EMPLOYABILITY PROFILE
Animation and Game Design
Industry-Based Skill Standards
Proficiency Definitions

NA = Not Applicable	1 = Developing	2 = Basic	3 = Proficient	4 = Mastery

	9th	10th	11th	12th		9th	10th	11th	12th
Digital Literacy Safety					**Digital Photography**				
Explains what being a good digital citizen is, and demonstrates how to protect yourself online, including verifying someone's online identity, verifying that a link is safe, and identifying online scams.					Demonstrates the operations of a digital camera and accessories including set up and take down a tripod, auto focus, manual focus, macro focus, and exposure meter.				
Computer Skills					**Website Development**				
Demonstrates booting, accessing, and exiting an OS and applications and demons... management techniques to manipulate and organize folders and files. Creates and a multimedia presentation.					Creates a website using design principles, design software and/or a programming language.				
Programming					**Video and Audio Production and Postproduction**				
Demonstrates programming languages, such as Python, Java, and C++, and explains how they are applied to different types of programming tasks. Writes code that is usable by other people and establishes how well it works.					Produces a completed video production with properly exposed video, audio editing, and graphics.				
Ethics and Regulations					**2D and 3D Animation**				
Defines and show examples of intellectual property, fair use, public domain, copyright, creative commons, and trademark. Describes how they are used in the media industry.					Create and manipulate 2D and 3D animations using the principles of animation to include squash and stretch, anticipation, staging, straight ahead and pose to pose, follow through and overlapping action, slow in and slow out, arcs, secondary action, timing, exaggeration, solid drawing, and appeal.				
Principles of Design					**Video Game Design**				
Creates and improves digital designs by applying the appropriate design and layout principles, to include form, line, pattern, proportion, balance, alignment, proximity, variety, emphasis, symmetry, continuity, repetition, contrast, texture, and the Rule of Thirds.					Creates and manipulates a 2D video game using the fundamental building blocks of game play, including player goals, player actions, rewards, and challenges.				
Publishing Software					**Career Development Portfolio**				
Produces a variety of design layouts (e.g., flyers, postcards, brochures, business cards, and letterhead) using industry software. (Microsoft Publisher, Adobe InDesign, Swift Publisher, Affinity Publisher, Scribus, and LucidPress).					Creates a career development portfolio using appropriate writing skills to create cover letter, resumes, samples of work, and career plan to be used in the job seeking process.				

WORK-BASED LEARNING			POSTSECONDARY CREDIT				
Type of WBL Experience	Year	Hours	**College Course**	Possible Cr.		**Attained**	
			CIS 100 Information and Computer Literacy	3		Y	N
			ENG 103 Freshman Composition and Literature I	3		Y	N
			ENG 104 Freshman Composition and Literature II	3		Y	N
			PHO 111 Digital Photography	3		Y	N
						Y	N
			Technical Assessment		**Passed**		
					Y		N
					Y		N
					Y		N
			CERTIFICATIONS, ENDORSEMENTS, LICENSES				

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Animation and Game Design

			Title	Date Obtained
TOTAL				

AWARDS, SPECIAL RECOGNITION, SCHOLARSHIPS	DIPLOMA	Date Obtained	
	Diploma Earned: Insert diploma type here		
	Technical Endorsement on Diploma?	Y	N
		Y	N
		Y	N

Approval Date: _____ Principal: _____

CTE Instructor: _____ Industry Partner: _____