Local Implementation Considerations:

Students completing two or more courses for two or more credits within a program of study earn concentrator status for Perkins V federal accountability reporting.

Proposed Indicator: Students finishing three or more courses for four or more credits with one recognized TEA capstone course (in bold) within a program of study earn completer status for federal accountability reporting.
The 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.

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.

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OCCUPATIONS | MEDIAN WAGE | ANNUAL OPENINGS | % GROWTH
--- | --- | --- | ---
Graphic Designers | $44,824 | 1,433 | 15%
Multimedia Artists and Animators | $67,392 | 186 | 21%

WORK BASED LEARNING AND EXPANDED LEARNING OPPORTUNITIES

**Exploration Activities:**
- Join a website development or coding club.
- SkillsUSA, TSA

**Work Based Learning Activities:**
- Intern with a multimedia or animation studio. Obtain a certificate in graphic design.

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<th>SERVICE ID/ CREDITS</th>
<th>PREREQUISITES (PREQ)</th>
<th>RECOMMENDED PREREQUISITES (RPREQ)</th>
<th>GRADE</th>
</tr>
</thead>
<tbody>
<tr>
<td>8C100 Principles of Arts, A/V Technology and Communications</td>
<td>13008200 (1 credit)</td>
<td>None</td>
<td></td>
<td>7-10</td>
</tr>
<tr>
<td>8C260 Digital Media</td>
<td>13027800 (1 credit)</td>
<td>None</td>
<td></td>
<td>9-12</td>
</tr>
<tr>
<td>8C220 Fashion Design I</td>
<td>13009300 (1 credit)</td>
<td>RPREQ: Principles of Arts</td>
<td></td>
<td>10-12</td>
</tr>
<tr>
<td>8Q360 (2)***, 8Q460 (3) Career Prep I♦</td>
<td>12701300 (2 credits)*** 12701305 (3 credits)</td>
<td>None</td>
<td>Coherent Sequence ♦</td>
<td>11-12</td>
</tr>
<tr>
<td>8C930, 8C935 DC GRCTC Fashion Design II/Lab</td>
<td>13009410 (2 credits)</td>
<td>PREQ: Fashion Design I</td>
<td></td>
<td>11-12</td>
</tr>
<tr>
<td>8C980, 8C985 DC GRCTC Career Prep I: Fashion Design</td>
<td>12701300 (2 credits)</td>
<td>PREQ: Fashion Design II</td>
<td></td>
<td>11-12</td>
</tr>
</tbody>
</table>

***Note to counselor:
Enroll students into 2 credit Career Prep 8Q360, if students average 15 or more work hours a week, and the three credit Career Prep 8Q460 is needed, the Career Prep teacher and counselor will meet to discuss. See Student Attendance Accounting Handbook (SAAH), Chapter 5.
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.

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### HIGH SCHOOL/INDUSTRY CERTIFICATION

<table>
<thead>
<tr>
<th>HIGH SCHOOL/ INDUSTRY CERTIFICATION</th>
<th>CERTIFICATE/LICENSE*</th>
<th>ASSOCIATE’S DEGREE</th>
<th>BACHELOR’S DEGREE</th>
<th>MASTER’S/ DOCTORAL PROFESSIONAL DEGREE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adobe Certified Associate Certifications **</td>
<td>Certified Digital Designer</td>
<td>Animation, Interactive Technology, Video Graphics and Special Effects</td>
<td>Graphic Design</td>
<td></td>
</tr>
<tr>
<td>Adobe Certified Expert Certifications</td>
<td>WOW Certified Web Designer Apprentice</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Apple Logic Pro X Certifications</td>
<td>Adobe Suite Certifications</td>
<td>Game and Interactive Media Design</td>
<td>Intermedia/Multimedia</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Additional industry based certification information is available from the TEA CTE website. **Offered at some GISD campuses

For more information on postsecondary options for this program of study, visit TXCTE.org.

### WORK BASED LEARNING AND EXPANDED LEARNING OPPORTUNITIES

**Exploration Activities:** Join a website development or coding club. SkillsUSA, TSA

**Work Based Learning Activities:** Intern with a multimedia or animation studio. Obtain a certificate in graphic design.

