



Design, Illustration and Media Arts Program of Study

Proficiencies Needed to be Successful in Design, Illustration and Media Arts:

Math:

Modeling

- Use numerical phenomena or quantities to model a situation.
- Use geometric shapes and their properties to model physical objects.

Number and Quantity

- Reason quantitatively and use units to solve problems.

Functions

- Understand ratio concepts and use ratio reasoning to solve problems.
- Analyze proportional relationships and use them to solve real-world and mathematical problems.

Geometry

- Visualize relationships between two-dimensional and three-dimensional objects.
- Solve real-world and mathematical problems involving area, surface area, and volume.
- Understand congruence and similarity using physical models, transparencies, or geometry software.

English Language Arts:

Reading

- Determine the central ideas of the text and provide an objective summary.
- Determine the meaning of words and phrases as they are used in the text, including figurative, connotative, and technical meanings; analyze the impact of specific word choices on meaning and tone, including words with multiple meanings or language that is particularly fresh, engaging, or beautiful.
- Evaluate content and multiple sources of information presented in diverse media and formats (e.g., print, digital, visual, quantitative) to address a question or solve a problem.

Writing

- Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details, and well-structured event sequences.
- Use technology to produce, publish, and update individual or shared writing products in response to ongoing feedback, including new arguments or information.

Speaking and Listening

- Evaluate a speaker's point of view, reasoning, and use of evidence and rhetoric, assessing the stance, premises, connections among ideas, word choice, points of emphasis, and tone used.
- Make strategic use of digital media in presentations to enhance understanding of findings, reasoning, and evidence and to add interest.

Language

- Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing to comprehension or expression.

Education and Career Pathways out of Design, Illustration and Media Arts:

Employability:

- Graphic Designer
- Photographer
- Videographer
- Illustrator
- Technical Writer
- Art Director
- Film Editor
- Photo Editor
- Animator
- Motion Graphic Artist
- Social Media Specialist
- Content Creator
- Art Museum Curator
- Sound Engineer
- Video Interpreter
- Many more!

Leadership Skills

- Respect and Responsibility
- Professionalism
- Future Business Leaders of America (FBLA)
- Communication
- Collaboration

Technical Skills

- Photoshop
- Illustrator
- InDesign
- Final Cut Pro
- Premiere
- Animate

Portfolio of work (DAT)

Apprenticeships or Cooperative Education:

- Live jobs with clients in graphic design, photography, and video
- Cooperative Education and Job Shadow placements are possible with mentors in Upper Valley businesses.

Certifications:

- Adobe Certification
- Photoshop, Illustrator, InDesign, Premiere
- OSHA-10
- American Red Cross CPR/AED and First Aid
- Final Cut Pro Certification
- WorkKeys National Career Readiness Certification (NCRC)

Post-Secondary Education:

Many HACTC DIMA students pursue two or four year college degree opportunities. Examples of colleges recent alumni have attended include:

- Endicott College
- Maine College of Art
- Massachusetts College of Art and Design
- Montserrat College of Art
- Rhode Island School of Design
- Savannah College of Art and Design

Articulation Agreements:

- Northern Vermont University - Johnson
- Northern Vermont University - Lyndon