Kentucky CTE

Media Arts: Video Studio Fundamentals 480910 (2026–2027)

Utilize identified methods to formulate multiple ideas, develop media arts goals, and problem-solve in media arts creation processes. 1	**1 Utilize identified methods to formulate multiple ideas, develop media arts goals, and problem-solve in media arts creation processes.** 1
Apply aesthetic criteria in developing, proposing, and refining design ideas, plans, prototypes, and production processes for media arts productions, considering original inspirations, goals, and presentations. 2	**2 Apply aesthetic criteria in developing, proposing, and refining design ideas, plans, prototypes, and production processes for media arts productions, considering original inspirations, goals, and presentations.** 2
Consolidate production processes to demonstrate choice in organizing and integrating content and stylistic conversations in media arts production, demonstrating an understanding of associated principles. 3	**3 Consolidate production processes to demonstrate choice in organizing and integrating content and stylistic conversations in media arts production, demonstrating an understanding of associated principles.** 3
Refine and elaborate aesthetic elements and technical components to int im me	**4 Refine and elaborate aesthetic elements and technical components to intentionally form impactful expressions in media art projects for specific purposes, intentions, audiences, and contexts.** 4

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specific purposes, intentions, audiences, and contexts. 4	
Integrate multiple contents and forms into unified media arts productions that convey specific themes or ideas, such as interdisciplinary projects for multimedia theatre. 5	5 Integrate multiple contents and forms into unified media arts productions that convey specific themes or ideas, such as interdisciplinary projects for multimedia theatre. 5
Demonstrate a defined range of design, technical and soft skills through performing specified roles in producing media arts projects, such as strategizing and collaborative communication. 6	6 Demonstrate a defined range of design, technical and soft skills through performing specified roles in producing media arts projects, such as strategizing and collaborative communication. 6
Define a range of creative and adaptive innovation abilities, such as divergent solutions and vending conventions, in developing new solutions for identified problems within and through media arts productions. 7	7 Define a range of creative and adaptive innovation abilities, such as divergent solutions and vending conventions, in developing new solutions for identified problems within and through media arts productions. 7
Demonstrate adaptability using tools, techniques, and content in standard and experimental ways to communicate intent in the production of media arts projects. 8	8 Demonstrate adaptability using tools, techniques, and content in standard and experimental ways to communicate intent in the production of media arts projects. 8
Apply basic knowledge of ski	9 Apply basic knowledge of camera operation skills, including applying appropriate amera placement. 9

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appropriate camera placement. 9	
Apply basic knowledge of lighting techniques as applied to studio and field productions. 10	10 Apply basic knowledge of lighting techniques as applied to studio and field productions. 10
Apply basic sound capture and sound editing skills in studio productions. 11	11 Apply basic sound capture and sound editing skills in studio productions. 11
Write basic scripts for production using the appropriate genre formats. 12	12 Write basic scripts for production using the appropriate genre formats. 12
Write for production, persuasion, information, and narration. 13	13 Write for production, persuasion, information, and narration. 13
Utilize conventions of Standard English, including capitalization, punctuation, and spelling when writing. 14	14 Utilize conventions of Standard English, including capitalization, punctuation, and spelling when writing. 14
Generate new ideas in scripting, creating, and applying storyboards in the production of videos. 15	15 Generate new ideas in scripting, creating, and applying storyboards in the production of videos. 15
Work with peers, completing jobs associated with the various styles of studio, field, and film-style production. 16	16 Work with peers, completing jobs associated with the various styles of studio, field, and film-style production. 16
Demonstrate basic skills in the use of computer software for video production and editing. 17	17 Demonstrate basic skills in the use of computer software for video production and editing. 17

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Demonstrate basic performance skills in newscasting, hosting, and ad-lib announcing. 18	**18 Demonstrate basic performance skills in newscasting, hosting, and ad-lib announcing.** 18
Write scripts for entertainment genre video production, including visual poems, short narratives, and music videos, collaborating with others. 19	**19 Write scripts for entertainment genre video production, including visual poems, short narratives, and music videos, collaborating with others.** 19
Write scripts for persuasive genre video productions, including public service announcements, commercials, and promotional videos, collaborating with others. 20	**20 Write scripts for persuasive genre video productions, including public service announcements, commercials, and promotional videos, collaborating with others.** 20
Identify news and feature story leads using a basic knowledge of news elements. 21	**21 Identify news and feature story leads using a basic knowledge of news elements.** 21
Cover news events to produce news and feature story packages. 22	**22 Cover news events to produce news and feature story packages.** 22
Demonstrate journalistic ethics in story coverage and production. 23	**23 Demonstrate journalistic ethics in story coverage and production.** 23
Schedule and complete interviews for produced packages. 24	**24 Schedule and complete interviews for produced packages.** 24
Comply with copyright re(pr(	**25 Comply with copyright requirements in production.** 25

