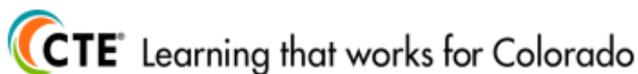


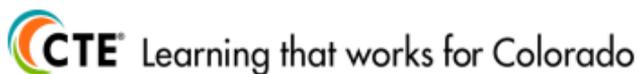
What are some different careers in multimedia (e.g., graphic designer, video editor, 3D animator), and how can you find out which one fits your interests?



Identify various fields within Design,
Multimedia Arts, and Digital
Communication and their respective
career opportunities

Media Arts

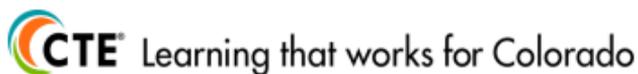
What are the basic principles of graphic design, and what tools or software should you start learning to develop your skills?



Recognize the work typically performed, tools and technology used, and nature of work environments

Media Arts

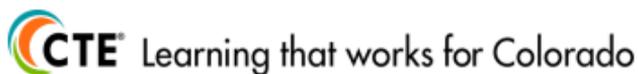
What are the key stages of video production (e.g., pre-production, filming, post-production), and how can you practice creating your own videos?



Define a design/implementation process appropriate for the fields within design, multimedia arts, and digital communication

Media Arts

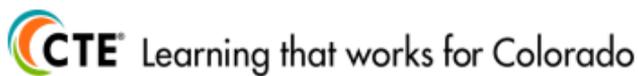
What goes into creating animations, and what are some beginner-friendly software or resources to help you start learning animation techniques?



Recognize the work typically performed, tools and technology used, and nature of work environments

Media Arts

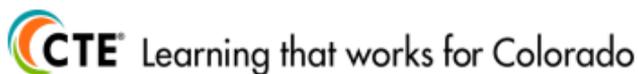
**How can working on
personal or school
multimedia projects
help build your
portfolio, and what are
some project ideas you
could try?**



Discuss various ways of building a
portfolio of work

Media Arts

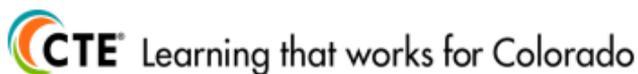
What skills are important for a career in web design, and how can you begin learning about HTML, CSS, and web development?



Understand the necessary education
associated within the careers

Media Arts

How does audio play a role in multimedia projects, and what are some tools or techniques for incorporating sound into your work?



Recognize the work typically performed, tools and technology used, and nature of work environments

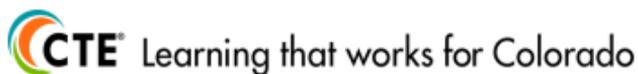
Media Arts

How can multimedia be used to tell compelling stories, and what are some strategies for combining visuals, audio, and text effectively?

Define a design/implementation process appropriate for the fields within design, multimedia arts, and digital communication

Media Arts

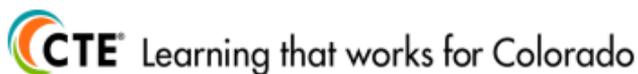
What are some current trends and emerging technologies in the multimedia industry, and how can you stay updated on these developments?



Recognize the work typically performed, tools and technology used, and nature of work environments

Media Arts

What types of courses, degrees, or certifications are helpful for a career in multimedia, and how can you start preparing for these educational requirements now?



Understand the necessary education
associated within the careers

Media Arts