

Media Arts: Grades 9, 10, 11, 12

Adopted 2016

Creating

1: Generate and conceptualize artistic ideas and work.

- a. Use identified generative methods to formulate multiple ideas, develop artistic goals, and problem solve in media arts creation processes. **MA:CR1.1.I.A**
- a. Strategically utilize generative methods to formulate multiple ideas, refine artistic goals, and increase the originality of approaches in media arts creation processes. **MA:CR1.1.II.A**
- a. Integrate aesthetic principles with a variety of generative methods to fluently form original ideas, solutions, and innovations in media arts creation processes. **MA:CR1.1.III.A**

2: Organize and develop artistic ideas and work.

- a. Research and 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. **MA:CR2.1.I.A**
- a. Apply a personal aesthetic in designing, experimenting, and refining original artistic ideas, prototypes, and production strategies for media arts productions, considering artistic intentions, constraints of resources, and presentation context. **MA:CR2.1.II.A**
- a. Integrate a complex personal aesthetic and knowledge of systems processes in forming, experimenting, and proposing original artistic ideas, prototypes, and production frameworks, considering complex constraints of goals, time, resources, and personal limitations. **MA:CR2.1.III.A**

3: Revise, 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 (for example, emphasis, tone). **MA:CR3.1.I.A**
- b. Analyze, refine, and modify media artworks, honing aesthetic quality and accentuating stylistic elements, to reflect an understanding of personal goals and preferences. **MA:CR3.1.I.B**
- 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 (for example, continuity, juxtaposition). **MA:CR3.1.II.A**

- b. Analyze, refine, and elaborate aesthetic elements and technical components to form impactful expressions in media artworks for specific purposes, intentions, audiences, and contexts. [MA:CR3.1.II.B](#)
 - a. Analyze, refine, and elaborate elements and components to express compelling purpose, story, emotion, or ideas in complex media arts productions, demonstrating mastery of associated principles (for example, hybridization). [MA:CR3.1.III.A](#)
 - b. Analyze, refine, and elaborate elements and components to create media artworks that have an impact on specific purposes, audiences, and contexts. [MA:CR3.1.III.B](#)
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Producing

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

- a. Integrate ideas from various media arts and other sources into unified productions, considering the reactions and interactions of a given or intended audience. [MA:PR4.1.I.A](#)
 - a. Integrate ideas from various arts, media arts forms, and other sources into unified media arts productions, considering the reactions and interactions of various audiences. [MA:PR4.1.II.A](#)
 - a. Synthesize ideas from various arts, media arts forms, academic curriculum, and other sources into unified media arts productions that retain artistic fidelity across platforms and audiences. [MA:PR4.1.III.A](#)
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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 and presentation of a variety of media artworks. [MA:PR5.1.I.A](#)
- b. Develop and refine a determined range of creative and adaptive innovation abilities (for example, design thinking, risk taking) in addressing identified challenges and constraints within and through media arts productions. [MA:PR5.1.I.B](#)
- 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. [MA:PR5.1.I.C](#)
- a. Demonstrate effective command of artistic, design, technical, and soft skills in managing, producing, and presenting media artworks. [MA:PR5.1.II.A](#)
- b. Demonstrate effective ability in creative and adaptive innovation abilities (for example, resisting closure, responsive use of failure) to address sophisticated challenges within and through media arts productions. [MA:PR5.1.II.B](#)
- 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. [MA:PR5.1.II.C](#)
- a. Employ mastered artistic, design, technical, and soft skills in managing, producing and presenting media artwork. [MA:PR5.1.III.A](#)