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Write scripts for information genre video productions, including news and sports stories and news feature packages, collaborating with others. 26	**26 Write scripts for information genre video productions, including news and sports stories and news feature packages, collaborating with others.** 26
Review assembled films of edited video on screens or monitors, determining if corrections are warranted. 27	**27 Review assembled films of edited video on screens or monitors, determining if corrections are warranted.** 27
Trim film or video segments to specified lengths and reassemble segments in sequences that present stories with maximum effect. 28	**28 Trim film or video segments to specified lengths and reassemble segments in sequences that present stories with maximum effect.** 28
Select and combine the most effective shots of each scene to form a logical and smoothly running story. 29	**29 Select and combine the most effective shots of each scene to form a logical and smoothly running story.** 29
Edit films and videotapes to insert music, dialogue, and sound effects, arranging films into sequences and correcting errors using editing equipment. 30	**30 Edit films and videotapes to insert music, dialogue, and sound effects, arranging films into sequences and correcting errors using editing equipment.** 30
Cut shot sequences to different angles at specific points in scenes, making each cut as fluid and seamless as possible. 31	**31 Cut shot sequences to different angles at specific points in scenes, making each cut as fluid and seamless as possible.** 31
Determine the specific audio and visual effects an co	**32 Determine the specific audio and visual effects and music necessary to complete films.** 32

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Set up and operate computer editing systems, electronic titling systems, video switching equipment, and digital video effects units to produce a final product. 33	**33 Set up and operate computer editing systems, electronic titling systems, video switching equipment, and digital video effects units to produce a final product.** 33
Design the presentation and distribution of collections of media art projects considering combinations of designs, formats, and audiences. 34	**34 Design the presentation and distribution of collections of media art projects considering combinations of designs, formats, and audiences.** 34
Evaluate making improvements in presenting media arts productions, considering personal and local impacts, such as the benefits for self and others. 35	**35 Evaluate making improvements in presenting media arts productions, considering personal and local impacts, such as the benefits for self and others.** 35
Analyze and evaluate video productions using quality standards. 36	**36 Analyze and evaluate video productions using quality standards.** 36
Analyze the qualities of and relationships between the components, style, and preferences communicated by media arts and artists. 37	**37 Analyze the qualities of and relationships between the components, style, and preferences communicated by media arts and artists.** 37
Analyze how a variety of media art designs manage audience experience and create intention through multimodal perception. 38	**38 Analyze how a variety of media art designs manage audience experience and create intention through multimodal perception.** 38
An me of a variety of media	**Analyze the intent, meanings, and reception of a variety of media arts, focusing on personal and cultural contexts.** 39

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arts, focusing on personal and cultural contexts. 39	
Evaluate media arts and production processes at decisive stages, using identified criteria and considering context and design goals. 40	40 Evaluate media arts and production processes at decisive stages, using identified criteria and considering context and design goals. 40
Access, evaluate, and integrate personal and external resources to inform the creation of original media arts projects, such as experiences, interests, and cultural experiences. 41	41 Access, evaluate, and integrate personal and external resources to inform the creation of original media arts projects, such as experiences, interests, and cultural experiences. 41
Explain and demonstrate the use of media arts to expand meaning and knowledge, creating cultural experiences, such as learning and sharing through online environments. 42	42 Explain and demonstrate the use of media arts to expand meaning and knowledge, creating cultural experiences, such as learning and sharing through online environments. 42
Demonstrate and explain how media arts and ideas relate to various contexts, purposes and values, such as social trends, power, equality, and personal/cultural identity. 43	43 Demonstrate and explain how media arts and ideas relate to various contexts, purposes and values, such as social trends, power, equality, and personal/cultural identity. 43
Critically evaluate and effectively interact with legal, technological, systemic and vocational contexts of media arts, co me	44 Critically evaluate and effectively interact with legal, technological, systemic and vocational contexts of media arts, considering ethics, media literacy, social media, virtual worlds, and digital identity. 44

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media, virtual worlds, and digital identity. 44

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