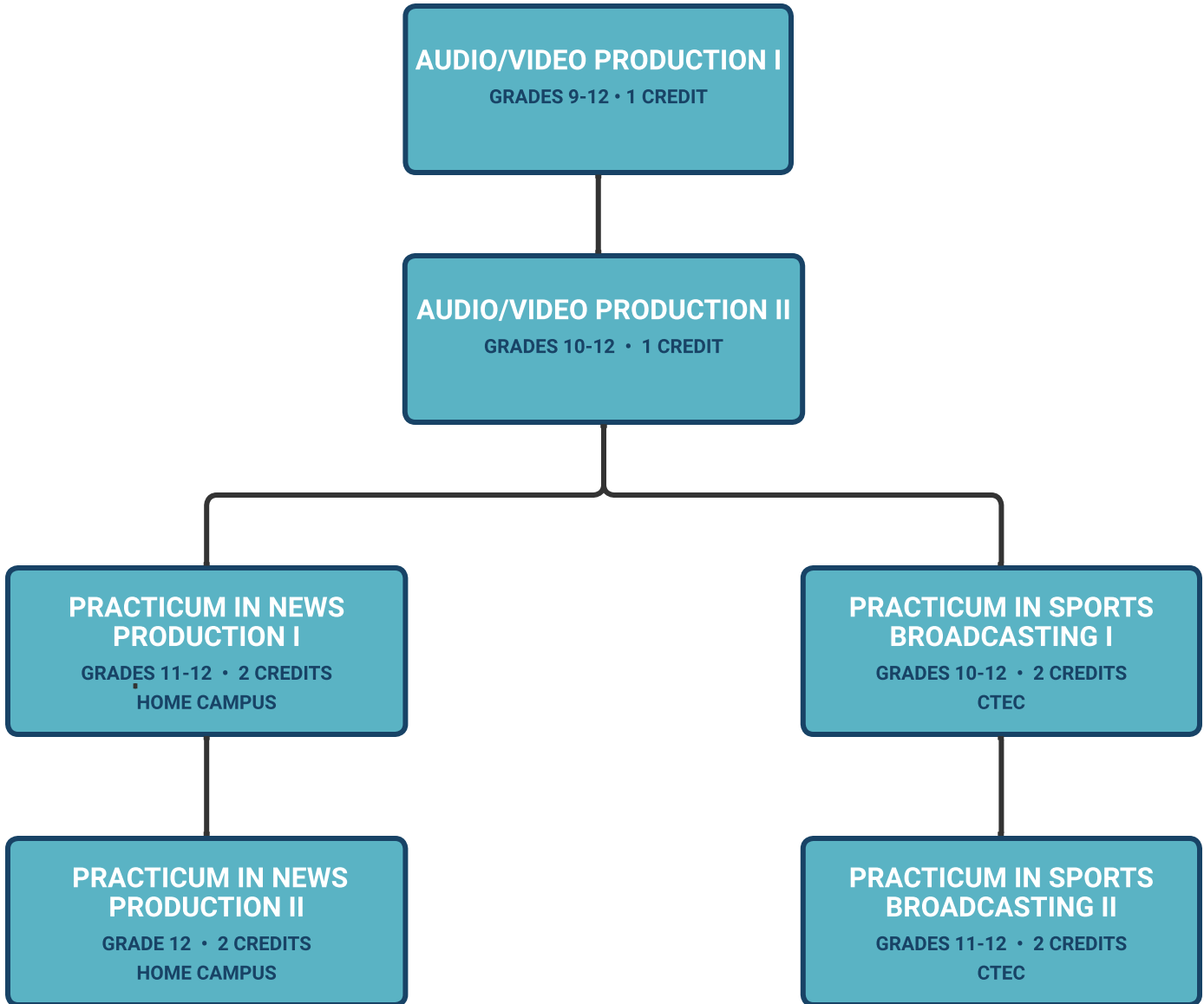


ARTS, A/V TECHNOLOGY, and COMMUNICATIONS

DIGITAL COMMUNICATIONS (AUDIO & VIDEO PRODUCTION)

