

Arts, Media, and Entertainment



**Arts, Media, and
Entertainment**

Do you have: a desire to entertain and perform?
the ability to communicate well?
a very creative side to your personality?
talent in art, music, writing, and speaking?
the ability to express feelings and ideas in writing
or by performing?

About this Sector

The Arts, Media, and Entertainment sector requires perhaps the greatest cross-disciplinary interaction because the work in this sector has a propensity to be largely project-based, requiring both independent work and interdependent management skills for career success. New technologies are also constantly reshaping the boundaries and skill sets of many arts career pathways. Consequently, core arts-sector occupations demand constantly varying combinations of artistic imagination, metaphoric representation, symbolic connections, and technical skills. Successful career preparation involves both broad and in-depth academic and technical preparation as well as the cultivation of twenty-first-century skill assets, such as flexibility, problem-solving abilities, and interpersonal skills.

Sample Careers in Arts, Media, and Entertainment

Entry Level Careers

(with high school diploma)

Visual Artist
Photographers Assistant
Lighting Technician
Model
Makeup Artist
Electronic Equipment Operator
Camera Technician
Broadcast Technician
Sound Technician
Stagehand
Disc or Video Jockey
Actor
Announcer
Voice-over Artist
Stunt Person
Dolly Grip

Technical Level Careers

(with AA or AS degree or certificate) Stage

Manager
Recording Studio Assistant
Special Effects Coordinator
Web Designer
Prop Maker
Photographer
Graphic Designer/Artist
Film Maker
Camera Operator
Screen Writer
Photojournalist
Music Minister
Radio/Television Broadcaster
Gaffer
Negative Cutter
Key Production Grip

Professional Level Careers

(with BS or BA degree)

Architect
Choreographer
Industrial Designer
Foreign Language Interpreter
Publisher
Music Teacher
Technical Writer
Columnist
Sound Engineer
Medical Scientific Illustrator
Media and Design Arts Instructor
Music Accompanist
Music Director/Conductor
Choreographer
Producer
Sound Design Editor
Visual Effects Coordinator

Students seeking an advanced college degree are recommended to fulfill UC/CSU (a-g) requirements, beyond that, students are encouraged to take the following elective credits:

Play production I, II	Sculpture CP (f)	Psychology (g)
Choir – all levels (f)	Art CP (f)	Sociology (g)
Symphonic Band (f)	Studio Art (f)	AP Psychology (g)
Orchestra (f)	Digital Art CP (f)	AVID
Marching Band (f)	Advanced Digital Art (f)	Color Guard I, II
Jazz Ensemble (f)	Ceramics CP (f)	Contest Speech (g)
String Ensemble (f)	Advanced Ceramics (f)	Drafting Technology
Piano CP (f)	Drawing CP (f)	AP Art History (f)
Advanced Piano (f)	Advanced Drawing (f)	AP Computer Science (g)
Tech I, II	Video Production (f)	ROP Computer Animation@
Multi Media Design CP (f)	Yearbook	(f)
Adv Multi Media Design (f)	Newspaper (g)	ROP Video Game Design@ (f)
News Production (g)	Computer Literacy (CEO)	Mock Trial

CVHS Pathways for this Sector:

Game Design and Integration:

ROP Computer Animation
ROP Vid Game Des (capstone course)

@articulated course - **bold courses need pre-requisite/concurrent enrollment** - Career Express Online (CEO)

Dual Enrollment Community College extension courses to consider:

Music 100, Art 103, 121 or 175