

Arts, Audio Visual Technology, and Communication Career Cluster

The Arts, Audio Visual Technology, and Communication (AAVTC) career cluster focuses on designing, producing, exhibiting, performing, writing, and publishing multimedia content requiring creative aptitude, fluency in computer and technology applications, and proficiency in oral and written communication. This career cluster includes occupations ranging from camera operator, audio and video technician, director, and producer to graphic designer and web and digital interface designer.

Statewide Program of Study: Digital Communications

The Digital Communications program of study focuses on occupational and educational opportunities associated with the production of audio and visual media formats for various purposes, such as TV broadcasts, advertising, video production, or motion pictures. The program of study includes operating machines and equipment such as microphones, sound speakers, video screens, projectors, video monitors, sound and mixing boards, and related electronic equipment to record sound and images.



Secondary Courses for High School Credit

Principles of Arts, Audio/Video Technology, and Level 1 Communications

Audio/Video Production I Level 2

Audio/Video Production II Level 3

Practicum in Audio/Video Production Level 4



Work-Based Learning and Expanded Learning Opportunities

Work-Based **Learning Activities**

- Shadow a sound designer to learn how sound and foley are created for movies or podcasts
- Intern with a technical director at a sports team, recording studio, or radio station
- Shadow a technician on a live news broadcast, concert, or other event

Expanded Learning Opportunities

- Participate in SkillsUSA
- Participate in Student Television Network
- Capture and edit film and audio for the campus student news weekly broadcast



Adobe Certified Professional in Digital Video Using Adobe Premiere Pro

Adobe Certified Professional in Visual Design Using Adobe Photoshop

Successful completion of the Digital Communications program of study will fulfill requirements of the Business and Industry endorsement.



Example Postsecondary Opportunities

Apprenticeships

Light Technician

Associate Degrees

- Commercial and Advertising Art
- Animation, Interactive Technology, Video Graphics, and Special Effects

Bachelor's Degrees

- Cinematography and Film/Video Production
- **Recording Arts Technology**

Master's, Doctoral, and Professional Degrees

- Animation, Interactive Technology, Video Graphics, and Special Effects
- Communications Technology

Additional Stackable IBCs/License

CompTIA Digital Media and Entertainment Professional Certification (DMEP)



Example Aligned Occupations

Camera Operators, Television, Video, and Film

Median Wage: \$48,422 Annual Openings: 155 10-Year Growth: 20%

Audio and Video Technicians

Median Wage: \$46,319 Annual Openings: 626 10-Year Growth: 30%

Producers and Directors

Median Wage: \$65,029 Annual Openings: 522 10-Year Growth: 12%

Data Source: TexasWages, Texas Workforce Commission. Retrieved 3/8/2024.



https://tea.texas.gov/academics/college-career-and-military-

prep/career-and-technical-education/programs-of-studyadditional-resources

For more information visit: