

Interactive Media

Domain – Computer Literacy; Students perform common computer functions on standard platforms as they apply to digital media to create multimedia presentations CORE 1

IM-1.1 Discuss the components of a basic digital media computer system and peripherals. IM-1.1

IM-1.2 Demonstrate proficiency in the use of digital imaging techniques and equipment IM-1.2

IM-1.3 Create appropriate documents using word processing software IM-1.3

IM-1.4 Create professional presentations using presentation graphics software IM-1.4

IM-1.5 Access and integrate information using electronic sources IM-1.5

Domain – Media Business Practices; Students interpret business law and ethics as they apply to multimedia. CORE 2

IM-2.1 Practice the Fair Use Guidelines and Copyright Laws as they apply to multimedia IM-2.1

IM-2.2 Compare/contrast legal and ethical issues in interactive media communications IM-2.2

IM-2.3 Apply practices that respect intellectual laws IM-2.3

IM-2.4 Select information technology practices IM-2.4

IM-2.5 Deliver a client presentation IM-2.5

Domain – Careers in Interactive Media; Students perform common computer functions on standard platforms as they apply to digital media to create multimedia presentations CORE 3

IM-3.1 Evaluate career opportunities in different areas of Interactive Media IM-3.1

IM-3.2 Explain the importance of the different roles for working as members of a Digital Media project team IM-3.2

IM-3.3 Explore careers and training opportunities, trends, and requirements for different roles in interactive media IM-3.3

IM-3.4 Develop personal performance quality, positive work ethic, and professional respect. IM-3.4

Domain – Visual Arts and Graphic Design Fundamentals; Students demonstrate visual design fundamentals

IM-4.1 Demonstrate knowledge of and an appreciation for the visual arts IM-4.1

IM-4.2 Analyze basic technical art skills (traditional and electronic) IM-4.2

which are utilized throughout the design process to communicate ideas. **CORE 4**

IM-4.3 Apply and adapt the design principles and elements of design **IM-4.3**

IM-4.4 Demonstrate design skills using visual design guidelines **IM-4.4**

Domain – Interactive Multimedia; Students create design solutions that demonstrate skill and understanding of different media processes to communicate ideas and information. **CORE 5**

IM-5.1 Develop scripts, storyboards, and flowcharts used in Interactive Media **IM-5.1**

IM-5.2 Analyze the types and uses of interactive media applications **IM-5.2**

IM-5.3 Develop project concept proposals **IM-5.3**

IM-5.4 Develop navigational structures **IM-5.4**

IM-5.5 Demonstrate knowledge of the history of film and video production **IM-5.5**

IM-5.6 Incorporate film and video production concepts and products in interactive media production **IM-5.6**

IM-5.7 Combine media elements to produce an interactive multimedia product **IM-5.7**

Domain – Video/Audio Production; Students perform basic skills and understanding of different audio and video processes to be use for multimedia purposes. **CORE 6**

IM-6.1 Create a plan for video production **IM-6.1**

IM-6.2 Perform basic camera-related tasks for digital video production **IM-6.2**

IM-6.3 Practice basic preproduction activities for a digital video production **IM-6.3**

IM-6.4 Design backgrounds/scenery for a video production **IM-6.4**

IM-6.5 Perform basic video production editing processes **IM-6.5**

IM-6.6 Demonstrate knowledge of audio recording and production **IM-6.6**

IM-6.7 Demonstrate effective composition and compression concepts in the production of a simulation or game product **IM-6.7**

IM-6.8 Utilize the basic principles of 2-D animation **IM-6.8**

IM-6.9 Utilize the basic principles of 3-D animation **IM-6.9**

Domain – Photography/Digital Imaging; Students model photographic skills for the use in interactive media projects. **CORE 7**

IM-7.1 Develop competency in the use of photographic equipment **IM-7.1**

IM-7.2 Demonstrate knowledge of photographic terminology **IM-7.2**

IM-7.3 Prepare images for use in interactive media **IM-7.3**

IM-7.4 Apply photographic basic composition techniques **IM-7.4**

<p>Domain – Programming/Animation/Gaming; Student incorporate basic programming, animation and gaming skills to be used in an interactive media projects. CORE 8</p>	IM-8.1 Identify animation file formats and their appropriate use IM-8.1
	IM-8.2 Create and manipulate animations 2D animations IM-8.2
	IM-8.3 Compare 2D and 3D animation IM-8.3
	IM-8.4 Demonstrate knowledge of the basic principles of 3-D modeling IM-8.4
	IM-8.5 Utilize the basic principles of 3-D animation IM-8.5
	IM-8.6 Demonstrate knowledge of programming language concepts IM-8.6
	IM-8.7 Analyze technical documentation associated with software development IM-8.7
	IM-8.8 Demonstrate knowledge of computational and string operations IM-8.8
	IM-8.9 Debug programs IM-8.9
<p>Domain – Project Management; Students reinforce their knowledge and skills in media design and production for project planning and project development. CORE 9</p>	IM-9.1 Evaluate product planning methodology IM-9.1
	IM-9.2 Apply technical writing requirements IM-9.2
	IM-9.3 Develop and perform usability and testing integration IM-9.3
	IM-9.4 Recommend and implement performance improvement IM-9.4
	IM-9.5 Gather data and identify client requirements and scope of work IM-9.5
	IM-9.6 Conduct technical research IM-9.6
<p>Domain – Website Development, Design and Management; Students illustrate basic web standards and coding to create web pages. CORE 10</p>	IM-10.1 Review basic principles of how the Internet is constructed, how it functions, and how it is used. IM-10.1
	IM-10.2 Identify and describe internet development and functions IM-10.2
	IM-10.3 Differentiate between IP addresses and domain name IM-10.3
	IM-10.4 Define important Internet communications protocols and their roles in delivering basic Internet services IM-10.4
	IM-10.5 Apply the process of planning, designing and maintaining web pages. IM-10.5
	IM-10.6 Demonstrate base knowledge of content and applications management IM-10.6
	IM-10.7 Demonstrate knowledge of website design fundamentals IM-10.7
	IM-10.8 Apply essential attributes of Cascading Style Sheets (CSS) IM-10.8

IM-10.9 Create content for a website IM-10.9

IM-10.10 Develop web site architecture, prototypes, and user interface specifications IM-10.10