### OCCUPATIONS

<table>
<thead>
<tr>
<th>OCCUPATIONS</th>
<th>MEDIAN WAGE</th>
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<tbody>
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<td>Graphic Designers</td>
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<tr>
<th>COURSE NUMBER/COURSE NAME</th>
<th>SERVICE ID/CREDIT</th>
<th>PREREQUISITES (PREQ) RECOMMENDED PREREQUISITES (RPREQ)</th>
<th>GRADE</th>
</tr>
</thead>
<tbody>
<tr>
<td>8C100, 8C600 CCM Principles of Arts, A/V Technology, and Communications</td>
<td>13008200 (1 credit)</td>
<td>None</td>
<td>7-10</td>
</tr>
<tr>
<td>8C210, 8C215 DC, 8C620 CCM, 8C625 DC CCM Animation I</td>
<td>13008300 (1 credit)</td>
<td>None</td>
<td>10-12</td>
</tr>
<tr>
<td>8C320, 8C325 DC, 8C660 CCM, 8C410 (2) SHS Animation II/Lab</td>
<td>13008400 (1 credit)</td>
<td>PREQ: Animation I</td>
<td>11-12</td>
</tr>
<tr>
<td></td>
<td>13008410 (2 credits)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8C420, 8C670 CCM LCHS Practicum in Animation</td>
<td>13008450 (2 credits)</td>
<td>PREQ: Animation II and/or Animation II Lab</td>
<td>11-12</td>
</tr>
</tbody>
</table>
DESIGN & MULTIMEDIA ARTS: COMMERCIAL PHOTOGRAPHY

RHS PATHWAY

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

HIGH SCHOOL/INDUSTRY CERTIFICATION | CERTIFICATE/LICENSE* | ASSOCIATE’S DEGREE | BACHELOR’S DEGREE | MASTER’S/DOCTORAL PROFESSIONAL DEGREE
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Adobe Certified Associate Certifications Photoshop** | Certified Digital Designer | Animation, Interactive Technology, Video Graphics and Special Effects | | |
Adobe Certified Expert Certifications | WOW Certified Web Designer Apprentice | Graphic Design | | |
Apple Logic Pro X | Adobe Suite Certifications | Game and Interactive Media Design | Intermedia/Multimedia |

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Exploration Activities: Join a website development or coding club. SkillsUSA, TSA

Work Based Learning Activities: Intern with a multimedia or animation studio. Obtain a certificate in graphic design.

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**Offered at RHS

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<table>
<thead>
<tr>
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</tr>
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<tbody>
<tr>
<td>8C100 Principles of Arts, A/V Technology, and Communications</td>
<td>13008200 (1 credit)</td>
<td>None</td>
<td>7-10</td>
</tr>
<tr>
<td>8C230 RHS Commercial Photography I</td>
<td>13009100 (1 credit)</td>
<td>None</td>
<td>9-12</td>
</tr>
<tr>
<td>8C310 RHS Commercial Photography II</td>
<td>13009200 (1 credit)</td>
<td>PREQ: Commercial Photography I</td>
<td>11-12</td>
</tr>
<tr>
<td>8C330 RHS Practicum in Commercial Photography</td>
<td>13009250 (2 credits)</td>
<td>PREQ: Commercial Photography I and Commercial Photography I Lab</td>
<td>11-12</td>
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</tr>
<tr>
<td>8C340 Video Game Design</td>
<td>13009970 (1 credit)</td>
<td>None</td>
<td>9-12</td>
</tr>
<tr>
<td>8C200, 8C205 DC Graphic Design and Illustration I</td>
<td>13008800 (1 credit)</td>
<td>None</td>
<td>10-12</td>
</tr>
<tr>
<td>8C210, 8C215 DC Animation I</td>
<td>13008300 (1 credit)</td>
<td>None</td>
<td>10-12</td>
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<tr>
<td>91836 Game and Programming Design</td>
<td>03580380 (1 credit)</td>
<td>PREQ: Algebra I</td>
<td>9-12</td>
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<tr>
<td>8C990S (Fall) GRCTC Video Game Programming</td>
<td>N1300994 (1 credit)</td>
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<td>11-12</td>
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<tr>
<td>8C993S (Spring) GRCTC Advanced Video Game Programming</td>
<td>N1300995 (1 credit)</td>
<td>PREQ: Video Game Programming</td>
<td>11-12</td>
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<tr>
<td>8C996 GRCTC Career Preparation I - eSports</td>
<td>12701300 (2 credits)</td>
<td>RPREQ: Advanced Video Game Programming</td>
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<tr>
<td>8C430 Career Preparation I - Video Game Programming</td>
<td>12701300 (2 credits)</td>
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### WORK BASED LEARNING AND EXPANDED LEARNING OPPORTUNITIES

**Exploration Activities:**
Join a website development or coding club. SkillsUSA, TSA

**Work Based Learning Activities:**
Intern with a multimedia or animation studio. Obtain a certificate in graphic design.

