, in addition to developing advanced technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an advanced understanding of the industry with a focus on mastery of content knowledge and skills. Districts are encouraged to offer this lab in a consecutive block with Graphic Design and Illustration II to allow students sufficient time to master the content of both courses.

Practicum in Animation 8C420

TSDS PEIMS Code: 13008450 (First Time Taken) (PRACANI1)

Grade Placement: 11–12, Credits: 2

Prerequisites: Animation II and/or Animation II Lab

Building upon the concepts taught in Animation II and its corequisite Animation II Lab, in addition to developing advanced technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an increasing understanding of the industry with a focus on applying pre-production, production, and post-production animation products in a professional environment. Instruction may be delivered through lab-based classroom experiences or career preparation opportunities.

Practicum in Audio/Video Production 8C650CCM

TSDS PEIMS Code: 13008700 (PRACAVP1)

Grade Placement: 11–12, Credits: 2

Prerequisites: Audio/Video Production II and Audio/Video Production II Lab

Building upon the concepts taught in Audio/Video Production II and its corequisite Audio/Video Production II Lab, in addition to developing advanced technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an increasing understanding of the industry with a focus on applying pre-production, production, and post-production audio and video products in a professional environment. This course may be implemented in an advanced audio/video or audio format. Instruction may be delivered through lab-based classroom experiences or career preparation opportunities.

Practicum in Commercial Photography 8C330

TSDS PEIMS Code: 13009250 (PRACCPH1)

Grade Placement: 10–12, Credits: 2

Prerequisites: Commercial Photography I along with teacher recommendation

In addition to developing advanced technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an advanced technical understanding of the commercial photography industry with a focus on producing, promoting, and presenting professional quality photographs.

Practicum in Graphic Design and Illustration 8C970

TSDS PEIMS Code: 13009000 (PRACGRD1)

Grade Placement: 10–12, Credits: 2

Prerequisites: Graphic Design and Illustration II and Graphic Design and Illustration II Lab

In addition to developing technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop a technical understanding of the industry with a focus on skill proficiency. Instruction may be delivered through lab-based classroom experiences or career preparation opportunities.



Arts, A/V Technology, and Communications

Principles of Arts, Audio/Video Technology, and Communications 8C100, 8C600CCM

TSDS PEIMS Code: 13008200 (PRINAAVTC)

Grade Placement: 9, Credits: 1

Prerequisite: None

The goal of this course is that the student understands arts, audio/video technology, and communications systems. Within this context, students will be expected to develop an understanding of the various and multifaceted career opportunities in this cluster and the knowledge, skills, and educational requirements for those opportunities.

Professional Communications 8C110S

TSDS PEIMS Code: 13009900 (PROFCOMM)

Grade Placement: 8–12, Credits: .5

Prerequisite: None

Professional Communications blends written, oral, and graphic communication in a career-based environment. Careers in the global economy require individuals to be creative and have a strong background in computer and technology applications, a strong and solid academic foundation, and a proficiency in professional oral and written communication. Within this context, students will be expected to develop and expand the ability to write, read, edit, speak, listen, apply software applications, manipulate computer graphics, and conduct internet research.

Video Game Design 8C340, 8C345DC

TSDS PEIMS Code: 13009970 (VIDGD)

Grade Placement: 9–12, Credits: 1

Prerequisite: None

Video Game Design will allow students to explore one of the largest industries in the global marketplace and the new emerging careers it provides in the field of technology. Students will learn gaming, computerized gaming, evolution of gaming, artistic aspects of perspective, design, animation, technical concepts of collision theory, and programming logic. Students will participate in a simulation of a real video game design team while developing technical proficiency in constructing an original game design.

Video Game Programming 8C990S (Fall)

TSDS PEIMS Code: N1300994 (VIDEOGD2)

Grade Placement: 9–12, Credits: 1

Prerequisite: None

Video Game Programming expands on the foundation created in Video Game Design through programming languages such as: C# programming, XNA game studio, Java, and Android App. In this course, students will investigate the inner workings of a fully functional role-playing game (RPG) by customizing playable characters, items, maps, and chests and eventually applying customizations by altering and enhancing the core game code.

Web Communications 8K115S DC

TSDS PEIMS Code: 03580810 (TAWEBDCM)

Grade Placement: 9, Credit: 0.5

Prerequisite: None

In Web Communications, students will acquire knowledge of web communications and technological operations and concepts. This is an exploratory course in web communications. The six strands include creativity and innovation; communication and collaboration; research and information fluency; critical thinking; problem solving, and decision making; digital citizenship; and technology operations and concepts.