

# Digital Design & Communications Academy

## ADOBE PATHWAY (111)

Course Type	Course Code	Course Title	Course Description	Post Secondary Connection
Introductory Course	IS707/708	Arts for Entertainment	This course provides an introduction to the commercial application of design principles to communicate on a two-dimensional plane. Students will create, manipulate, and analyze artistic elements and media used to express feelings and communicate ideas. Students will study the historical and cultural development of two-dimensional arts and its impact as a communications tool. Students will become familiar with current practices and applications including computer design and career focused traditional arts disciplines.	A-G Approved
Concentrator	IS656/657	Adobe Prep 1	This course will combine competencies in film, video, computer, and live production, as well as foundational knowledge in design to introduce students to a variety of jobs in the multimedia/communications/game design workforce. Students will learn the basic language, principles, elements of art, and technical skills required to create and/or evaluate the effectiveness of digital products that educate, inform, and entertain, and more.	A-G Approved
Capstone Course	IS658/659	Adobe Prep 2	This course builds on competencies in film, video, computer, and live production design, as well as foundational knowledge in design. Coursework will focus on particular careers in the multimedia/communications /game design workforce. Students will learn the basic language, principles, elements of art, and technical skills required to create and/or evaluate the effectiveness of digital video products that educate, inform, entertain, and more.	Articulation Agreement: SBVC  A-G Approved
	IS660/661	Adobe Prep 3	This capstone course in the Media Arts sequence applies learning from Introductory and Intermediate Media Arts in a project based environment. Course work will focus on creative components film, video, computer, and live production application in both the educational and work based setting. Instruction will focus on applying student knowledge of computer and print media, film and video production, digital lighting sound and projection design, in industry environments. Students will create media arts products that demonstrate entry level workforce skills and comprehensive knowledge of industry practices. Students will explore the artistic impact of visual communication and its application in present culture, the history of film and video communication, the fundamentals of composition and movement, the aesthetic use of light, color, and sound, the art of storytelling, production design and directing.	Articulation Agreement: SBVC  A-G Approved