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<td>8C100 Principles of Arts, A/V Technology, and Communications</td>
<td>13008200 (1 credit)</td>
<td>None</td>
<td></td>
<td>7-10</td>
</tr>
<tr>
<td>8C200, 8C205 DC, 8C700 MST, 8C705 DC MST Graphic Design and Illustration I</td>
<td>13008800 (1 credit)</td>
<td>None</td>
<td></td>
<td>10-12</td>
</tr>
<tr>
<td>8C960 GRCTC Graphic Design and Illustration II/Lab</td>
<td>13008910 (2 credits)</td>
<td>PREQ: Graphic Design and Illustration I</td>
<td></td>
<td>10-12</td>
</tr>
<tr>
<td>8C970 (2), 8C973 (3) GRCTC Practicum in Graphic Design and Illustration</td>
<td>13009000 (2 credits) 13009005 (3 credits)</td>
<td>PREQ: Graphic Design and Illustration II and Graphic Design and Illustration II Lab</td>
<td></td>
<td>11-12</td>
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</tbody>
</table>
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.

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Successful completion of the Digital Communications program of study will fulfill requirements of a Business and Industry Endorsement. Approved Statewide Program of Study - September 2019

For more information on postsecondary options for this program of study, visit TXCTE.org.

LCHS PATHWAY

**LEVEL 1**
8C600 CCM
Principles of Arts, A/V Technology, and Communications
8C110S
Professional Communications

**LEVEL 2**
8C630 CCM
Audio/Video Production I

**LEVEL 3**
8C640 CCM
Audio/Video Production II/Lab

**LEVEL 4**
8C650 (2) CCM, 8C652 (3) CCM
Practicum in Audio/Video Production

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<tr>
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<th>BACHELOR'S DEGREE</th>
<th>MASTER'S/ DOCTORAL PROFESSIONAL DEGREE</th>
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</thead>
<tbody>
<tr>
<td>Apple Final Cut Pro X</td>
<td>Certified Video Engineer</td>
<td>Recording Arts Technology/Technician</td>
<td>Communications Technology/Technician</td>
<td></td>
</tr>
<tr>
<td>Apple Logic Pro X</td>
<td>Commercial Audio Technician</td>
<td>Cinematography and Film/Video Production</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Adobe Certified Associate Premiere Pro**</td>
<td>Certified AM Directional Specialist</td>
<td>Radio and Television Broadcasting Technology/Technician</td>
<td>Radio and Television</td>
<td></td>
</tr>
<tr>
<td>Adobe Certified Associate Certifications-After Effects, and/or Flash**</td>
<td>Certified Broadcast Radio Engineer</td>
<td>Music Technology</td>
<td>Agricultural Communication/Journalism</td>
<td></td>
</tr>
</tbody>
</table>

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**offered at LCHS

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**WORK BASED LEARNING AND EXPANDED LEARNING OPPORTUNITIES**

**Exploration Activities:**
Shadow a production team
SkillsUSA, TSA

**Work Based Learning Activities:**
Intern at a local television station or video production company

<table>
<thead>
<tr>
<th>OCCUPATIONS</th>
<th>MEDIAN WAGE</th>
<th>ANNUAL OPENINGS</th>
<th>% GROWTH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sound Engineering Technicians, Camera Operators, Television, Video and Motion Picture</td>
<td>$39,562</td>
<td>79</td>
<td>27%</td>
</tr>
<tr>
<td>Audio and Video Equipment Technicians, Film and Video Editors</td>
<td>$40,581</td>
<td>757</td>
<td>29%</td>
</tr>
<tr>
<td>Audio and Video Equipment Technicians, Film and Video Editors</td>
<td>$47,382</td>
<td>118</td>
<td>23%</td>
</tr>
<tr>
<td>Sound Engineering Technicians, Camera Operators, Television, Video and Motion Picture</td>
<td>$50,024</td>
<td>129</td>
<td>9%</td>
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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.

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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.

