

# Media Arts: MS Level 2

## CREATING MS2.CR

### Conceive

- 1 Generate and conceptualize artistic ideas and work. MS2.CR.1
  - 1 Produce various ideas and solutions for media arts products, applying chosen creative processes, including concept modeling and prototyping. MS2.CR.1.1

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### Develop

- 2 Organize and develop artistic ideas and work. MS2.CR.2
  - 2 Design, propose, and evaluate artistic ideas and prototypes and the production processes needed to generate them, demonstrating expressive intent. MS2.CR.2.2

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### Construct

- 3 Refine and complete artistic work. MS2.CR.3
  - 3 Coordinate production processes to combine content and components for specific purpose and meaning in media artworks, demonstrating understanding of associated principles. MS2.CR.3.3
  - 4 Improve media artworks by intentionally emphasizing particular expressive elements to reflect an understanding of purpose, audience, or place. MS2.CR.3.4

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## PERFORMING MS2.PR

### Integrate

- 4 Select, analyze, and interpret artistic work for presentation. MS2.PR.4
  - 5 Integrate multiple content and forms into unified media artworks that convey consistent perspectives and narratives. MS2.PR.4.5

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### Practice

- 5 Develop and refine artistic techniques and work for presentation. MS2.PR.5
  - 6 Exhibit artistic, design, technical, and soft skills through creative problem-solving, organizing, and collaboration to produce media artworks. MS2.PR.5.6
  - 7 Utilize creativity and design abilities to explore and develop solutions within and through media artworks. MS2.PR.5.7
  - 8 Demonstrate adaptability in constructing media artworks, using tools and techniques in standard and experimental ways to achieve an assigned purpose. MS2.PR.5.8

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### Present

- 6 Convey meaning through the presentation of artistic work. [MS2.PR.6](#)
  - 9 Evaluate different presentation formats and use the results to fulfill various tasks and defined processes to present and/or distribute media artworks. [MS2.PR.6.9](#)
  - 10 Evaluate the results of presenting media artworks and suggest improvements aimed at impacting personal growth. [MS2.PR.6.10](#)
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## **RESPONDING** [MS2.RE](#)

### **Perceive**

- 7 Perceive and analyze artistic work. [MS2.RE.7](#)
  - 11 Analyze the qualities of and relationships among the components in media artworks. [MS2.RE.7.11](#)
  - 12 Analyze how various forms, methods, and styles in media artworks interact with personal preferences in influencing audience experience. [MS2.RE.7.12](#)
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### **Interpret**

- 8 Interpret intent and meaning in artistic work. [MS2.RE.8](#)
  - 13 Analyze the intent and meaning of a variety of media artworks, using self-developed criteria. [MS2.RE.8.13](#)
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### **Evaluate**

- 9 Apply criteria to evaluate artistic work. [MS2.RE.9](#)
  - 14 Develop and apply criteria to evaluate production processes and contexts in various media artworks, and share constructive feedback. [MS2.RE.9.14](#)
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## **CONNECTING** [MS2.CN](#)

### **Synthesize**

- 10 Synthesize and relate knowledge and personal experiences to make art. [MS2.CN.10](#)
  - 15 Demonstrate how media artworks and ideas relate to various situations, purposes, and values through community, careers, and social media. [MS2.CN.10.15](#)
  - 16 Responsibly interact with media arts tools and environments, demonstrating appropriate use of copyright, ethics, media literacy, and social media. [MS2.CN.10.16](#)
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### **Relate**

- 11 Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding. [MS2.CN.11](#)
- 17 Use internal and external resources, including personal experiences and interests, to inform the creation of media artworks. [MS2.CN.11.17](#)
- 18 Demonstrate how media artworks form new meanings, knowledge, situations, and cultural experiences. [MS2.CN.11.18](#)