Indiana CTE

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 Fu de design fundamentals	**IM-4.1**	**Demonstrate knowledge of and an appreciation for the visual arts** IM-4.1
	4.2	**Analyze basic technical art skills (traditional and electronic)** IM-4.2

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

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Domain – Programming/Animation/Gaming; Student incorporate basic programming, animation and gaming skills to be used in an interactive media projects. CORE 8	**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
Domain – Project Management; Students reinforce their knowledge and skills in media design and production for project planning and project development. CORE 9	**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
Domain – Website Development, Design and Management; Students illustrate basic web standards and coding to create web pages. CORE 10	**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
	10.8 Apply essential attributes of Cascading Style Sheets (CSS) IM-10.8

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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`