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<th>COURSE NUMBER/ COURSE NAME</th>
<th>SERVICE ID/ CREDIT</th>
<th>PREREQUISITES (PREQ)</th>
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<tbody>
<tr>
<td>8C100, 8C600 CCM Principles of Arts, A/V Technology, and Communications</td>
<td>13008200 (1 credit)</td>
<td>None</td>
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<tr>
<td>8C110, 8C111 AVID High School 8C051 AVID Middle School Professional Communications</td>
<td>13009900 (.5 credits)</td>
<td>None</td>
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<tr>
<td>8C250 NFHS (1), 8C630 (2) CCM LCHS Audio/Video Production I/Lab</td>
<td>13008500 (1 credit) 13008510 (2 credits)</td>
<td>None</td>
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<tr>
<td>8C240 NFHS Digital Audio Technology I</td>
<td>1300950 (1 credit)</td>
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<tr>
<td>8C640 (2) CCM LCHS Audio Video Production II/Lab</td>
<td>13008610 (2 credits)</td>
<td>PREQ: Audio/Video Production I</td>
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<tr>
<td>8C342 NFHS Digital Audio Technology II</td>
<td>13009960 (1 credit)</td>
<td>PREQ: Digital Audio Technology I</td>
<td>10-12</td>
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<tr>
<td>8C650 (2), 8C652 (3) CCM LCHS Practicum in Audio/Video Production</td>
<td>13008700 (2 credits) 13008705 (3 credits)</td>
<td>PREQ: Audio/Video Production II/Lab LCHS</td>
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</table>
Principles of Arts, Audio/Video Technology, and Communications
8C100, 8C600 CCM
TSDS PEIMS Code: 13008200 (PRINAAVTC)
Grade Placement: 7-10, Credits: 1
Prerequisite: None.
The goal of this course is for the student to understand 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.

Animation I
8C210, 8C215 DC, 8C620, 8C625 DC CCM (LCHS)
TSDS PEIMS Code: 13008300 (ANIMAT1)
Grade Placement: 10–12, Credits: 1
Prerequisite: None.
Recommended Prerequisite: Art I or Principles of Arts, Audio/Video Technology, and Communications. 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, 8C325 DC, 8C660 CCM LCHS
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/Animation II Lab
8C410 (2) SHS
TSDS PEIMS Code: 13008410 (ANILAB2)
Grade Placement: 11–12, Credits: 2
Prerequisite: Animation I. Corequisite: Animation II.
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.

Audio/Video Production I
8C250 NFHS, 8C630 CCM LCHS
TSDS PEIMS Code: 13008500 (AVPROD1)
Grade Placement: 9–12 Credits: 1
Prerequisite: None.
Recommended Prerequisite: Principles of Arts, Audio/Video Technology, and Communications. 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/Audio/Video Production II Lab
8C640 CCM LCHS
TSDS PEIMS Code: 13008610 (AVPLAB2)
Grade Placement: 10–12, Credits: 2
Prerequisite: Audio/Video Production I.
Corequisite: Audio/Video Production II.
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. Requiring a lab requisite for the course affords necessary time devoted specifically to the production and post-production process.

Digital Audio Technology I
8C240 NFHS
TSDS PEIMS Code: 13009950 (DATECH1)
Grade Placement: 9–12 Credits: 1
Prerequisite: None.
Recommended Prerequisite: Principles of Arts, Audio/Video Technology, and Communications or Digital and Interactive Media (DIM) or both Audio/Video Production I and Audio/Video Production I Lab. 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 NFHS
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.

Video Game Design
8C340
TSDS PEIMS Code: 13009970 (VIDGD)
Grade Placement: 9–12, Credits: 1
Prerequisite: None.
Recommended Prerequisite: Principles of Art, Audio/Video Technology, and Communications.
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.
Game Programming and Design
91836
TSDS PEIMS Code: 03580380 (TAGMPD)
Grade Placement: 9–12, Credits: 1
Prerequisite: Algebra I
Recommended Prerequisite: Principles of Art, Audio/Video Technology, and Communications.
Game Programming and Design will foster student creativity and innovation by presenting students with opportunities to design, implement, and present video games. Students will collaborate with one another and their instructor to solve gaming problems. Using the GameMaker Pro with beginner algorithms and coding, students will develop increasingly complex video games throughout the year. The students will learn 2D and 3D gaming concepts. Students will use programs such as Fireworks and Photoshop to develop graphics for their games and Audacity to record and edit audio files needed for game development.

Video Game Programming
8C990S GRCTC
TSDS PEIMS Code: N1300994 (VIDEOGD2)
Grade Placement: 10–12, 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.

Advanced Video Game Programming
8C993S GRCTC
TSDS PEIMS Code: N1300994 (VIDEOGD2)
Grade Placement: 10–12, Credits: 1
Prerequisite: 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.

Commercial Photography I
8C230
TSDS PEIMS Code: 13009100 (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: None.
Recommended Prerequisites: Commercial Photography I and/or Commercial Photography I 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 advanced technical understanding of the commercial photography industry with a focus on producing, promoting, and presenting professional quality photographs.
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.
Recommended Prerequisite: Principles of Arts, Audio/Video Technology, and Communications. 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, 8C935 DC GRCTC
TSDS PEIMS Code: 13009410 (FASLAB2)
Grade Placement: 11–12
Credits: 2
Prerequisite: Fashion Design I.
Corequisite: Fashion Design II must be taken with lab for a total of 2 credits.
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.

