**INFORMATION TECHNOLOGY CAREER CLUSTER DESIGN**

***CHECKLIST*:** **Interactive Media - 3210**

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| **Standard** | **Dates Taught** | **Notes** |
| **Interactive Media (1)** |
| 1. Demonstrate knowledge of available graphics, video, motion graphics, web software programs
 |  |  |  |  |  |
| 1. Demonstrate knowledge of available project management and collaborative tools
 |  |  |  |  |  |
| 1. Demonstrate knowledge of integrated develolpment environments, such as Dreamweaver, Glash, Waterproof, After Effects, etc.
 |  |  |  |  |  |
| 1. Demonstrate proficiency in the use of digital imaging, digital video techniques, and equipment
 |  |  |  |  |  |
| 1. Manipulate images, video and motion graphics.
 |  |  |  |  |  |
| 1. Create and produce content
 |  |  |  |  |  |
| 1. Create and refine design concepts
 |  |  |  |  |  |
| 1. Identify , utilize and create reusable components
 |  |  |  |  |  |
| 1. Alter digitized images using an image manipulation program
 |  |  |  |  |  |
| 1. Apply color theory to select appropriate colors
 |  |  |  |  |  |
| 1. Apply knowledge of typography
 |  |  |  |  |  |
| 1. Apply principles and elements of design
 |  |  |  |  |  |
| 1. Create and/or implement the look and feel of the product
 |  |  |  |  |  |
| 1. Create graphical images and videos
 |  |  |  |  |  |
| 1. Enhance digital communication presentation using photographic process
 |  |  |  |  |  |
| 1. Evaluate visual appeal
 |  |  |  |  |  |

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| **Interactive Media (2)** |
| 1. Demonstrate knowledge of animation techniques
 |  |  |  |  |  |
| 1. Demonstrate knowledge of key frames and frames
 |  |  |  |  |  |
| 1. Demonstrate knowledge that motion graphic meets the validation process and is compatible across multiple browsers or devices.
 |  |  |  |  |  |
| 1. Determine purpose of the digital communication product
 |  |  |  |  |  |
| 1. Define the role of individual team members
 |  |  |  |  |  |
| 1. Develop a conceptual model for a team digital communication project
 |  |  |  |  |  |
| 1. Integrate photographically derived images with hand-drawn graphic images
 |  |  |  |  |  |
| 1. Integrate the use of photographic special effects into interactive media presentations
 |  |  |  |  |  |
| 1. Integrate media elements
 |  |  |  |  |  |
| 1. Explain concepts involved in social networking
 |  |  |  |  |  |
| 1. Describe application and services used to create rich internet applications
 |  |  |  |  |  |
| 1. Identify Web 2.0 solutions
 |  |  |  |  |  |
| 1. Describe the function of non-disclosure agreement
 |  |  |  |  |  |
| 1. Differentiate between copyright and trademarks
 |  |  |  |  |  |
| 1. Explain the concept of intellectual property
 |  |  |  |  |  |
| 1. Define scope of work to achieve individual and group goals
 |  |  |  |  |  |
| 1. Use available reference tools as appropriate
 |  |  |  |  |  |
| 1. Explain the key functions and applications of software
 |  |  |  |  |  |
| 1. Explain the need for regular backup procedures.
 |  |  |  |  |  |