———— prerequisite optional or recommended

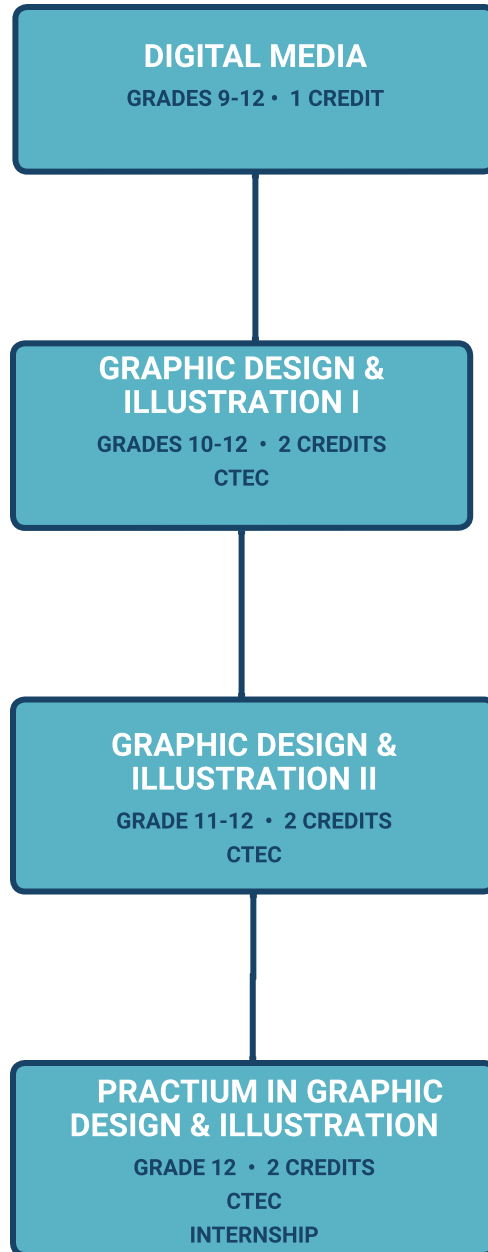


Three or more courses for a total of 4 or more credits must be taken to complete a Program of Study.

[GRADUATION ENDORSEMENT: BUSINESS & INDUSTRY]

ARTS, A/V TECHNOLOGY and COMMUNICATIONS GRAPHIC DESIGN

———— prerequisite optional or recommended



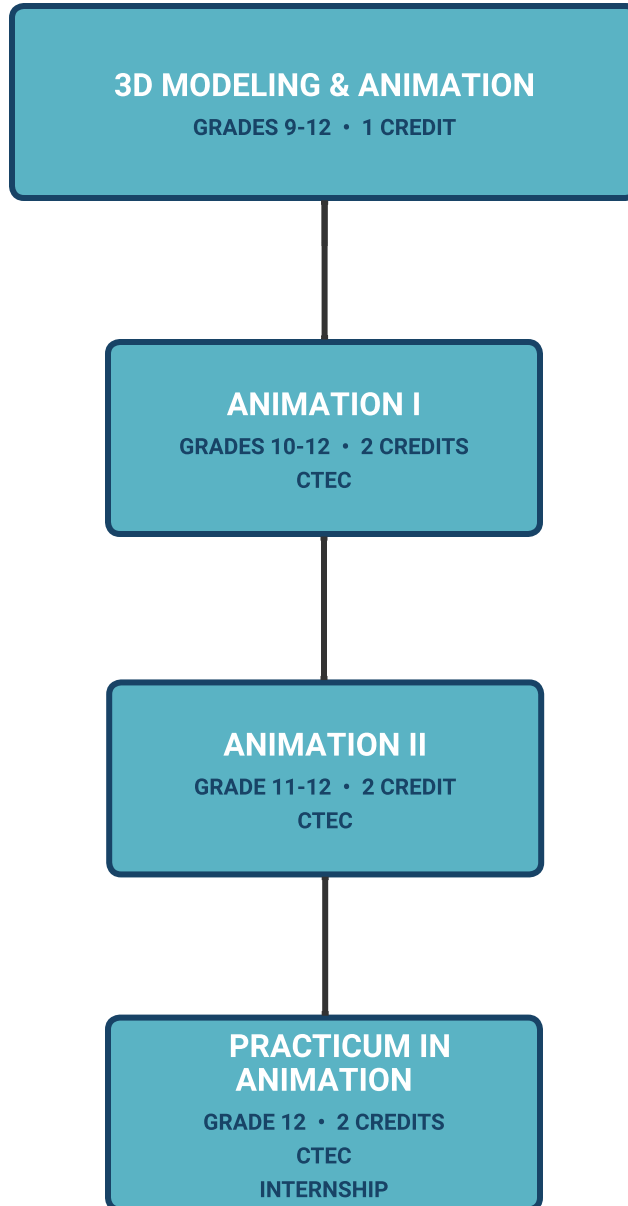
Three or more courses for a total of 4 or more credits must be taken to complete a Program of Study.

