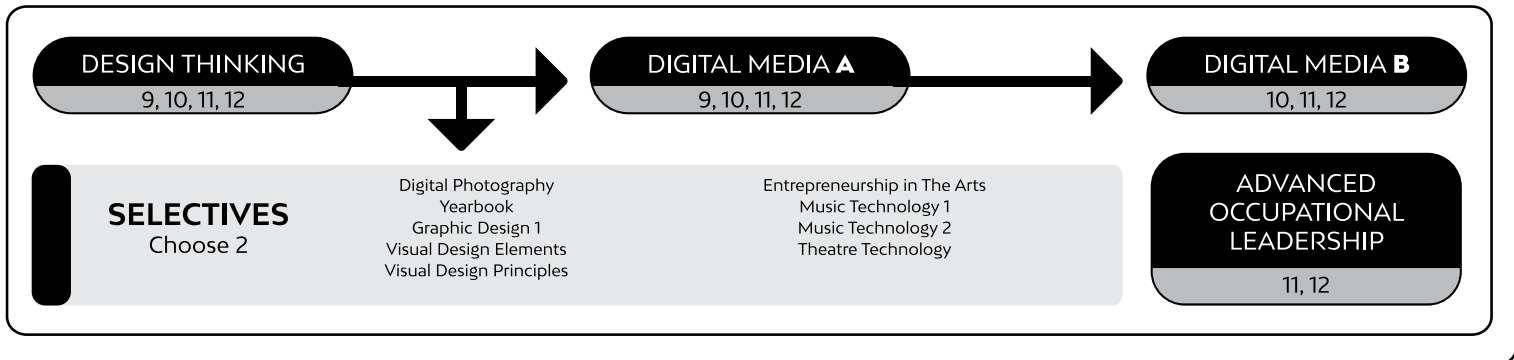


Core Sequence - 2.0 credits • Selectives - 1.0 credit



Design Thinking

This is the entry point to the Digital Media Pathway. Students will practice solution-oriented problem solving combined with critical and collaborative thinking. Students will learn presentation techniques and have experiences with presenting a final presentation to a client. Students will learn to utilize the Stanford Design School model of design thinking which follows five steps: empathy, problem definition, ideation, prototyping and testing.

prerequisite: none
9 10
.5 credits
AF

Digital Media Design A

This entry-level course will introduce students to the equipment, software, and artistic techniques involved in digital media production. Students will learn the basics of Adobe Premiere Pro to create various videos, including promos, PSAs, short films, and commercials.

prerequisite: Design Thinking
9 10 11 12
.5 credits
AF

Digital Media Design B

This intermediate-to-advanced-level course allows students to continue Digital Media at a more advanced and thorough level. Students will enhance their skills in Adobe Premiere Pro, and increase mastery of composition and design as well as industry skill sets, including storyboarding, image and sound capture, editing, and post-production.

prerequisite: Digital Media A
10 11 12
.5 credits
AF

Advanced Occupational Leadership:

Industry-Based Learning Opportunities

Digital Capstone / Internship

The Capstone Course offers students Industry-Based Learning opportunities to complete a faculty-guided project that also fulfills community service. The course will expose students to concepts, design, formal proposal, implementation, presentation and reporting on a Digital Media project. The Capstone project will pair students with advisers, mentors, local business or industry partners. Currently an independent study class.

prerequisite: Design Thinking,
Digital Media A & B
11 12
.5 credits
AF