

Media Arts: MS Level 3

CREATING MS3.CR

Conceive

- 1 Generate and conceptualize artistic ideas and work. MS3.CR.1
 - 1 Generate varied ideas, goals, and solutions for original media arts products, applying creative processes through divergent thinking and experimentation. MS3.CR.1.1
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Develop

- 2 Organize and develop artistic ideas and work. MS3.CR.2
 - 2 Structure and critique ideas, plans, and prototypes for media artworks and the production processes involved in their creation, considering intent, resources, and the presentation context. MS3.CR.2.2
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Construct

- 3 Refine and complete artistic work. MS3.CR.3
 - 3 Implement production processes to integrate content and stylistic conventions for a specific meaning in media artworks, demonstrating understanding of associated principles. MS3.CR.3.3
 - 4 Refine media artworks, improving technical quality and intentionally accentuating selected expressive and stylistic elements, to reflect an understanding of purpose, audience, and setting. MS3.CR.3.4
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PERFORMING MS3.PR

Integrate

- 4 Select, analyze, and interpret artistic work for presentation. MS3.PR.4
 - 5 Integrate multiple contents and forms into unified media artworks that convey specific themes or ideas. MS3.PR.4.5
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Practice

- 5 Develop and refine artistic techniques and work for presentation. MS3.PR.5
 - 6 Demonstrate a range of discipline-specific artistic, design, technical, and soft skills through performing specified roles in producing media artworks. MS3.PR.5.6
 - 7 Develop solutions for problems in media arts productions through the use of creative and innovative adaptive skills. MS3.PR.5.7
 - 8 Demonstrate adaptability using tools, techniques, and content in standard and experimental ways to communicate intent in media artworks. MS3.PR.5.8

Present

- 6 Convey meaning through the presentation of artistic work. [MS3.PR.6](#)
- 9 Design the presentation and distribution of media artworks through multiple formats and/or contexts. [MS3.PR.6.9](#)
- 10 Evaluate results of presenting media artworks and implement improvements, based on impacts to personal growth and external effects. [MS3.PR.6.10](#)

RESPONDING [MS3.RE](#)

Perceive

- 7 Perceive and analyze artistic work. [MS3.RE.7](#)
- 11 Analyze the qualities of and relationships between the components and style in media artworks. [MS3.RE.7.11](#)
- 12 Analyze how various forms, methods, and styles in media artworks manage audience experience and create intention. [MS3.RE.7.12](#)

Interpret

- 8 Interpret intent and meaning in artistic work. [MS3.RE.8](#)
- 13 Analyze the intent and meanings of a variety of media artworks, focusing on intentions, forms, and various contexts. [MS3.RE.8.13](#)

Evaluate

- 9 Apply criteria to evaluate artistic work. [MS3.RE.9](#)
- 14 Evaluate media artworks and production processes with criteria based on context and artistic goals. [MS3.RE.9.14](#)

CONNECTING [MS3.CN](#)

Synthesize

- 10 Synthesize and relate knowledge and personal experiences to make art. [MS3.CN.10](#)
- 15 Demonstrate and explain how media artworks and ideas relate to various contexts, purposes, and values. [MS3.CN.10.15](#)
- 16 Responsibly interact with media arts tools, environments, and legal and technological contexts, explaining their practices regarding ethics, media literacy, social media, and virtual worlds. [MS3.CN.10.16](#)

Relate

- 11 Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding. [MS3.CN.11](#)
- 17 Use internal and external resources, including cultural and societal knowledge, to inform the creation of media artworks. [MS3.CN.11.17](#)
- 18 Analyze how media artworks expand meaning and knowledge and create cultural experiences. [MS3.CN.11.18](#)