

Upon completion...

Students will be able to:

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



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CECIL COUNTY SCHOOL OF TECHNOLOGY

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8/2015

Interactive Media Productions- Simulation & Gaming

Cecil County School of Technology
Cecil County Public Schools

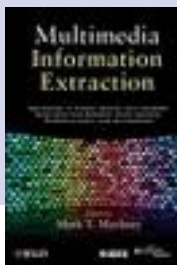


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Interactive Media Productions Overview

This program includes a strong foundation in arts and communication with particular emphasis on design, graphic and media communications, interactive technologies, and project development. Students will complete foundation work and then move on to Simulation and Gaming. The standards and curriculum are aligned to IGDA standards. Students will advance their understanding and skill level in computer game design and interactive programming. Students will advance their knowledge and use of game concept development, writing documentation, designing user interfaces, programming, test games, marketing, and publishing. They will work as teams on some projects.



Courses Covered in the Program

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



Interactive Media Production will advance students' knowledge and skills in media design and production through project planning and product development.

Students will demonstrate the use of multiple tools and modalities in the production process.

Advanced Simulation and Gaming focuses on interactive media design, simulation, and gaming. Students will advance their knowledge and skills through the design and development of simulation/gaming products.

Certifications:

Adobe Creative Suite and/or Web Design (WOW)

Articulated Credit

(Must contact the college for specifics)

Community College of Baltimore County

Anne Arundel CC

Montgomery College

Hagerstown CC

Howard CC

Potential Careers

Graphic Designer, Illustrator, Animator, Layout Artist, Packaging Designer, Web Designer, Webmaster, Interactive Media Designer, Game Designer, Program Analyst, Technical Writer

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