



Video and Graphics Game Developers

Course Overview: Encompass entry level, technical, and professional careers related to the design, development and support of hardware, software, multimedia, and systems integration services.

Career Goal (O*NET Code): (49-9052) - Graphic designers create visual concepts, by hand or using computer software, to communicate ideas that inspire, inform, or captivate consumers. They help to make an organization recognizable by selecting color, images, or logo designs that represent a particular idea or identity to be used in advertising and promotions.

Student Name: _____
Grade: _____
School: _____

SUGGESTED COURSEWORK

EXTENDED LEARNING EXPERIENCES

Middle School	8th	HS Courses:	(Local districts may list high school credit courses here)		Curricular Experiences***: Business Professionals of America Future Business Leaders of America SkillsUSA Technology Student Association	Extracurricular Experiences: Academic Decathlon Computer Tutor Language Immersion Programs School Newspaper Student Council UIL Academic Competitions Yearbook
	9th	Courses*:	English I Algebra I or Geometry Biology	World Geography Foreign Language I Physical Education or Athletics		
10th		Career-Related Electives:	Principles of Information Technology		COLLEGE CREDIT OPPORTUNITIES -- High School Students should take Advanced Placement (AP), International Baccalaureate (IB), dual credit, Advanced Technical Credit (ATC), or locally articulated courses (Tech Prep), if possible. List those courses that count for college credit on your campus.	Professional Associations: • The Professional Association for Design • Graphic Artists Guild • National Association of Schools of Art and Design
	11th	Courses:	English II Geometry or Algebra II Chemistry	World History Foreign Language II Elective		
12th		Career-Related Electives:	Digital & Interactive Multimedia		Postsecondary	Professional Associations: • The Professional Association for Design • Graphic Artists Guild • National Association of Schools of Art and Design
	11th	Core Courses:	English III Algebra II or Pre-Calculus Physics	United States History Foreign Language III ** Professional Communications or Speech		
12th		Career-Related Electives:	Web Technologies		the University of Texas at Brownsville The University of Texas - Pan American	Graphic Design (BFA)
	12th	Core Courses:	English IV Pre-Calculus or Calculus 4th Science	Government/Economics Elective Elective		
12th		Career-Related Electives:	Research in IT Solutions		Postsecondary	Professional Associations: • The Professional Association for Design • Graphic Artists Guild • National Association of Schools of Art and Design

* Students must meet local & state high school graduation requirements. ** Required course for the Distinguished Graduation Plan (in addition to other measures). *** Based on campus availability. Students may select other elective courses for personal enrichment purposes.

This plan of study serves as a guide, along with other career planning materials, for pursuing a career path and is based on the most recent information as of 2009. All plans meet high school graduation requirements as well as college entrance requirements.



Video / Graphics Game Developers

TEA Industry Cluster	Computer/IT
SOC Code	-
Identified by	Tech Prep Occupations
Projected Growth (2018)	-
BISD Magnet School Available	No

Source: Demand Occupations by Cluster, updated June 27, 2012

Description

What Graphic Designers Do

Graphic designers create visual concepts, by hand or using computer software, to communicate ideas that inspire, inform, or captivate consumers. They help to make an organization recognizable by selecting color, images, or logo designs that represent a particular idea or identity to be used in advertising and promotions.

Duties

Graphic designers typically do the following:

- Meet with clients or the art director to determine the scope of a project
- Advise clients on strategies to reach a particular audience
- Determine the message the design should portray
- Create images that identify a product or convey a message
- Develop graphics and visual or audio images for product illustrations, logos, and websites
- Create designs either by hand or using computer software packages
- Select colors, images, text style, and layout
- Present the design to clients or the art director
- Incorporate changes recommended by the clients into the final design
- Review designs for errors before printing or publishing them

Graphic designers combine art and technology to communicate ideas through images and the layout of web screens and printed pages. They may use a variety of design elements to achieve artistic or decorative effects. They develop the overall layout and production design for advertisements, brochures, magazines, and corporate reports.

Graphic designers work with both text and images. They often select the type, font, size, color, and line length of headlines, headings, and text. Graphic designers also decide how images and text will go together on a page or screen, including how much space each will have. When using text in layouts, graphic designers collaborate closely with writers who choose the words and decide whether the words will be put into paragraphs, lists, or tables.

Graphic design is becoming increasingly important in the sales and marketing of products. Therefore, graphic designers, also referred to as graphic artists or communication designers, often work closely with people in advertising and promotions, public relations, and marketing.

Frequently, designers specialize in a particular category or type of client. For example, some create credits for motion pictures, while others work with print media and create signs or posters.

Graphic designers also need to keep up to date with the latest software and computer technologies to remain competitive.

Some individuals with a background in graphic designers teach in design schools, colleges, and universities. For more information, see the profile on [postsecondary teachers](#).

