Kentucky CTE

Media Arts: Introduction to Media Arts 480901 (2026–2027)

Examine careers in Media Arts. 1	1 Examine careers in Media Arts. 1
Analyze ethics as it relates to Media Arts and demonstrate copyright rules for artwork, animation and graphic use. 2	2 Analyze ethics as it relates to Media Arts and demonstrate copyright rules for artwork, animation and graphic use. 2
Research and synthesize historical and cultural knowledge of Media Arts anesthetics, genres, influences, styles and techniques relating to film, animation and gaming. 3	3 Research and synthesize historical and cultural knowledge of Media Arts anesthetics, genres, influences, styles and techniques relating to film, animation and gaming. 3
Explore how to collaborate and interact with teams and with clients. 4	4 Explore how to collaborate and interact with teams and with clients. 4
Demonstrate project management tasks and practice brainstorming and ideation to develop a concept. 5	5 Demonstrate project management tasks and practice brainstorming and ideation to develop a concept. 5
Explore the use of technology specific to Me	6 Explore the use of technology specific to Media Arts. 6

Skip to main content

Examine how to pitch and present a project. 7	7 Examine how to pitch and present a project. 7
Identify how to constructively critique fellow students' work. 8	8 Identify how to constructively critique fellow students' work. 8
Identify an audience and when the use of specific media tools is appropriate. 9	9 Identify an audience and when the use of specific media tools is appropriate. 9
Analyze and critique design goals in accordance with the target audience and desired response. 10	10 Analyze and critique design goals in accordance with the target audience and desired response. 10
Explore how to use the elements and principles of design. 11	11 Explore how to use the elements and principles of design. 11
Demonstrate the production process. 12	12 Demonstrate the production process. 12
Visually communicate concepts and ideas. 13	13 Visually communicate concepts and ideas. 13
Investigate notable milestones in the development of Media Arts products, including platforms, hardware and software change and advancements. 14	14 Investigate notable milestones in the development of Media Arts products, including platforms, hardware and software change and advancements. 14
Demonstrate standard copyright rules for artwork, animation, and graphic use. 15	15 Demonstrate standard copyright rules for artwork, animation, and graphic use. 15