

PATHWAY

# **INTERACTIVE MEDIA**

Broadcast Technicians | Audio Visual Technicians | Film & Video Editors | Graphic Designers | Advertising Sales Agents | Web & Digital Interface Designers | Computer Programmers

### CAREER TECHNICAL COURSES

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9	Information Technology (9th - 12th)
10	Design Techniques (9th-12th) Multimedia & Image Management Techniques (9th-12th)
11	Video and Sound (9th-12th) Animation (9th-12th)
12	Creating & Editing Digital Graphics (9th-12th)

## **COLLEGE CREDIT OPPORTUNITIES**

Students who demonstrate proficiency in career tech courses in approved secondary programs can receive college credit for their approved coursework.

### INDUSTRY CREDENTIAL OPPORTUNITIES

Adobe Certified Professional - Photoshop CC - 4 Points Adobe Certified Professional - Illustrator CC - 4 Points Adobe Certified Professional - Premiere Pro CC - 4 Points Microsoft Office Specialist - Word - 3 Points Microsoft Office Specialist - PowerPoint - 3 Points Microsoft Office Specialist - Excel - 3 Points

Microsoft Office Specialist - Access - 3 Points Microsoft Office Specialist - Outlook - 3 Points

Ohio Driver's License - 1 Point

Leadership Excellence - Student - 3 Points

Stilling & INCOME -



\*May 2022 State Occupational Employment and Wage Estimates for Ohio

**Broadcast Technicians** | \$47,790

Film & Video Editors | \$48,750

Audio & Video Technicians | \$48,870

Graphic Designers | \$57,370

Advertising Sales Agents | \$62,960

Web & Digital Interface Designers | \$81,890

Computer Programmers | \$85,630





#### INFORMATION TECHNOLOGY

This first course in the IT career field is designed to provide students with a working knowledge of computer concepts and essential skills necessary for work and communication in today's society. Students will learn safety, security, and ethical issues in computing and social networking. Students will also learn about input/output systems, computer hardware and operating systems, and office applications.



145095

**DESIGN TECHNIQUES** 

College Credit CTIM008 3 Credit Hours

Students will learn techniques for transforming photographic images, through use of digital cameras, computers, and mobile devices. To accomplish this, they will learn software photo editing techniques including layering, color correction, masking, and special effects using current commercial and open source programs and applications.



145105

College Credit CTGRPH002

#### MULTIMEDIA AND IMAGE MANAGEMENT TECHNIQUES

Students will apply principles of image creation, management procedures, and multimedia techniques as they create, revise, optimize, and export graphics for video, print, and web publishing. The course will address issues related to web based publishing, social media, and security. Students will utilize current commercial and open source languages, programs, and applications.



145110

College Credit

**CTIM006** 

3 Credit Hours

**VIDEO AND SOUND** 

Students will create professional video and audio productions for distribution in traditional and new media channels. Students will plan, produce, edit, and launch media products. Students will develop scripts and storyboards, compose shots and operate cameras, capture sounds using microphone hardware, apply special effect techniques, and edit to achieve the final product. Students will be able to use animation and graphic design for video.



145115

College Credit CTIM001

#### ANIMATION

Students will use animation and storyboarding techniques to plan the production of an animation project. Students will design from script and storyboard actions in the pre-production planning process. Students will use commercial and open source digital animation software to create finished animations, cartoons, and other short movies. They will accomplish this using animated text, character movements, voice, background sound, sound effects, camera movements, and multiple scenes.



145100

College Credit CTGRPH001

#### CREATING AND EDITING DIGITAL GRAPHICS

Students will learn to design, develop, and produce interactive media projects, web sites, and social media contexts. Students will demonstrate methods of creating professional quality media using commercial and open source software.