Training Opportunities Linked to Those Jobs

(Degree Types and Colleges/Universities)

How to Become a Graphic Designer

A bachelor's degree in graphic design or a related field is usually required for jobs in this field. Candidates should demonstrate their creativity and originality through a professional portfolio that features their best designs.

Education

A bachelor's degree in graphic design or a related field is usually required. However, those with a bachelor's degree in another field may pursue technical training in graphic design to meet most hiring qualifications.

The [National Association of Schools of Art and Design](#) accredits about 300 postsecondary colleges, universities, and independent institutes with programs in art and design. Most schools include studio art, principles of design, computerized design, commercial graphics production, printing techniques, and website design. In addition, students should consider courses in writing, marketing, and business, all of which are useful in helping designers work effectively on project teams.

Many programs provide students with the opportunity to build a professional portfolio of their designs. This means collecting examples of their designs from classroom projects, internships, or other experiences. Students can use these examples of their work to demonstrate their design skills when applying for jobs and bidding on projects. A good portfolio often is the deciding factor in getting a job.

Students interested in graphic design programs should take basic art and design courses in high school, if the courses are available. Many bachelor's degree programs require students to have had a year of basic art and design courses before being admitted to a formal degree program. Some schools require applicants to submit sketches and other examples of their artistic ability.

Graphic designers must keep up with new and updated computer graphics and design software, either on their own or through formal software training programs.

Advancement

Beginning graphic designers usually need 1 to 3 years of work experience before they can advance to higher positions. Experienced graphic designers may advance to chief designer, art or creative director, or other supervisory positions.

Important Qualities

Artistic ability. Graphic designers must be able to create designs that are artistically interesting and appealing to clients and consumers. They produce rough illustrations of design ideas, either by hand sketching or by using a computer program.

Communication skills. Graphic designers must communicate with clients, customers, and other designers to ensure that their designs accurately reflect the desired message and effectively express information.

Computer skills. Most graphic designers use specialized graphic design software to prepare their designs.

Creativity. Graphic designers must be able to think of new approaches to communicating ideas to consumers. They develop unique designs that convey a recognizable meaning on behalf of their clients.

Teamwork. Graphic designers often work on projects with other graphic designers and marketers, business analysts, writers, and programmers. They must collaborate to produce successful websites, publications, and other products.

Time-management skills. Graphic designers often work on multiple projects at the same time, each with a different deadline.

Texas Southmost College	South Texas College	Texas State Technical College	The University of Texas at Brownsville	The University of Texas - Pan American
		Digital Media Design Technology (CERT)		Graphic Design (BFA)
		Digital Media Design Technology (AAS)		

Local Employers

Abs Corporate Apparel	Harlingen	Krgv	Harlingen
All Valley Communications	LA Feria	Lamar Outdoor Advertising	San Benito
Calvary Baptist Church	Harlingen	Port Isabel-South Padre Press	Port Isabel
Holdar Engineering CO	Brownsville	South Texas Tropical Weather	Brownsville
Intertek Testing Svc	Brownsville	Wesley United Methodist Church	Harlingen

Career Options

(Specific Job Types)

- Graphic Designer
- Graphic Artist
- Designer
- Creative Director
- Artist
- Design Director
- Composing Room Supervisor
- Creative Manager
- Desktop Publisher
- Graphic Designer/Production

Salary Ranges

Wages for **Graphic Designers**

Location	Pay Period	2011				
		10%	25%	Median	75%	90%
United States	Hourly	\$12.60	\$16.06	\$21.16	\$28.56	\$37.20
	Yearly	\$26,200	\$33,400	\$44,000	\$59,400	\$77,400
Texas	Hourly	\$12.06	\$15.09	\$19.13	\$25.93	\$33.84
	Yearly	\$25,100	\$31,400	\$39,800	\$53,900	\$70,400
Brownsville-Harlingen, TX MSA	Hourly	\$8.82	\$10.86	\$13.36	\$17.53	\$22.92

Location	Pay Period	2011				
		10%	25%	Median	75%	90%
	Yearly	\$18,300	\$22,600	\$27,800	\$36,500	\$47,700
McAllen-Edinburg-Mission, TX MSA	Hourly	\$11.37	\$13.92	\$17.21	\$22.94	\$28.29
	Yearly	\$23,600	\$29,000	\$35,800	\$47,700	\$58,800

Professional Associations linked to the Careers

For general career information about graphic design, visit

[The Professional Association for Design](#)
[Graphic Artists Guild](#)

For general information about art and design and a list of accredited college-level programs, visit

[National Association of Schools of Art and Design](#)

Sources

The information provided in this document was collected from the following sources:

- Occupational Outlook Handbook (<http://www.bls.gov/ooh/>)
- O*NET OnLine (<http://www.onetonline.org/>)
- Texas CARES (<http://www.texascaresonline.com/>)
- CareerOneStop (<http://www.careeronestop.org/>)