Kentucky CTE

Media Arts: Interactive Design 480902 (2026–2027)

Define digital animation identifying uses within media arts. 1	1 Define digital animation identifying uses within media arts. 1
Identify the purpose, audience, and audience needs for a project. 2	2 Identify the purpose, audience, and audience needs for a project. 2
Identify multimedia project content that is relevant to the project purpose and appropriate for the target audience. 3	3 Identify multimedia project content that is relevant to the project purpose and appropriate for the target audience. 3
Identify basic principles of multimedia project usability, readability, and accessibility. 4	4 Identify basic principles of multimedia project usability, readability, and accessibility. 4
Demonstrates effective use of flowcharts, storyboards, wireframes, and design concepts to create media elements and a project map that maintains the planned multimedia project hierarchy. 5	5 Demonstrates effective use of flowcharts, storyboards, wireframes, and design concepts to create media elements and a project map that maintains the planned multimedia project hierarchy. 5
Maintain effective records of creative ideas that could include lists, journals, notebooks, sketches, storyboards, fol me	6 Maintain effective records of creative ideas that could include lists, journals, notebooks, sketches, storyboards, folders or other methods of organizing ideas, writing, and research. 6

Skip to main content

ideas, writing, and research. 6	
Write internal and external business correspondence to convey and obtain information effectively. 7	7 Write internal and external business correspondence to convey and obtain information effectively. 7
Assess global trends and opportunities for business ventures and products and develop concepts for a new business venture to evaluate its success potential. 8	8 Assess global trends and opportunities for business ventures and products and develop concepts for a new business venture to evaluate its success potential. 8
Utilize research, critical thinking, planning, and documenting skills to determine a central problem or challenge to overcome. 9	9 Utilize research, critical thinking, planning, and documenting skills to determine a central problem or challenge to overcome. 9
Select conceptual considerations to provide unity and flexibility in the creation of the Media Arts projects. 10	10 Select conceptual considerations to provide unity and flexibility in the creation of the Media Arts projects. 10
Identify and apply the processes for the development and collaboration of media projects. 11	11 Identify and apply the processes for the development and collaboration of media projects. 11
Plan and develop strategies for effective use of the selected media and how connections arise between individual components of the wo	12 Plan and develop strategies for effective use of the selected media and how connections arise between individual components of the work. 12

Skip to main content

Demonstrate the importance of time and self-management. 13	**13 Demonstrate the importance of time and self-management.** 13
Describe the importance of collaboration and roles in a design team environment. 14	**14 Describe the importance of collaboration and roles in a design team environment.** 14
Identify and apply design principles and software used for interactive media. 15	**15 Identify and apply design principles and software used for interactive media.** 15
Introduce and develop the ability to form and defend value judgments about media arts and design and to communicate design ideas. 16	**16 Introduce and develop the ability to form and defend value judgments about media arts and design and to communicate design ideas.** 16
Apply the concepts related to visual, spatial, sound, motion, interactive and temporal elements/features of digital technology and principles for their use in the creation and application of digital media-based work. 17	**17 Apply the concepts related to visual, spatial, sound, motion, interactive and temporal elements/features of digital technology and principles for their use in the creation and application of digital media-based work.** 17
Recognize competencies with principles of visual organization, including the ability to work with visual elements. 18	**18 Recognize competencies with principles of visual organization, including the ability to work with visual elements.** 18
Model and create objects using a variety of tools and techniques. 19	**19 Model and create objects using a variety of tools and techniques.** 19
Analyze and critique how society has viewed 3D	**20 Analyze and critique how society has viewed 3D media products.** 20

Skip to main content

Apply the concepts of hardware and software development methodologies to 3D media. 21	21 Apply the concepts of hardware and software development methodologies to 3D media. 21
Introduce and demonstrate appropriate math concepts and principles related to video and animation. 22	22 Introduce and demonstrate appropriate math concepts and principles related to video and animation. 22
Demonstrate from Media Art careers and entrepreneurial opportunities one or two specific careers specifically looking at directors, animators, and game developers. 23	23 Demonstrate from Media Art careers and entrepreneurial opportunities one or two specific careers specifically looking at directors, animators, and game developers. 23
Explore the use of technology specific to Media Arts and research technological advances in the fields of film, animation, and gaming. 24	24 Explore the use of technology specific to Media Arts and research technological advances in the fields of film, animation, and gaming. 24
Analyze and critique design goals in accordance with the target audience and desired response. 25	25 Analyze and critique design goals in accordance with the target audience and desired response. 25
Identify the purpose, audience, and audience needs for preparing animated stories and games. 26	26 Identify the purpose, audience, and audience needs for preparing animated stories and games. 26
Synthesize the talents of a multi-disciplinary team to complete the de	27 Synthesize the talents of a multi-disciplinary team to complete the development. 27

Skip to main content

Differentiate between the varied production roles fulfilled by team members. 28

28 **Differentiate between the varied production roles fulfilled by team members.** 28

Standard