Kentucky CTE

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 an pr	**7 Examine how to pitch and present a project.** IMA7

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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	**14** **Investigate notable milestones in development of Media Arts products, including platforms, hardware and software change and advancements.** IMA14
Demonstrate standard copyright rules for artwork, animation, and graphic use. IMA15	**15** **Demonstrate standard copyright rules for artwork, animation, and graphic use.** IMA15