DIGITAL AND INTERACTIVE MEDIA ARTS

According to the Occupational Outlook Handbook, employment of digital and interactive media artists is projected to grow 8 percent from 2016 to 2026, about as fast as the average for all occupations. Projected growth will be due to increased demand for animation and visual effects in video games, movies, and television. Job growth may be slowed, however, by companies hiring animators and artists who work overseas.

Consumers will continue to demand more realistic video games, movie and television special effects, and three-dimensional movies. This will create demand for newer computer hardware, which will enhance the complexity of animation and visual effects. Additional multimedia artists will be required to meet this increased demand. Further, an increased demand for computer graphics for mobile devices, such as smart phones, will lead to more job opportunities. Multimedia artists will be needed to create animation for games and applications for mobile devices.

**WCSU Digital and Interactive Media Arts**

**Occupational Outlook Handbook**

**RELATED CAREER PATHS**

The career paths listed below are only a sample of the opportunities one may consider. They have been taken from the Bureau of Labor’s Occupational Outlook Handbook and the O*Net Online. Some career paths may require additional education and training. To gain more understanding of the different career paths, take a look at Candid Career, where you can watch testimonials of people doing exactly what you might want to pursue.

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<th>Fabricator/Digital Molder</th>
<th>Website Developer</th>
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<tr>
<td>Design Teacher</td>
<td>Webcaster</td>
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<td>Podcaster</td>
<td>Visual Effects Editor</td>
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<td>Videographer</td>
<td>Production Technician</td>
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<td>Social Media Manager</td>
<td>Software Developer</td>
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<td>Social Photographer</td>
<td>Motion Graphic Designer</td>
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<td>Video Game Designer</td>
<td>Storyboard Artist</td>
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<td>Art Director</td>
<td>Computer Programmer</td>
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<td>Graphic Designer</td>
<td>Character Rigging</td>
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SAMPLE RÉSUMÉS

1. Sample one (these samples will be PDF links)
2. Sample two
3. Sample three

JOB SEARCH ENGINES

Smashing Jobs
The Creative Group
Corolof
Authentic Jobs
MediaBistro
Creative Hotlist
TalentZoo
Behance
Krop
If You Could

RESEARCH RESOURCES

ArtsTie
Journal of Digital Media Arts and Practice
The Princeton Review
Learn.org
All About Careers
Zippia

SALARY INFORMATION

Career Trends
Glassdoor
Pay Scale

WHAT YOU CAN DO NOW
Join a professional society or association related to Digital and Interactive Media Arts – See list below

Consider studying abroad. Click here to learn more.

Volunteer for WCSU’s Vita Program

Volunteer for Junior Achievement in your community

ASSOCIATIONS

Professional associations are a great way for college students, recent graduates, and career changers to enhance personal and professional development while being provided endless networking opportunities. Being a member of an association also offers chances to attend conferences, learn about latest industry trends, scholarships, internship opportunities, along with attitudes and competencies expected in the industries of interest. Many associations encourage students to participate and even offer drastically reduced membership rates. Being a member of an association could be the best thing you do for your career.

ACM SIGGRAPH
AIC (International Colour Association)
American Institute of Graphic Arts (AIGA)
Association Typographique Internationale (ATypI)
College Media Association
Design Communication Association
Digital Media Association
Entertainment Software Association
Graphic Artists Guild
ICOGRADA
IGDA (International Game Developers Association)
Inter-Society Color Council
Interactive Digital and Media Arts Associations (IDMAA)
International Society of Typographic Designers (ISTD)
National Communication Association
SEGD (Society for Environmental Graphic Design)
SIAD (Society of Illustrators, Artists, and Designers)
SIGCHI
Society for Technical Communication