- 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. [MA:PR5.1.III.B](#)
 - c. Independently utilize and adapt tools, styles, and systems in standard, innovative, and experimental ways in the production of complex media artworks. [MA:PR5.1.III.C](#)
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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. [MA:PR6.1.I.A](#)
 - b. Evaluate and implement improvements in presenting media artworks, considering personal and local impacts (for example, the benefits for self and others). [MA:PR6.1.I.B](#)
 - a. Curate and design the presentation and distribution of collections of media artworks through a variety of contexts (for example, mass audiences, physical and virtual channels). [MA:PR6.1.II.A](#)
 - b. Evaluate and implement improvements in presenting media artworks, considering personal, local, and social impacts (for example, changes that occurred for people or to a situation). [MA:PR6.1.II.B](#)
 - a. Curate, design, and promote the presentation and distribution of media artworks for intentional impacts, through a variety of contexts (for example, markets, venues). [MA:PR6.1.III.A](#)
 - b. Independently evaluate, compare, and integrate improvements in presenting media artworks, considering personal to global impacts (for example, new understandings that were gained by artist and audience). [MA:PR6.1.III.B](#)
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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. [MA:RE7.1.I.A](#)
 - b. Analyze how a variety of media artworks shape audience experience and create meaning through multimodal presentations. [MA:RE7.1.I.B](#)
 - a. Analyze and synthesize the qualities and relationships of the components in a variety of media artworks and provide feedback on how they impact audience. [MA:RE7.1.II.A](#)
 - b. Analyze how a wide variety of media artworks shape audience experience, create meaning, and persuade through multimodal presentations. [MA:RE7.1.II.B](#)
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8: Construct meaningful interpretations of artistic work.

- a. Interpret meanings and reaction to a variety of media artworks, focusing on personal and cultural contexts. [MA:RE8.1.I.A](#)
- a. Interpret meanings and influence of a variety of media artworks, based on personal, societal, historical, and cultural contexts. [MA:RE8.1.II.A](#)

- a. Interpret meanings and impacts of diverse media artworks, considering complex factors of context and bias. [MA:RE8.1.III.A](#)
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9: Apply criteria to evaluate artistic work.

- a. Evaluate media artworks and production processes with developed criteria, considering context and artistic goals. [MA:RE9.1.I.A](#)
 - a. Evaluate media artworks and production processes at decisive stages, using identified criteria and considering context and artistic goals. [MA:RE9.1.II.A](#)
 - a. Independently form and apply defensible evaluations in the constructive and systematic critique of media artworks and production processes. [MA:RE9.1.III.A](#)
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Connecting

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

- a. Access, evaluate, and integrate personal and external resources (for example, experiences, interests, cultural experiences) to inform the creation of original media artworks. [MA:CN10.1.I.A](#)
 - b. Explain and demonstrate the use of media artworks to expand meaning and knowledge and to create cultural experiences (for example, learning and sharing through online environments). [MA:CN10.1.I.B](#)
 - a. Synthesize internal and external resources (for example, cultural connections, introspection, research, exemplary works) to enhance the creation of persuasive media artwork. [MA:CN10.1.II.A](#)
 - b. Explain and demonstrate the use of media artworks to synthesize new meaning and knowledge and reflect and form cultural experiences (for example, new connections between themes and ideas, local and global networks, personal influence). [MA:CN10.1.II.B](#)
 - a. Independently and proactively access relevant and qualitative resources to inform the creation of cogent media artworks. [MA:CN10.1.III.A](#)
 - b. Demonstrate and expound on the use of media artworks to perfect new meaning, knowledge, and cultural experiences that have an impact. [MA:CN10.1.III.B](#)
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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, social trends, power, equality, cultural identity). [MA:CN11.1.I.A](#)
- 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. [MA:CN11.1.I.B](#)
- a. Demonstrate the relationships of media arts ideas and works to various contexts, purposes, and values (for example, markets, systems, propaganda, truth). [MA:CN11.1.II.A](#)

- 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. **MA:CN11.1.II.B**
- a.** Examine in depth and demonstrate the relationships of media arts ideas and works to local and global contexts, purposes, and values through relevant media artworks that have an impact. **MA:CN11.1.III.A**
- b.** Critically investigate and strategically interact with legal, technological, systemic, and vocational contexts of media arts. **MA:CN11.1.III.B**