Arizona Arts

Media Arts: Grades 9, 10, 11, 12

Adopted 2015

Creating

1. **Generate and conceptualize artistic ideas and work**
   a. Use teacher-selected generative methods to formulate multiple ideas, develop artistic goals, and problem solve in media arts creation processes.
   a. Generate ideas, goals, and solutions for original media artworks through application of focused creative processes (such as divergent thinking and experimenting).
   a. Integrate aesthetic principles with a variety of generative methods to fluently form original ideas, solutions, and innovations in media arts creation processes.

2. **Organize and develop artistic ideas and work**
   a. Apply aesthetic criteria in developing, proposing, and refining artistic ideas, plans, prototypes, and production processes for media arts productions, considering original inspirations, goals, and presentation context.
   a. Apply a personal aesthetic in designing, testing, and refining original artistic ideas, prototypes, and production strategies for media arts productions, considering artistic intentions, constraints of resources, and presentation context.
   a. Integrate a sophisticated personal aesthetic and knowledge of systems processes in forming, testing, and proposing original artistic ideas, prototypes, and production frameworks, considering complex constraints of goals, time, resources, and personal limitations.

3. **Refine and complete artistic work**
   a. Consolidate production processes to demonstrate deliberate choices in organizing and integrating content and stylistic conventions in media arts productions, demonstrating understanding of associated principles. (Such as emphasis, texture and tone.)
   b. Refine and modify media artworks, honing aesthetic quality and intentionally accentuating stylistic elements, to reflect an understanding of personal goals and preferences.
   a. Consolidate production processes to demonstrate deliberate choices in organizing and integrating content and stylistic conventions in media arts production, demonstrating understanding of associated principles. (Such as continuity and juxtaposition.)

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b. Refine and elaborate aesthetic elements and technical components to intentionally form impactful expressions in media artworks for specific purposes, intentions, audiences and contexts.

a. Synthesize content, processes, and components to express compelling purpose, story, emotion, or ideas in complex media arts productions, demonstrating mastery of associated principles. (Such as hybridization.)

b. Intentionally and consistently refine and elaborate elements and components to form impactful expressions in media artworks, directed at specific purposes, audiences, and contexts.

Producing

4. Select, Analyze and Interpret artistic work for performance

a. Integrate various arts, media arts forms, and content into unified media arts productions, considering the reaction and interaction of the audience (such as experiential design).

a. Integrate various arts, media arts forms, and academic content into unified media arts productions that retain thematic integrity and stylistic continuity (such as transmedia productions).

a. Synthesize various arts, media arts forms and academic content into unified media arts productions that retain artistic fidelity across platforms (such as transdisciplinary productions).

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5. Develop and refine artistic techniques and work for presentation

a. Demonstrate progression in artistic, design, technical, and soft skills, as a result of selecting and fulfilling specified roles in the production of a variety of media artworks.

b. Develop and refine a teacher-determined range of creative and adaptive innovation techniques (such as design thinking, and risk taking) in addressing identified challenges and constraints within and through media arts productions.

c. Demonstrate adaptation and innovation through the combination of tools, techniques and content, in standard and innovative ways, to communicate intent in the production of media artworks.

a. Demonstrate effective command of artistic, design, technical and soft skills in managing and producing media artworks.

b. Demonstrate effective use of creative and adaptive innovation techniques (such as iterative design, and responsive use of failure) to address sophisticated challenges within and through media arts productions.

c. Demonstrate the skillful adaptation and combination of tools, styles, techniques, and interactivity to achieve specific expressive goals in the production of a variety of media artworks.

a. Employ mastered artistic, design, technical, and soft skills in managing and producing media artworks.

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b. Fluently employ mastered creative and innovative adaptability in formulating lines of inquiry and solutions, to address complex challenges within and through media arts productions.

c. Independently utilize and adapt tools, styles, and systems in standard, innovative, and experimental ways in the production of complex media artworks.

