



Digital Production for Entertainment

Career Cluster	Arts, A/V Technology, Communications
Course Code	11153
Prerequisite(s)	Algebra I or Programming I
Credit	0.5 credit
Program of Study and Sequence	Introduction to Arts, A/V Technology & Communications – Level I pathway course – Level II pathway course – Level III pathway course – Digital Production for Entertainment – capstone experience
Student Organization	SkillsUSA, Local University Program Development Competitions (PDC)
Coordinating Work-Based Learning	Guest Speakers, Field Trips, Informational Interviews, Tours,
Industry Certifications	National Career Readiness Certificate (NCRC)
Dual Credit or Dual Enrollment	https://sdmylife.com/images/Approved-CTE-Dual-Credit.pdf
Teacher Certification	Arts AV Technology & Communications Cluster Endorsement; Visual Arts Pathway Endorsement; Information Technology Cluster Endorsement; Web & Digital Communication Pathway Endorsement; *K12 Classroom Technology; *K12 Educational Technology; *Multimedia
Resources	Examples of Software Environments and Languages: Visual Studio/Basic, C++, Java, Alice, etc.

Course Description

Digital Production for Entertainment prepares students to extend their knowledge of computer programming and design. Students will be given opportunities to design, implement, and present meaningful entertainment through a variety of media.

Program of Study Application

Digital Production for Entertainment is a Level IV pathway course appropriate for two pathways in the Arts/AV Technology & Communications cluster: Telecommunications/A/V Technology and Visual Arts.

Course Standards

DPE 1: Develop an Awareness of Opportunities and Professionalism in Digital Entertainment careers.

<i>Webb Level</i>	<i>Sub-indicator</i>
Two Skill/Concept	DPE 1.1 Identify personal interests and abilities related to careers in digital entertainment.
Two Skill/Concept	DPE 1.2 Investigate opportunities, trends, and requirements related to careers in digital entertainment.
Three Strategic Thinking	DPE 1.3 Demonstrate job skills for digital entertainment Industries.
Three Strategic Thinking	DPE 1.4 Explore legal and ethical issues related to digital entertainment.

DPE 2: Identify and Analyze Basic Entertainment Design Elements.

<i>Webb Level</i>	<i>Sub-indicator</i>
Two Skill/Concept	DPE 2.1 Explore basic entertainment design elements.
Two Skill/Concept	DPE 2.2 Explore the fundamentals of entertainment art.

DPE 3: Create and Design Entertainment Projects.

<i>Webb Level</i>	<i>Sub-indicator</i>
Three Strategic Thinking	DPE 3.1 Design and implement procedures and timelines.
Four Extended Thinking	DPE 3.2 Develop digital production components and resources.

DPE 4: Demonstrate Knowledge of Software Development processes.

<i>Webb Level</i>	<i>Sub-indicator</i>
Three Strategic Thinking	DPE 4.1 Identify and Utilize software development methodology.
Two Skill/Concept	DPE 4.2 Utilize tools for developing software applications.
Three Strategic Thinking	DPE 4.3 Apply language specific programming tools/techniques.

DPE 5: Identify and Utilize a Programming Environment.

<i>Webb Level</i>	<i>Sub-indicator</i>
Four Extended Thinking	DPE 5.1 Develop an application using selected programming language or software.
Four Extended Thinking	DPE 5.2 Evaluate and Troubleshoot an application for distribution.