

Media Arts: Grade 8

Adopted 2016

Creating

1: Generate and conceptualize artistic ideas and work.

- a. Produce a variety of ideas and solutions for media artworks through application of chosen inventive generative methods (for example, concept modeling, prototyping). **MA:CR1.1.8.A**

2: Organize and develop artistic ideas and work.

- a. Structure and critique ideas, plans, prototypes, and production processes for media arts productions, considering intent, resources, and the presentation context. **MA:CR2.1.8.A**

3: Revise, refine, and complete artistic work.

- a. Implement production processes to integrate content and stylistic conventions for determined meaning in media arts productions, demonstrating understanding of associated principles (for example, theme, unity). **MA:CR3.1.8.A**
- b. Analyze, refine, and modify media artworks, improving technical quality and accentuating selected expressive and stylistic elements, to reflect an understanding of purpose, audience, and place. **MA:CR3.1.8.B**

Producing

4: Select, analyze, and interpret artistic work for presentation.

- a. Integrate multiple contents and forms into unified media arts productions that convey specific themes or ideas in order to reach a given audience. **MA:PR4.1.8.A**

5: Develop and refine artistic techniques and work for presentation.

- a. Demonstrate a defined range of artistic, design, technical, and soft skills through performing specified roles in producing and presenting media artworks (for example, strategizing, collaborative communication). **MA:PR5.1.8.A**
- b. Demonstrate a defined range of creative and adaptive innovation abilities (for example, divergent solutions, bending conventions) in developing new solutions for identified problems within and through media arts productions. **MA:PR5.1.8.B**
- c. Demonstrate adaptability using tools, techniques and content in standard and experimental ways to communicate intent in the production of media artworks. **MA:PR5.1.8.C**

6: Convey meaning through the presentation of artistic work.

- a. Design the presentation and distribution of media artworks through multiple formats and/or contexts. [MA:PR6.1.8.A](#)
 - b. Evaluate the results of, and implement improvements for, presenting media artworks, considering impacts on personal growth and external effects. [MA:PR6.1.8.B](#)
-

Responding

7: Perceive and analyze artistic work.

- a. Compare, contrast, and analyze the relationships between the components and style in media artworks. [MA:RE7.1.8.A](#)
 - b. Compare, contrast, and analyze how various forms, methods, and styles in media artworks shape audience experience and create meaning. [MA:RE7.1.8.B](#)
-

8: Construct meaningful interpretations of artistic work.

- a. Interpret meanings of a variety of media artworks, focusing on intentions, forms, and various contexts. [MA:RE8.1.8.A](#)
-

9: Apply criteria to evaluate artistic work.

- a. Develop and apply relevant and specific criteria to evaluate various media artworks and production processes, considering context and practicing constructive feedback. [MA:RE9.1.8.A](#)
-

Connecting

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

- a. Access, evaluate, and use internal and external resources (for example, cultural knowledge, research, exemplary works) to inform the creation of media artworks. [MA:CN10.1.8.A](#)
 - b. Explain and demonstrate how media artworks create cultural experiences (for example, local and global events). [MA:CN10.1.8.B](#)
-

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 contexts, purposes, and values (for example, democracy, environment, connecting people and places). [MA:CN11.1.8.A](#)
- b. Analyze and responsibly interact with media arts tools, environments, and legal and technological contexts, considering ethics, media literacy, social media, and virtual worlds. [MA:CN11.1.8.B](#)