Graphic Design and Illustration I
8C200, 8C205 DC, 8C700 MST, 8C705 DC MST
TSDS PEIMS Code: 13008800 (GRAPHDI1)
Grade Placement: 10–12, Credits: 1
Prerequisite: None.
Recommended Prerequisite: Principles of Arts, Audio/Video Technology, and Communications. 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 and design.

Graphic Design and Illustration II/Graphic Design and Illustration II Lab
8C960
TSDS PEIMS Code: 13008910 (GRDLAB2)
Grade Placement: 10–12, Credits: 2
Prerequisite: Graphic Design and Illustration I.
Corequisites: Graphic Design and Illustration II.
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.
Professional Communications
8C110, 8C111 (AVID) High School, 8C051(AVID) MS
TSDS PEIMS Code: 13009900 (PROFCOMM)
Grade Placement: 9–12 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.

Career Preparation I***
8Q360
TSDS PEIMS Code: 12701300 (CAREERP1)
Grade Placement: 11–12, Credit: 2
Prerequisite: None.
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.

Career Preparation I/Extended Career Preparation
8Q460
TSDS PEIMS Code: 12701305 (EXCAREE1)
Grade Placement: 12, Credit: 3
Prerequisite: Successful completion of one or more advanced career and technical education courses that are part of a coherent sequence of courses in a Career Cluster related to the field in which the student will be employed.
Corequisites: 8Q460 Career Preparation I must be taken with Extended Career Preparation for a total of 3 credits.
Extended Career Preparation 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.

Career Preparation I: Fashion Design
8C980, 8C985 DC GRCTC
TSDS PEIMS Code: 12701300 (CAREERP1)
Grade Placement: 11–12, Credit: 2
Prerequisite: Fashion Design II
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.

***Note to counselor:
Enroll students into 2 credit Career Prep 8Q360, if students average 15 or more work hours a week, and the three credit Career Prep 8Q460 is needed, the Career Prep teacher and counselor will meet to discuss. See Student Attendance Accounting Handbook (SAAH), Chapter 5.
Career Preparation I - Esports
8C996S GRCTC
TSDS PEIMS Code: 12701300
Grade Placement: 11–12, Credits: 2
Recommended Prerequisite: Advanced Video Game Programming
This course is designed to produce leaders that are capable and well-suited for the growing eSports industry. By studying the industry trends of eSports, students will dive deep into the economy of eSports. Students should be well-versed in mathematics and technology, as both are essential for player statistic tracking, individual gameplay strategies, as well as live broadcasting procedures for online eSports networks which will be examined and practiced. Students will also develop leadership and team-based skills through competitive gameplay with GISD eSports and the growing High School eSports competitive league.

Career Preparation I: Video Game Programming
8C430
TSDS PEIMS Code: 12701300 (CAREERP1)
Grade Placement: 11–12, Credit: 2
Prerequisite: Video Game Design
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.

Practicum in Animation
8C420, 8C670 CCM LCHS
Code: 13008450 (First Time Taken) (PRACANI1)
13008460 (Second Time Taken) (PRACANI2)
Grade Placement: 11–12 Credits: 2
Prerequisites: Animation II and 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
8C650 CCM
TSDS PEIMS Code:
13008700 (First Time Taken) (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 Audio/Video Production/Extended Practicum in Audio/Video Production
8C652 CCM
TSDS PEIMS Code: 13008705 (First Time Taken) (EXPRAVP1)
Grade Placement: 11–12, Credits: 3
Prerequisites: Audio/Video Production II and Audio/Video Production II Lab.
Corequisite: Practicum in Audio/Video Production.
Building upon the concepts taught in Audio/Video Production II and 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 of Commercial Photography
8C330
TSDS PEIMS Code: 13009250 (First Time Taken) (PRACCPH1)
Grade Placement: 10–12, Credits: 2
Prerequisites: Commercial Photography I and Commercial Photography I Lab 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 GRCTC
TSDS PEIMS Code: 13009000 (First Time Taken) (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.

Practicum in Graphic Design and Illustration/Extended Practicum in Graphic Design and Illustration
8C973 GRCTC
TSDS PEIMS Code: 13009005 (First Time Taken) (EXPRGRD1) 13009015
Grade Placement: 10–12, Credits: 3
Prerequisites: Graphic Design and Illustration II and Graphic Design and Illustration II Lab. Corequisite: Practicum in Graphic Design and Illustration.
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.