[GRADUATION ENDORSEMENT: BUSINESS & INDUSTRY]

ARTS, A/V TECHNOLOGY and COMMUNICATIONS

INTERACTIVE MEDIA (Animation Focus)

———— prerequisite optional or recommended



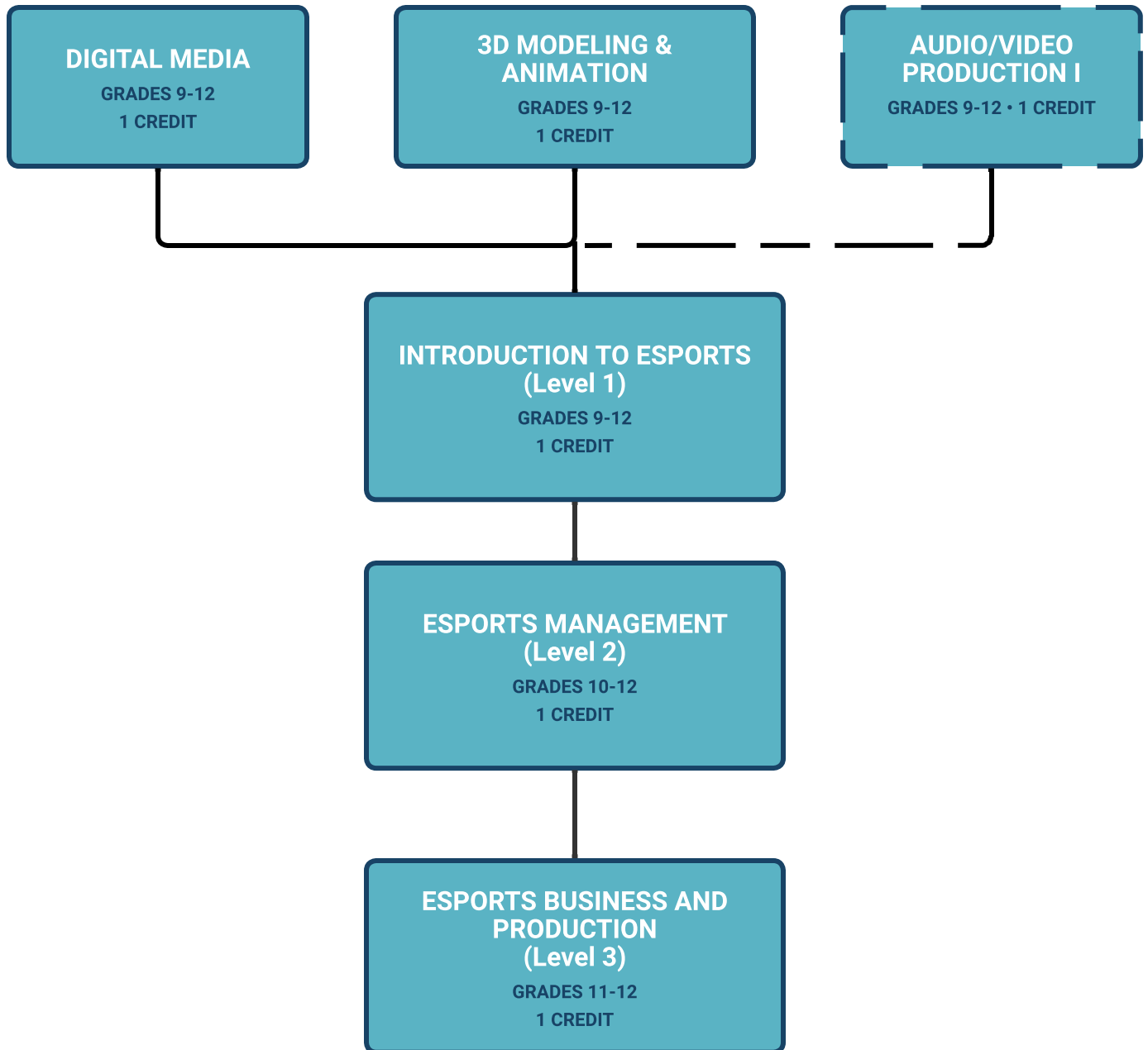
Three or more courses for a total of 4 or more credits must be taken to complete a Program of Study.

