

# Arts, A-V Technology, & Communication Career Cluster/Pathways

Creative students who see themselves designing, producing, exhibiting, performing, writing, or publishing multimedia content will want to pursue courses in the Arts, A/V Technology, and Communications Career Cluster.

You will apply artistic talent to practical problems and learn visual arts principles that prepare you with skills and techniques to work in any number of creative design and entertainment fields.

This career cluster is organized into six career pathways:

- Audio and video technology and film
- Broadcasting and journalism
- Performing arts
- Printing technology
- Telecommunications
- Visual Arts

## Careers

Students in arts, A-V technology and communications learn and practice skills that prepare them for diverse post-high school education and training opportunities, from apprenticeships and two-year college programs to four-year college and graduate programs.

CTE classes in this cluster will introduce you to a variety of interesting careers including:

- Video or web producer
- Film maker
- Graphic designer
- Television studio producer
- Stage designer
- Publisher
- Radio broadcaster
- Fashion/apparel designer or illustrator
- Interior designer
- Home furnishing coordinator
- Textile designer or chemist
- Curator or gallery manager
- Costume designer

*Note: Each school and school district has different CTE options. Not every district has classes in every cluster, nor does every district offer CTE dual credit and Advanced Placement options.*



## Career & Technical Student Organizations

Career and technical student organizations are much more than clubs. They provide opportunities for hands-on learning, and for applying career, leadership and personal skills in real-world environments. Participants build their skills by developing projects, attending events, and competing regionally and nationally.

The student organizations for arts, A/V technology and communications are:

- [SkillsUSA Washington](#)

## Education After High School

It is fact that young people who have at least one year of post-high school education earn thousands of dollars more a year. So, if you spend even one year at a two- or four-year college, in a certificate program at a technical school, or in an apprenticeship after you graduate from high school, you will very likely earn higher wages all your life. By furthering your education, you will be better-prepared to successfully navigate the world of work.

After taking CTE classes in arts, A/V technology and communications, you could pursue any number of opportunities including:

- On-the-job education as an actor, artist, dancer, graphic designer, set designer or musician. These experiences can be started while you are still in high school
- A credential in graphic design
- A two-year degree in drama, music, art, radio or TV broadcasting
- A four-year degree in communications, graphic art composition, vocal performance drama/theater, education, art, or music, radio, TV or film production

## Student Resources

### Middle & High School

- [Preparing for your future: Why CTE?](#)
- Your school career or guidance counselor
- Your principal or school district Career and Technical Education office
- Career and Technical Education - Washington

### Apprenticeship & College

More than 1,000 jobs in Washington are connected to an active, registered apprenticeship program. For more information about apprenticeships and colleges, visit:

- [How to become an apprentice: Five steps to getting started](#)
- [Washington State Board for Community and Technical Colleges](#)
- [Washington Career Bridge](#)
- [Students.gov](#) An official U.S. Department of Education web site designed for college students and their families. Provides easy access to educational information and resources.
- [Edward R. Murrow College of Communication](#) - Undergraduate communication degree with a focus on broadcasting
- [Cornish College of the Arts](#)

## Additional Resources

- [Washington Association of Telecommunications Officers and Advisors](#) - A professional organization that develops, regulates and administration of cable television and other telecommunication systems
- [Washington Performing Arts Society](#) - Mainstage performances, arts-oriented educational outreach programs providing vital educational arts experiences to young people.
- [The Arts page at Office of Superintendent of Public Instruction](#)
- [Media College](#) - Free educational and resource website for all forms of electronic media. Topics include video and television production, audio work, photography, graphics and web design. Has tutorials with supporting illustrations, videos, sound bites and interactive features.
- [Graphic Arts Education and Research Foundation](#) - Advances knowledge and education in the field of graphic communications by supporting programs that prepare the workforce of the future
- [Animation Magazine](#) - Allows you to travel the world of animation creators, producers, distributors and broadcasters without leaving your chair. Also helps students in search of top training facilities and new career paths, and employers looking for qualified professionals.
- [Creative COW](#) - Peer-to-peer support community for media production professionals
- [Video Copilot Visual FX and Motion Graphics](#) - Offers Pro Scores, a massive toolkit of professionally composed music and sound elements for creating powerful soundtracks and scores
- [The American Sewing Guild](#)
- [Fashion Figures](#) - Base figures (also known as croquis) to help concentrate on fashion designing and not drawing the base figures

## For Educators

- [Forms and Standards](#)
- [Comprehensive CIP Code Chart](#)

## CIP Codes

Classification of Instructional Programs (CIP) Codes assist in tracking, assessment, and reporting CTE courses.

- 090701
- 091001
- 100201
- 100202
- 100203
- 100290
- 100301
- 100303
- 100304
- 100305
- 108888
- 110803
- 190601
- 190901
- 231101
- 500102
- 500402
- 500406
- 500499
- 500502
- 500510
- 500602
- 500713
- 500797
- 508888