6. **Convey meaning through the presentation of artistic work**

a. Design the presentation and distribution of collections of media artworks, considering combinations of artworks, formats, and audiences.

b. Evaluate and implement improvements in presenting media artworks, considering personal and local impacts (such as the benefits for self and others).

a. Curate and design the presentation and distribution of collections of media artworks through a variety of contexts (such as mass audiences, and physical and virtual channels).

b. Evaluate and implement improvements in presenting media artworks, considering personal, local, and social impacts (such as changes that occurred for people, or to a situation).

a. Curate, design, and execute the presentation and distribution of media artworks for intentional impacts, through a variety of contexts (such as markets and venues).

b. Independently evaluate, compare, and integrate improvements in presenting media artworks, considering personal to global impacts (such as new understandings that were gained by artist and audience).

Responding

7. **Perceive and analyze artistic work**

a. Analyze the qualities of and relationships between the components, style, and preferences communicated by media artworks and artists.

b. Analyze how a variety of media artworks manage audience experience and create intention through multimodal perception; and reflect analysis in production of student work.

a. Analyze and synthesize the qualities and relationships of the components in a variety of media artworks, and feedback on how they impact audience.

b. Analyze how a broad range of media artworks manage audience experience, create intention and persuasion through multimodal perception.

a. Analyze and synthesize the qualities and relationships of the components and audience impact in a variety media artworks.

b. Survey an exemplary range of media artworks, analyzing methods for managing audience experience, creating intention and persuasion through multimodal perception, and systemic communications.

8. **Interpret intent and meaning in artistic work**

a. Analyze the intent, meanings, and reception of a variety of media artworks, focusing on personal and cultural contexts.

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a. Analyze the intent, meanings, and influence of a variety of media artworks, based on personal, societal, historical, and cultural contexts.

a. Analyze the intent, meanings and impacts of diverse media artworks, considering complex factors of context and bias.

9. Apply criteria to evaluate artistic work

a. Evaluate media art works and production processes at decisive stages, using teacher-identified criteria, and considering context and artistic goals.

a. Form and apply defensible evaluations in the constructive and systematic critique of media artworks and production processes.

a. Independently develop rigorous evaluations of, and strategically seek feedback for media artworks and production processes, considering complex goals and factors.

Connecting

10. Synthesize and relate knowledge and personal experiences to make art

a. Access, evaluate, and integrate personal and external resources to inform the creation of original media artworks (such as experiences, interests, and cultural experiences).

b. Explain and demonstrate the use of media artworks to expand meaning and knowledge, and create cultural experiences (such as learning and sharing through online environments).

a. Synthesize internal and external resources to enhance the creation of persuasive media artworks (such as cultural connections, introspection, research, and exemplary works).

b. Explain and demonstrate the use of media artworks to synthesize new meaning and knowledge, and reflect and form cultural experiences (such as new connections between themes and ideas, local and global networks, and personal influence).

a. Independently and proactively access relevant and qualitative resources to inform the creation of clear and convincing media artworks.

b. Demonstrate and expound on the use of media artworks to accomplish new meaning, knowledge, and impactful cultural experiences.

11. Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding

a. Demonstrate and explain how media artworks and ideas relate to various purposes, values, cultures, and contexts (such as social trends, power, equality, and personal/cultural identity).

b. Critically evaluate and effectively interact with legal, technological, systemic, and vocational contexts of media arts, considering ethics, media literacy, social media, virtual worlds, and digital identity.

a. Examine in depth and demonstrate the relationships of media arts ideas and works to various purposes, values, cultures, and contexts (such as markets, systems, propaganda, and truth).

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b. Critically investigate and ethically interact with legal, technological, systemic, and vocational contexts of media arts, considering ethics, media literacy, digital identity, and artist/audience interactivity.

a. Demonstrate the relationships of media arts ideas and works to personal and global purposes, values, cultures, and contexts, through relevant and impactful media artworks.

b. Critically investigate and strategically interact with legal, technological, systemic, and vocational contexts of media arts.