[GRADUATION ENDORSEMENT: BUSINESS & INDUSTRY]

ARTS, A/V TECHNOLOGY and COMMUNICATIONS

INTERACTIVE MEDIA (Esports Focus)

———— prerequisite optional or recommended - - - - - not in Program of Study



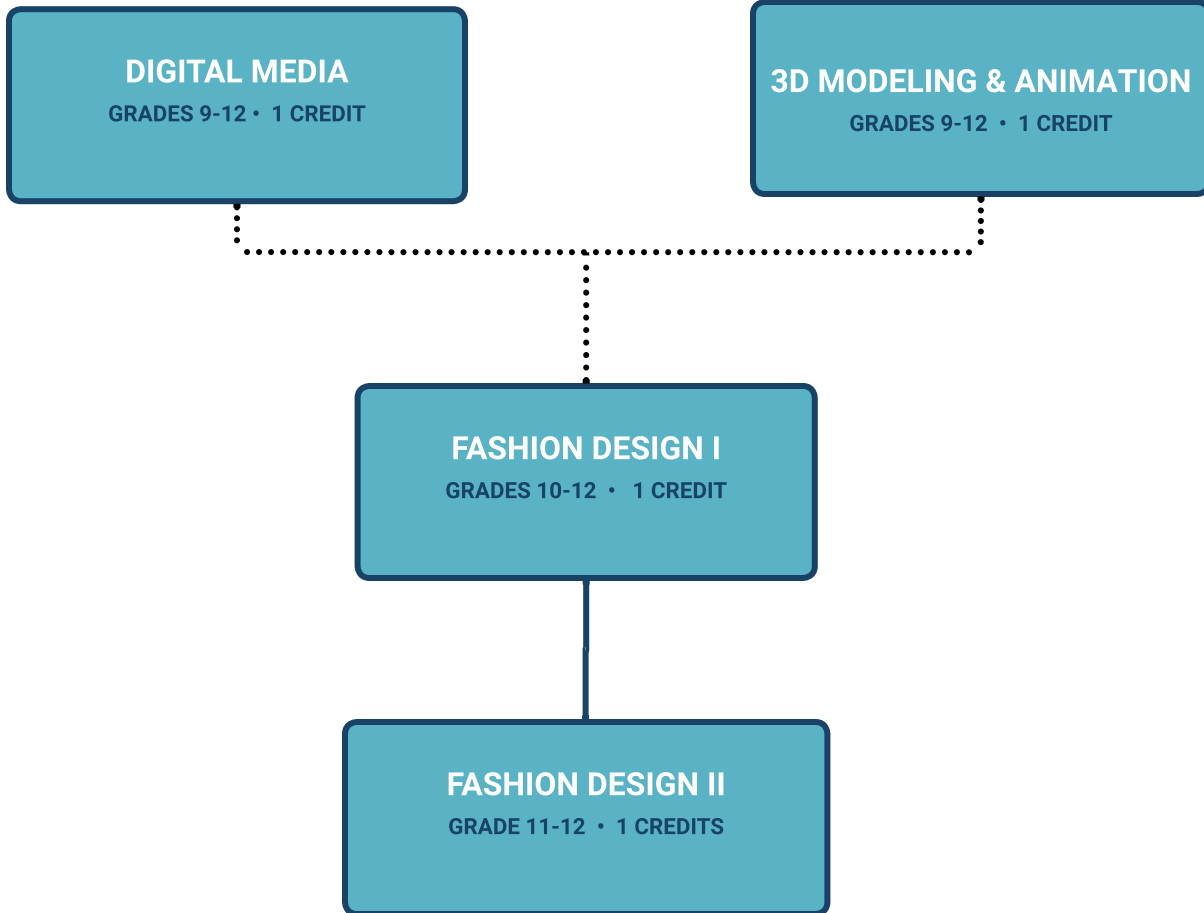
Three or more courses for a total of 4 or more credits must be taken to complete a Program of Study. Courses must be within the Program of Study to qualify.

[GRADUATION ENDORSEMENT: BUSINESS & INDUSTRY]

ARTS, A/V TECHNOLOGY and COMMUNICATIONS

INTERACTIVE MEDIA (Fashion Design Focus)

———— prerequisite optional or recommended



NOTE: All 4 courses must be taken to complete the Interactive Media (Fashion Design) Program of Study

[GRADUATION ENDORSEMENT: BUSINESS & INDUSTRY]