

# Interactive Media

**Domain – Computer Literacy; Students perform common computer functions on standard platforms as they apply to digital media to create multimedia presentations** CORE 1

**IM-1.1** Discuss the components of a basic digital media computer system and peripherals. IM-1.1

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**IM-1.2** Demonstrate proficiency in the use of digital imaging techniques and equipment IM-1.2

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**IM-1.3** Create appropriate documents using word processing software IM-1.3

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**IM-1.4** Create professional presentations using presentation graphics software IM-1.4

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**IM-1.5** Access and integrate information using electronic sources IM-1.5

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**Domain – Media Business Practices; Students interpret business law and ethics as they apply to multimedia.** CORE 2

**IM-2.1** Practice the Fair Use Guidelines and Copyright Laws as they apply to multimedia IM-2.1

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**IM-2.2** Compare/contrast legal and ethical issues in interactive media communications IM-2.2

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**IM-2.3** Apply practices that respect intellectual laws IM-2.3

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**IM-2.4** Select information technology practices IM-2.4

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**IM-2.5** Deliver a client presentation IM-2.5

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**Domain – Careers in Interactive Media; Students perform common computer functions on standard platforms as they apply to digital media to create multimedia presentations** CORE 3

**IM-3.1** Evaluate career opportunities in different areas of Interactive Media IM-3.1

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**IM-3.2** Explain the importance of the different roles for working as members of a Digital Media project team IM-3.2

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**IM-3.3** Explore careers and training opportunities, trends, and requirements for different roles in interactive media IM-3.3

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**IM-3.4** Develop personal performance quality, positive work ethic, and professional respect. IM-3.4

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**Domain – Visual Arts and Graphic Design Fundamentals; Students demonstrate visual design fundamentals**

**IM-4.1** Demonstrate knowledge of and an appreciation for the visual arts IM-4.1

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**IM-4.2** Analyze basic technical art skills (traditional and electronic) IM-4.2

which are utilized throughout the design process to communicate ideas. **CORE 4**

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**IM-4.3** Apply and adapt the design principles and elements of design **IM-4.3**

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**IM-4.4** Demonstrate design skills using visual design guidelines **IM-4.4**

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**Domain – Interactive Multimedia; Students create design solutions that demonstrate skill and understanding of different media processes to communicate ideas and information. **CORE 5****

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**IM-5.1** Develop scripts, storyboards, and flowcharts used in Interactive Media **IM-5.1**

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**IM-5.2** Analyze the types and uses of interactive media applications **IM-5.2**

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**IM-5.3** Develop project concept proposals **IM-5.3**

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**IM-5.4** Develop navigational structures **IM-5.4**

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**IM-5.5** Demonstrate knowledge of the history of film and video production **IM-5.5**

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**IM-5.6** Incorporate film and video production concepts and products in interactive media production **IM-5.6**

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**IM-5.7** Combine media elements to produce an interactive multimedia product **IM-5.7**

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**Domain – Video/Audio Production; Students perform basic skills and understanding of different audio and video processes to be use for multimedia purposes. **CORE 6****

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**IM-6.1** Create a plan for video production **IM-6.1**

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**IM-6.2** Perform basic camera-related tasks for digital video production **IM-6.2**

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**IM-6.3** Practice basic preproduction activities for a digital video production **IM-6.3**

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**IM-6.4** Design backgrounds/scenery for a video production **IM-6.4**

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**IM-6.5** Perform basic video production editing processes **IM-6.5**

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**IM-6.6** Demonstrate knowledge of audio recording and production **IM-6.6**

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**IM-6.7** Demonstrate effective composition and compression concepts in the production of a simulation or game product **IM-6.7**

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**IM-6.8** Utilize the basic principles of 2-D animation **IM-6.8**

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**IM-6.9** Utilize the basic principles of 3-D animation **IM-6.9**

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**Domain – Photography/Digital Imaging; Students model photographic skills for the use in interactive media projects. **CORE 7****

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**IM-7.1** Develop competency in the use of photographic equipment **IM-7.1**

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**IM-7.2** Demonstrate knowledge of photographic terminology **IM-7.2**

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**IM-7.3** Prepare images for use in interactive media **IM-7.3**

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**IM-7.4** Apply photographic basic composition techniques **IM-7.4**

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<p><b>Domain – Programming/Animation/Gaming;</b>  <b>Student incorporate basic programming, animation and gaming skills to be used in an interactive media projects.</b> CORE 8</p>	<b>IM-8.1</b> Identify animation file formats and their appropriate use IM-8.1
	<b>IM-8.2</b> Create and manipulate animations 2D animations IM-8.2
	<b>IM-8.3</b> Compare 2D and 3D animation IM-8.3
	<b>IM-8.4</b> Demonstrate knowledge of the basic principles of 3-D modeling IM-8.4
	<b>IM-8.5</b> Utilize the basic principles of 3-D animation IM-8.5
	<b>IM-8.6</b> Demonstrate knowledge of programming language concepts IM-8.6
	<b>IM-8.7</b> Analyze technical documentation associated with software development IM-8.7
	<b>IM-8.8</b> Demonstrate knowledge of computational and string operations IM-8.8
	<b>IM-8.9</b> Debug programs IM-8.9
<p><b>Domain – Project Management; Students reinforce their knowledge and skills in media design and production for project planning and project development.</b> CORE 9</p>	<b>IM-9.1</b> Evaluate product planning methodology IM-9.1
	<b>IM-9.2</b> Apply technical writing requirements IM-9.2
	<b>IM-9.3</b> Develop and perform usability and testing integration IM-9.3
	<b>IM-9.4</b> Recommend and implement performance improvement IM-9.4
	<b>IM-9.5</b> Gather data and identify client requirements and scope of work IM-9.5
	<b>IM-9.6</b> Conduct technical research IM-9.6
<p><b>Domain – Website Development, Design and Management; Students illustrate basic web standards and coding to create web pages.</b> CORE 10</p>	<b>IM-10.1</b> Review basic principles of how the Internet is constructed, how it functions, and how it is used. IM-10.1
	<b>IM-10.2</b> Identify and describe internet development and functions IM-10.2
	<b>IM-10.3</b> Differentiate between IP addresses and domain name IM-10.3
	<b>IM-10.4</b> Define important Internet communications protocols and their roles in delivering basic Internet services IM-10.4
	<b>IM-10.5</b> Apply the process of planning, designing and maintaining web pages. IM-10.5
	<b>IM-10.6</b> Demonstrate base knowledge of content and applications management IM-10.6
	<b>IM-10.7</b> Demonstrate knowledge of website design fundamentals IM-10.7
	<b>IM-10.8</b> Apply essential attributes of Cascading Style Sheets (CSS) IM-10.8

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**IM-10.9** Create content for a website IM-10.9

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**IM-10.10** Develop web site architecture, prototypes, and user interface specifications IM-10.10