Massachusetts Arts

Media Arts: High School: Foundations

Creating	1	Generate and conceptualize artistic ideas and work. Create media arts ideas that are characteristic of different media genres. F.MA.CR.01
	2	Organize and develop artistic ideas and work. Create multiple different plans for a work prior to selecting one to implement. F.MA.CR.02
	3	Refine and complete artistic work. Refine concepts and content by focusing on a specific element such as interactivity, temporality, or heterogeneity. F.MA.CR.03
Presenting	4	Select, analyze and interpret artistic work for presentation. Justify choices for curating and presenting artwork for a specific exhibit or event (e.g., students complete a proposal for a juried show within the community.) F.MA.P.04
	5	Develop and refine artistic techniques and work for presentation. Develop a proposal for an installation, artwork, or digital space that transforms the perception and experience of a particular place. F.MA.P.05
	6	Convey meaning through the presentation of artistic work. Describe how decisions about how a media artwork is presented are connected to what the student wants to express, evoke, or communicate. F.MA.P.06
Responding	7	Perceive and analyze artistic work. Analyze the style of a media artist, and how the style manifests itself in a given media artwork. F.MA.R.07
	8	Interpret intent and meaning in artistic work. Identify artistic elements from a work that connect it to a specific genre or style. F.MA.R.08
	9	Apply criteria to evaluate artistic work. Compare and contrast different rubrics or criteria for evaluating media artwork. F.MA.R.09
Connecting	10	Synthesize and relate knowledge and personal experiences to make art. Describe what has influenced changes in one's own artistic style and preferences in media arts. F.MA.CO.10

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11 **Relate artistic ideas and works to societal, cultural and historical contexts to deepen understanding. Identify the connections between historical and cultural context and defining stylistic elements of multiple media artworks (e.g., shifting styles due to the birth of computer animation).** F.MA.CO.11