

Multimedia Endorsement

Specifications, Competencies & Requirements

PURPOSE

This endorsement is meant for certified teachers interested in teaching **Multimedia** courses. It attaches to a current Utah Educator License with a license area of concentration in **Secondary** and **CTE** Education.

Upon attachment of this endorsement to a Utah educator license, educators will be approved to teach the following USBE courses:

3D Animation 1	Exploring Computer Science
3D Animation 2	Computer Science Investigations
3D Graphics 1	Game Dev Fundamentals 1
3D Graphics 2	Game Dev Fundamentals 2
A/R & V/R	Web Development 1
Digital Media1	Audio Essentials 1
Digital Media 2	Video Production 1
Digital Media Advanced	3D Print Technology
Digital Media Capstone	

ENDORSEMENT TYPES

Prerequisite

Demonstrate an understanding of Career and Technical Education (CTE) basics.

CTE Knowledge

Associate Level Requirements

Applicants must complete TWO of the following competency requirements. The associate level endorsement is valid for up to three school years before it expires. Associate-level endorsements are non-renewable.

Digital Media Visual Arts
Digital Media 3D Design & Graphics
Game Design

Basic Computer Programming
CTSO Knowledge

Professional Level Requirements

The applicant must meet **ALL** the competency areas listed above.

COMPETENCY DETAILS & DESCRIPTIONS

Prerequisite

1. CTE Knowledge

Demonstrate an understanding of CTE basics:

- Explain how CTE links learning to specific Utah industries and what its main goals are.

- Know the licenses and endorsements needed to teach specific CTE courses.
- Describe how CTE is organized into clusters and pathways at the state, district (LEA), and school levels, and how this helps students succeed after graduation.
- Locate and use the state's strands and standards in lesson plans.
- Explore CTE student organizations (CTSOs) and professional groups and explain how they support students and teachers.
- Explain how advisory boards, with industry members, make sure programs meet job market needs and maintain safe learning environments.
- Understand the basics of securing funding, planning for the future of the program, and participating in the state Program of Quality Review (PQR) to ensure program excellence.

Select one of the following options:

- **USBE Course:** [CTE Orientation](#)
- **Complete THREE years of full-time CTE Teaching in Utah**
- **Currently hold a professional-level CTE endorsement**

Endorsement Competencies

2. Digital Media Visual Arts

Demonstrate understanding in Adobe Photoshop (or similar software) with image editing techniques, retouching, and compositing to enhance and manipulate photographs. Have a strong understanding of layers, layer masks, and adjustment layers to non-destructively edit images. Show skills in using selection tools. Show knowledge of color correction. Demonstrate understanding of healing tools. Show understanding of 2D models and mobile 2D. Demonstrate overall competency and this history of the Visual Arts.

Select one of the following options:

- **Bachelor's degree in digital media:**
Examples:
Utah Tech University: Digital Media BS
Weber State University: Communications (BS), Digital Media Emphasis
Utah State University: Human Experience Design & Interaction
Utah Valley University: Digital Media Degrees
- **NOCTI Exam:** Take and pass the [NOCTI #5904: Audio-Visual Communications Technology](#) Exam
- **University Course:** Credit from an accredited university, passing with a C or higher grade in a course similar to: UVU - DGM 1110 - Digital Media Essentials OR WSU - COMM 2250 - Essentials of Digital Media
- **Industry Certification:** Take and pass the [Adobe Photoshop Industry Certification](#)
- **USBE Microcredential:** Photoshop Image Editing
- **Other:** Complete the ed2go online course: [Introduction to Photoshop](#)

3. Digital Media 3D Design & Graphics

Demonstrate understanding of 3D Graphics and software skills. Show competency in interactive content creation. This includes:

- Asset management in a 3D space - includes slicing, mesh components, keyframes, prefabs
- Scene content design - includes transform tools, prototype scenes, landscapes, terrain tools
- Lighting, camera, and materials implementation - includes shader editing, shadows, light settings, single camera set-up, isometric vs. standard, rendering principles

Select one of the following options:

- **Bachelor's degree in digital media:**

Examples:

Utah Tech University: Digital Media BS

Weber State University: Communications (BS), Digital Media Emphasis

Utah State University: Human Experience Design & Interaction

Utah Valley University: Digital Media Degrees

- **NOCTI Exam:** Take and pass the [NOCTI #5904: Audio-Visual Communications Technology Exam](#)
- **University Course:** Credit from an accredited university, passing with a C or higher grade in a course similar to: UVU - DAGV 1200 - Introduction to 3D Modeling and Surfacing OR UTU ART 2610 - 3D Graphics Essentials
- **Industry Certification** (choose one):
 - [Certiport AutoDesk 3ds MAX or Maya](#)
 - [Unity Certified User Artist Exam.](#)

