

ANIMATION & GAME DEVELOPMENT

Program Outlook



Employment of multimedia artists and animators 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. Most multimedia artists and animators need a bachelor’s degree in computer graphics, art, or a related field to develop both an impressive portfolio of work and the strong technical skills that many employers prefer.

Employment Information			
	Greater Kansas City Area <small>(15 counties in KC Metropolitan Statistical Area)</small>	State of Kansas	National
2019	153	124	31,111
2024 Projected	165	133	33,203
% Change	7.8%	7.3%	6.7%

Salary Information <small>(Median Hourly Wage)</small>			
	Greater Kansas City Area <small>(15 counties in KC Metropolitan Statistical area)</small>	State of Kansas	National
2019	\$28.38	\$30.17	\$34.87

JCCC Completer Information <small>(2017-2018 Academic Year)</small>	
% Employed in Related Field	Median Hourly Wage
33%	\$17.42

The JCCC Office of Institutional Research conducts a follow-up study of program completers one year after completion.

Note: Salary Information for Greater Kansas City, State, and National is based on EMSI 2018 fourth quarter data. (Release 2019.3)
JCCC information for career program completers is based on data supplied by respondents to follow-up studies and is not necessarily representative of all career program completers. Other sources: Bureau of Labor Statistics