



MULTIMEDIA

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Associate in Science
Certificate of Achievement

30-31 Units
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This program is an interdisciplinary program that could connect students across a wide range of disciplines, including business, art, graphic design, programming, performing arts, journalism, music, radio and television. Students completing the program will be able to apply creative, technical, critical, historically informed and design-based solutions through various media.

JOB TITLES	AVERAGE SALARY	PROJECTED JOBS	PROJECTED GROWTH
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Video Game Designer

\$39.59/hr.-\$82,340

40,200

+3-7%

Video game designers plan core features of video games. They specify innovative game and role-play mechanics, story lines, and character biographies. Create and maintain design documentation. Develop and maintain design level documentation, including mechanics, guidelines and mission outlines. Collaborate with production staff to produce games as designed.

Multimedia Artist/Animator

\$29.50/hr.-\$61,370

68,900

+6%

Multimedia artists and animators create visual effects and animation for television, movies, video games, and other forms of media. Most need a Bachelor's Degree in computer graphics, art, or a related field to develop a strong portfolio of work and learn the strong technical skills that most employers of this type of work prefer.

Audio-Visual and

Multimedia Specialist

\$21.33/hr.-\$44,360

800

+2 to -2%

These specialists prepare, plan and operate multimedia teaching aids for use in education. Determine formats, approaches, content, levels, and mediums necessary to meet production objectives effectively and within budgetary constraints. Install and maintain audiovisual equipment (hardware and software) used in this type of work. May record, catalogue and file materials.