4. Game Design

Demonstrate understanding of game development and design. Show competency in interactive content creation. This includes:

- Package management of games
- Using common preplanning techniques, including design documents, flow charts, animatics, character model sheets, prototyping, greyboxing, storyboarding, concept art, and proportional level scaling, ideation
- Design strategy, virtual environments, visualization, conceptual design, design elements & principles,
- Character & scene development - understanding of basic animation, storytelling, tweening, buttons, event systems, and lighting
- Usability Testing - alpha & beta testing, troubleshooting, rigging problems

Select one of the following options:

- **Bachelor's degree in digital media:**

Examples:

Utah Tech University: Digital Media BS

Weber State University: Communications (BS), Digital Media Emphasis

Utah State University: Human Experience Design & Interaction

Utah Valley University: Digital Media Degrees

- **University Course:** Credit from an accredited university, passing with a C or higher grade in a course similar to: UVU - DAGV 2460 - Game Development I OR U of U - EAE 6200 - Game Arts I
- **Industry Certification:** Take and pass the Certiport [Unity Certified User VR Developer Exam](#).
- **Other:** Complete the Coursera certification: [Game Design: Art & Concepts Specialization](#)

5. Basic Computer Programming

Demonstrate understanding of basic programming language. Demonstrate competency in writing syntactically correct, well-documented “language” code that will logically solve a given problem, correctly use data types supported by the chosen language, and use common libraries to write a program that solves a complex problem. Common competencies in various languages: data types, structures, data analysis, sequences, operators, flow, code documentation, debugging, scripts, variables, expressions, strings, etc.

Select one of the following options:

- **Bachelor's degree in digital media:**

Examples:

Utah Tech University: Digital Media BS

Weber State University: Communications (BS), Digital Media Emphasis

Utah State University: Human Experience Design & Interaction

Utah Valley University: Digital Media Degrees

- **University Course:** Credit from an accredited university, passing with a C or higher grade in a course similar to: UVU - DAGV 1400 - Scripting for Animation and Games OR UTU CS 1410 - introduces object-oriented programming.
- **Industry Certification:** Take and pass ONE Programming Industry Certification in a specific language:
 - C#: [Knowledge Pillars C# Coding Specialist](#)
 - Python: [Certiport ITS Python](#)
 - Python: [Knowledge Pillars Python Coding Specialist](#)
 - Java: [Certiport ITS Java](#)
 - Java: [Knowledge Pillars Java Coding Specialist](#)
 - JavaScript: [Certiport ITS JavaScript](#)
 - JavaScript: [Knowledge Pillars JavaScript Coding Specialist](#)
 - Unity: [Unity Certified User Programmer Exam](#)
- Other: Complete ONE of the ed2go online courses in a specific language:
 - ed2go - [Introduction to C# Programming](#)
 - ed2go - [Introduction to C++ Programming](#)
 - ed2go - [Introduction to Java Programming](#)
 - ed2go - [Introduction to JavaScript](#)
 - ed2go - [Introduction to Python Programming](#)

6. CTSO Knowledge

Demonstrate Career and Technical Student Organization (CTSO) knowledge:

- Help students lead: Give students opportunities to build their leadership abilities and take charge.
- Mentor students: Offer guidance to help students set goals and overcome difficulties as they grow.

- Manage the organization: Coordinate meetings, events, and budgets, and handle administrative tasks smoothly.
- Create helpful programs: Develop activities that match the CTSO's goals of building leadership, exploring careers, and developing skills.
- Communicate effectively: Clearly talk with students, school leaders, and community members, and promote the CTSO.
- Work with others: Partner with teachers, businesses, and other organizations to create opportunities like internships and community service.
- Advocate for CTE: Promote Career and Technical Education and work to get the resources and recognition it needs.
- Keep learning: Stay up to date on CTSO management and trends in CTE.
- Focus on student success: Support students' interests and celebrate their accomplishments.

Select one of the following options:

- Attend a CTSO Fall Leadership Conference. Reflected on MIDAS transcript.
- ASTE 6315 - Career and Technical Student Organization Development (Utah State University).
- USBE Microcredential: Career & Technical Student Organizations.