Planning a successful career can begin in high school!

The Center of Applied Technology South

High school students can attend the Center of Applied Technology South (CAT South) as part of their regular daily schedule. In each program, students can earn credits required for graduation.

Completion of any of the 15 programs at the Center provides students with a combination of technical and academic expertise that can be utilized in a variety of ways. All programs offer the background and experience needed for immediate employment. Many programs articulate with colleges and universitites, so students can earn college credits while in high school.

The programs at CAT South offer the foundation for employment, knowledge about related careers and continuing education, and work study positions. Studies combine both academics and applied technology.

The Career Exploration Program

The Career Exploration program allows students to explore four programs in one semester and earn 0.5 credit, or eight programs in two semesters and earn a full credit. Career Explorations can be taken during period 1B, or as an after school course from 2:50 – 4:00 p.m. Career Explorations is our only after school course offering.

Semesters	Programs	Credits
One	4	1/2 Credit
Two	8	1 Credit

Students can experience the environment, equipment, materials, skills, and safety rules of their chosen technical areas. The information students gain can be of significant value in career planning and expanding their interests and abilities.

More information is available
at
www.catsouth.org

Phone: 410-956-5900
Fax: 410-956-5905

211 Central Ave, East
Edgewater, MD 21037

ANNE ARUNDEL
COUNTY PUBLIC SCHOOLS

Honors
Gaming & Simulation

Anne Arundel County Public Schools

What is it?

Honors Simulation and gaming will enable students to create a range of projects by combining sound, video, graphics, animation, and web technology. These media tools are used in the business industry to develop content for marketing, training, and entertainment, and also for personal enjoyment.

Throughout the program students gain an understanding of production principles, use interactive media products to solve technical problems, and learn about the career options and requirements in the interactive media industries. Students are required to keep an electronic design portfolio. This portfolio will highlight a student's talent and skills in Interactive Media Production that can be presented to employers and colleges or universities. Students will also have the opportunity to earn college credit toward advanced study. IMP is aligned to the National Workforce Center for Emerging Technologies standards.

The Honors Interactive Media Production program consists of two courses. *Honors Interactive Media Production 1*, a one credit course, has no prerequisites and it is required for entry into the advanced course. Students will combine their creativity and technical skills to gain experience in Adobe Photoshop and Illustrator as well as to learn about the changing roles of media and technology. *Honors Interactive Media Production 2* is a two semester course in which students may earn four credits. During this course students gain experience in simulation and gaming on a professional level. This program uses Unity and Adobe Illustrator to create simulations and games that meet career standards.

About the program...

You will:

Gain knowledge and skills in many aspects of the interactive media production field, including:

- Understand principles of interactive design and document layout.
- Utilize application software for page, illustration, photographic, and web design.
- Demonstrate writing, editing, and proofreading ability.
- Gather and analyze IMP customer requirements.
- Demonstrate the effective use of tools for production, development and project management.
- Deliver a quality interactive media product to specifications.
- Perform maintenance and customer support for IMP product.

Program Requirements

- Students must be entering 10th or 11th grade.
- Students must maintain a 2.0 GPA in all classes.
- Students must maintain a C or better to continue to level 2.

Credit Requirements:

Credits required for completer — 4		
Level I (Honors)	1.0 Credits	One semester
Level II (Honors)	4.0 Credits	Two semesters

Optional		
Work Based Learning	2.0 Credits	One semester
	4.0 Credits	Two semesters

Career Opportunities

- 2D Graphics programmer
- Architect monetization engineering
- Asset infrastructure engineer
- Console engine programmer
- Console support engineer
- Developer relations engineer
- Executive producer
- Graphic engineer
- Graphic research scientist
- Lead programmer
- Lead AI programmer
- Software engineer