

<b>Arts, AV and Communication Course Crosswalk</b>		<b>Future Possibilities</b>		
<b>1997</b>	<b>2010</b>	<b>4 x 4</b>	<b>ATC</b>	<b>End of Program Licensure/Certification</b>
	Principles of Arts, A/V Technology & Communications			
Media Technology I; Computer Multimedia & Animation Technology;	Audio Video Production		x	Audio Systems Certificate - Level II, Certified Broadcast Technologist (CBT), Certified Television Operator (CTO), Final Cut Pro,
Media Technology II; Advanced Media Technology; Media Tech3-TV PRD	Advanced Audio Video Production		x	Audio Systems Certificate - Level II, Certified Broadcast Technologist (CBT), Certified Television Operator (CTO), Final Cut Pro,
	Practicum in Audio Video Production		x	Audio Systems Certificate - Level II, Certified Broadcast Technologist (CBT), Certified Television Operator (CTO), Final Cut Pro,
Textile and Apparel Design; Fashion Design I	Fashion Design			
Fashion II	Advanced Fashion Design			
	Practicum in Fashion Design			
Graphic Arts I, Desktop Design, Communication Graphics	Printing and Imaging Technology			Adobe Illustrator (ACE), Adobe InDesign, Adobe Photoshop, PrintED
Graphic Arts II; Technology Comm, Art & Design, Communication Graphics	Advanced Printing and Imaging Technology			Adobe Illustrator (ACE), Adobe InDesign, Adobe Shop, PrintED
	Practicum in Printing and Imaging Technology			Adobe Illustrator (ACE), Adobe InDesign, Adobeshop, PrintED
Advertising Design I	Graphic Design and Illustration			Adobe Illustrator (ACE), Adobe InDesign, Adobe Photoshop, Dreamweaver, Flash
Advertising Design II	Advanced Graphic Design and Illustration			Adobe Illustrator (ACE), Adobe InDesign, Adobe Photoshop, Dreamweaver, Flash
	Practicum in Graphic Design and Illustration			Adobe Illustrator (ACE), Adobe InDesign, Adobe Photoshop, Dreamweaver, Flash
Animation I	Animation		x	Flash
Animation II, III	Advanced Animation		x	Flash
Commercial Photography I	Commercial Photography			Adobe Photoshop
Commercial Photography II	Advanced Commercial Photography			Adobe Photoshop
	Professional Communications			
<b>Fourth Science Recommendation</b>				
<b>Innovative Courses</b>				
Radio Broadcasting I	Stays Innovative			
Radio Broadcasting II	Stays Innovative			
Video Game Design	Stays Innovative			