

Learning Standards for the CIS Program of Study

Mt. Hood CTE Consortium

(The following list was created/edited by teachers at the secondary and post-secondary level in conjunction with local industry partners. These learning standards represent the common core that all teachers in the region will be responsible for teaching during the entire high school program of study.)

- A** **GATHER AND ANALYZE INTERACTIVE MEDIA CUSTOMER REQUIREMENTS**
- A 01 Gather data to identify customer requirements
- A 02 Gather information using interviewing strategies
- A 03 Determine client's needs and expected outcomes
- A 04 Interpret and evaluate requirements
- A 05 Determine purpose of the interactive media project
- A 06 Determine the target audience
- A 07 Determine the interactive media elements to be used

- B** **DEFINE SCOPE OF INTERACTIVE MEDIA WORK IN WRITTEN FORM**
- B 01 Define scope of work to meet customer requirements
- B 02 Develop a design brief
- B 03 Identify available media and content sources
- B 04 Develop time line for completion
- B 05 Determine staffing resources -internal and external -required to complete project
- B 06 Develop preliminary project budget
- B 07 Write document
- B 08 Obtain client approval on scope of work

- C** **CREATE INTERACTIVE MEDIA PRODUCT SPECIFICATIONS**
- C 01 Prepare functional specifications
- C 02 Develop flowchart/navigational blueprints
- C 03 Determine delivery platform(s)
- C 04 Design system architecture
- C 05 Design user interface
- C 06 Design navigational schema
- C 07 Prepare visual design specifications
- C 08 Apply principles of design
- C 09 Identify technical constraints
- C 10 Create sample design showing placement of buttons/navigational graphics and suggested color scheme
- C 11 Create final project plan
- C 12 Identify and obtain tools and resources to do the job
- C 13 Identify and evaluate risks
- C 14 Develop detailed task list
- C 15 Identify critical milestones
- C 16 Identify interdependencies

**D DEMONSTRATE AND APPLY KNOWLEDGE OF PROJECT
MANAGEMENT**

- D 01 Manage information system project methodologies
- D 02 Define the project's contribution to business needs
- D 03 Define the scope of the project
- D 04 Identify stakeholders and decision makers
- D 05 Identify escalation procedures
- D 06 Develop task list (e.g., work breakdown structures)
- D 07 Evaluate project requirements
- D 08 Identify required resources and budget
- D 09 Estimate time requirements
- D 10 Develop initial project management flowchart
- D 11 Identify interdependencies
- D 12 Identify critical milestones
- D 13 Evaluate risks
- D 14 Prepare contingency plan
- D 15 Manage the change control process
- D 16 Track critical milestones
- D 17 Participate in project phase review
- D 18 Report project status
- D 19 Utilize project management software
- D 20 Develop a method of evaluation
- D 21 Define scope of work to achieve individual and group goals
- D 22 Assess the task's contribution to overall business needs
- D 23 Identify size and specifics of the task
- D 24 Formulate task sequence
- D 25 Plan multiple tasks simultaneously
- D 26 Identify potential problems
- D 27 Develop contingency plans
- D 28 Develop time and activity plan to achieve objectives
- D 29 Coordinate plan with team, cross-functional groups, or individuals
- D 30 Formulate a task strategy
- D 31 Prioritize tasks according to business needs
- D 32 Manage multiple tasks simultaneously
- D 33 Devise plan of action

**E DEMONSTRATE THE EFFECTIVE USE OF TOOLS FOR
INTERACTIVE MEDIA PRODUCTIONS, DEVELOPMENT AND
PROJECT MANAGEMENT**

- E 01 Select and utilize appropriate software tools
- E 02 Demonstrate proficiency in the use of digital imaging techniques and equipment
- E 03 Synthesize available interactive media technologies into a unified presentation using appropriate authoring software
- E 04 Demonstrate knowledge of available graphics software programs
- E 05 Manipulate images

- E 06 Demonstrate knowledge of the basic principles of animation
- E 07 Identify how different browsers affect the look of a web page

**F DEMONSTRATE AND APPLY KNOWLEDGE OF
WEB PROGRAMMING AND HOSTING**

- F 01 Demonstrate knowledge of Internet programming basics
- F 02 Recognize the importance of Internet programming standards
- F 03 Demonstrate knowledge of standard Internet programming coding
- F 04 Demonstrate knowledge of special Internet programming feature codes
- F 05 Differentiate between various versions of Internet programming
- F 06 Demonstrate knowledge of how to use standard programs to produce an Internet application
- F 07 Identify authoring programs specifically designed for Internet programming production
- F 08 Compare/contrast features, strengths, and weaknesses of different authoring programs
- F 09 Identify cross-platform issues