



SkillsUSA is a partnership of students, teachers and industry working together to ensure America has a skilled workforce. SkillsUSA helps each student excel.

The SkillsUSA Championships is the showcase for the best career and technical students in the nation. Contests begin locally and continue through state and national levels.

The philosophy of the Championships is to reward students for excellence, to involve industry through direct evaluation of student performance and to train students relevant to employers' needs.

School-To-Career Activities

Site Visitation:

A supervised tour of a business, government or community agency that allows students to gain an understanding of the business.

Internships:

An unpaid, work-based learning experience with specific objectives and hands-on activities that relates to the student's career interest. Internships are nine to twelve hours on alternating weeks.

Cooperative Education (CO-OP):

A paid, work-based learning experience with specific objectives and hands-on activities that relates to the student's career interest. CO-OPs are twenty-five to thirty hours on alternating weeks.

DID YOU KNOW?

Communication, design, printing, and visual arts occur across a wide range of platforms including print, web, mobile, and social media.

Graphics and Interactive Media is a multifaceted industry with a wide range of career opportunities.

Employers and employees in the Graphics and Interactive Media field are entrepreneurial and innovative.

Graphics and Interactive Media is the United States most geographically dispersed technology industry and is a major force in the economy of every state.

You can go virtually anywhere in the country and get a job working in Graphics and Interactive Media.

The Graphics and Interactive Media industry is projected to remain a strong domestic-based technology industry for the foreseeable future.

Salaries and wages are above-average compared to other technology industries.

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Contact: Joe Fantozzi, Jenny Smith or Regina Hogan for more information.



William M. Career & Technical
DAVIES High School
educating innovators for the twenty-first century

GRAPHICS AND INTERACTIVE MEDIA



Graphics and Interactive Media

Graphics and Interactive Media is one of the most exciting fields in the communication industry today. It is also one of the fastest growing and technologically advanced forms of media in the world. Industry professionals agree there is no field advancing more rapidly than Graphics and Interactive Media.

You can go virtually anywhere in the country and get a job working in Graphics and Interactive Media.

The Graphics and Interactive Media industry is constantly evolving to encompass the latest technology trends in engineering, digital imaging, web, and interactive media. Companies are hiring creative and innovative workers with above-average salaries and wages compared to other technology sectors.

Graphics and Interactive Media related occupations employ the third largest number of people in communication in the United States.

Program Accreditation:

The Graphics and Interactive Media program at Davies was the first in Rhode Island and ninetieth in the nation to receive accreditation from the Graphic Arts Education and Research Foundation (GAERF). GAERF's mission is to advance knowledge and education in the field of Graphics and Interactive Media by supporting programs that prepare the workforce for the future.

Adobe® Certified Associate exams give students the opportunity to become certified through a globally recognized program in five different areas.

Accreditation areas include:

- Introduction to Graphic Communications
- Digital File Preparation and Output
- Graphic Design
- Visual Communication Using Photoshop
- Interactive Media Using Flash Professional
- Graphic Design & Illustration Using Illustrator
- Web Authoring Using Dreamweaver
- Print & Digital Media Using InDesign

What Can You Learn?

- 3D printing
- Advertising
- Airbrushing
- Animation
- Web design
- Bindery and finishing
- Digital printing
- Illustration
- Graphic design
- Layout and design
- Marketing
- Mobile applications
- Offset printing
- Photography
- Screen printing
- Video game design

Common Career Paths:

- 3D modeling
- Advertising
- Animation
- Artist
- Bindery
- Color management
- Customer service
- Digital printing
- Editor
- Graphic design
- Illustration
- Management
- Marketing
- Mobile design
- Offset printing
- Packaging
- Photography
- Public relations
- Publishing
- Screen printing
- Video game design
- Web design

Photographed, printed and designed by students in the Graphics and Interactive Media program.

