

Media Arts: Introduction to Media Arts

Examine careers in Media Arts. [IMA1](#)

1 Examine careers in Media Arts. [IMA1](#)

Analyze ethics as it relates to Media Arts and demonstrate copyright rules for artwork, animation and graphic use. [IMA2](#)

2 Analyze ethics as it relates to Media Arts and demonstrate copyright rules for artwork, animation and graphic use. [IMA2](#)

As it relates to film, animation and gaming, research and synthesize historical and cultural knowledge of Media Arts in the following areas: [IMA3](#)

a aesthetics [IMA3A](#)

b genres [IMA3B](#)

c influences [IMA3C](#)

d styles and techniques [IMA3D](#)

Explore how to collaborate and interact with teams and with clients. [IMA4](#)

4 Explore how to collaborate and interact with teams and with clients. [IMA4](#)

Demonstrate project management tasks and practice brainstorming and ideation to develop a concept. [IMA5](#)

5 Demonstrate project management tasks and practice brainstorming and ideation to develop a concept. [IMA5](#)

Explore the use of technology specific to Media Arts. [IMA6](#)

6 Explore the use of technology specific to Media Arts. [IMA6](#)

Examine how to pitch and present a project. [IMA7](#)

7 Examine how to pitch and present a project. [IMA7](#)

Identify how to constructively critique fellow students work. IMA8

8 Identify how to constructively critique fellow students work. IMA8

Identify an audience and when the use of specific media tools is appropriate. IMA9

9 Identify an audience and when the use of specific media tools is appropriate. IMA9

Analyze and critique design goals in accordance with the target audience and desired response. IMA10

10 Analyze and critique design goals in accordance with the target audience and desired response. IMA10

Explore how to use the elements and principles of design. IMA11

11 Explore how to use the elements and principles of design. IMA11

Demonstrate the production process. IMA12

12 Demonstrate the production process. IMA12

Visually communicate concepts and ideas. IMA13

13 Visually communicate concepts and ideas. IMA13

Investigate notable milestones in development of Media Arts products, including platforms, hardware and software change and advancements. IMA14

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Demonstrate standard copyright rules for artwork, animation, and graphic use. IMA15

15 Demonstrate standard copyright rules for artwork, animation, and graphic use. IMA15