**Course Title**
Media Arts Ideas HS AB

**Course Abbreviation**
MEDIA ART ID A/B

**Course Code**
160121/2

**Special Notes**
Year course; foundational; no prerequisite

**Course Description**
This High School course for ninth through twelfth grade students explores a balanced range of media arts concepts and processes towards achieving proficiency in the standards of media arts. Students will experience a variety of new media forms, separately and in combination, including: sound, image, sequence and motion, animation, creative communications, virtual design and/or interactive programming. By exploring various media arts productions, tools, methods, vocabularies, and ideas, students will develop increased abilities to express intended artistic meaning. They will be prepared to matriculate into more advanced media arts courses in specialized areas such as sound production, cinema, animation, imaging design and interactive and virtual design. Students will develop critical thinking skills in aesthetic problem solving and media analysis and appreciation. They will develop enduring arts literacy through complex, aesthetically driven interactions of information, media and modalities, in relationship with their peers, environment, community and technology.

**California Content Standards**
The LAUSD District Media Arts Standards and California Visual Arts Content Standards below identify those standards to be mastered by all students who complete the course successfully.

1.1 Describe how text, time, dramatic structure, interactivity, movement, visual and spatial composition, and musical forms and styles are effectively integrated in media art works.
1.4 Describe how media art works affect and manage the viewer’s experience.
2.1 Create media art works that demonstrate clarity of intent in conveying an idea, story or emotion.
2.3 Refine and enhance media art works towards artistic intentions.
3.1 Demonstrate an understanding of how media arts document and influence global history and shape our conceptions of it.
4.1 Develop specific criteria to form critical judgements and defenses of the quality and effectiveness of a variety of media art works.
4.3 Demonstrate considered purpose in applying media arts principles and processes in media arts works.
5.1 Create a media arts portfolio and statement for purpose.
5.3 Demonstrate an understanding of the effects of visual communication media (e.g., television, music videos, film, Internet) on all aspects of society.

**Visual Arts**
1.3 Analyze the use of the elements of art and the principles of design as they relate to meaning in video, film, or electronic media.
2.7 Design a work of public art appropriate to and reflecting a location.
3.1 Examine and describe or report on the role of a work of art created to make a social comment or protest social conditions.
4.6 Select a grouping of their own works of art that reflects growth over time and describe the progression.
5.3 Demonstrate an understanding of the effects of visual communication media (e.g., television, music videos, film, Internet) on all aspects of society.

**Instructional Units/Pacing Plan**
Topics should be presented in an integrated manner where possible. Time spent on each unit is to be based upon the needs of the student and the instructional program.

**Artistic Process**
Creative exploration, observing, experimenting, synthesizing, etc.

**Modalities Development**
in individual and combined expressive vehicles of movement, spatial, temporal, visual, aural, interactive and/or textual production.

**Suggested Percentage of Instructional Time**

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<th>Instructional Units</th>
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<td>Artistic Process</td>
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<td>Modalities Development</td>
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**Technical Training** in a minimum of 3 media tools and processes (eks: imaging composition, sound production, motion techniques, and multimedia arrangement)

| **Media Arts vocabularies**, concepts, elements and principles | 10 |
| **Critical and Aesthetic Analysis** | 10 |
| **Contextual Awareness** – cultural, historical, economic, experiential | 10 |
| **Production Processes**, techniques and methods | 30 |

**Representative Objectives**

The student will be able to:

- Recognize, describe, analyze, discuss, and write about the aesthetic characteristics of works of media art and the environment using appropriate vocabulary.
- Demonstrate an understanding of how to solve aesthetic problems in unique and expressive ways.
- Create original and various works of media art of increasing complexity and with increased skill.
- Synthesize meaningful subjects and themes through integrating elements, media, modalities and metaphors.
- Demonstrate basic skills in a variety of media, techniques, and processes, individually and in combination, making choices as to what to apply in their work as they relate to expressive function and context.
- Discuss the conceptual and contextual meanings reflected in diverse cultural, historical and contemporary genres, forms and styles in media arts productions.
- Create appropriate criteria to critically analyze, make informed judgements and refine media art works.
- Discuss and describe the various purposes for creating media art works as well as the artistic, political and or economic factors involved.

**Representative Performance Skills**

In accordance with their individual capacity, students will grow in the ability to:

- Produce a work of media art effectively using a variety of emerging technology and aesthetic principles.
- Locate, organize, maintain, interpret, synthesize and communicate information (oral and written, creation of an artistic object, event or environment) using contemporary technologies.
- Research arts and art-related careers for those skilled in using contemporary technologies.
- Discuss complex issues for those artists using contemporary technologies, such as the innovative and meaningful generation and manipulation of sound, image and form, space, time; composition and multimedia choreography; expressive content, factual and fictional, etc.
- Discuss and make choices about using materials, formats and contemporary technologies as they relate to intent and audience.
- Identify some trends of contemporary styles in American and global media arts and discuss the diverse cultural developments reflected in the artworks created using contemporary technologies she or he has examined.
- Discuss (compare and contrast) the purposes of art from major time periods and cultures with those created using contemporary technologies in present time.
- Develop chains of reasoning for his or her judgments about works of art that link the elements of media art and principles of design, expressive characteristics, contextual factors and technical qualities to the interpretation of meaning.
- Use criteria for making judgments and identify the difference between preference.

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and judgment, intentions and purpose, and the contextual factors (technical, economic, cultural and political) that influence production and interpretation of media arts productions.

- Adapt to and effectively utilize a variety of technologies in innovative and novel ways.
- Collaborate with others and develop individual production capacities.
- Consider ethical choices in viewing and creating media productions.