

Law Enforcement 1

This course is designed as an overview of the history, organization, and functions of local, state
and federal law enforcement. Topics in this course include brief overview of criminal law, legal
systems, arrest procedures, conflict resolution, use of force, active shooter, security planning,
interview/interrogation and substance abuse.

Video Game Design

 Provides students with the opportunity to design, program and create fully functional video games. The course will introduce basic programming and design skills that are essential to developing a video game. Students will learn gaming, computerized gaming, evolution of gaming, artistic aspects of perspective, design, animation, technical concepts of collision theory, and programming logic.

Video Game Programming

This course expands on the foundation created in Video Game Design through programming languages such as: C++ programming, XNA game studio, JAVA and Android App. In this course, students will investigate in the inner workings of a fully functional role-playing game (RPG) by customizing playable characters, items, maps and chests and eventually applying customizations by altering and enhancing the core game code.

Principles of AV Tech

 This course is designed to give students an introductory experience working with multimedia technology. Students will develop decision-making skills, use creative thinking and obtain hands-on experience working with a variety of multimedia tools to create interactive multimedia presentations, graphics, photography, animation, movies, sound and web pages.

Animation

 This technical course develops advanced knowledge and skills in the use of computer multimedia animation. It introduces students to 3-D modeling, rendering techniques and resources. This class will prepare students for a possible future in the television/movie. Students will digitally create both 2D and 3D computer generated animations.