Minnesota Arts: Media Art

Grade 8

Foundations

1 Use foundational knowledge and skills while responding to, creating, and presenting artistic work. 2.A.1.1

Create

2 Generate and develop original artistic ideas. 2.8.2.2

1 Structure and critique ideas and solutions for original media artworks, using divergent thinking and identified generative methods. For example: Compare and contrast App-based animation platforms; repeatedly abstract an object for a 2D design. 2.8.2.2.1

3 Create original artistic work. 2.8.2.3

1 Create media artworks using transdisciplinary or transmedia production, to express emotion and meaning. For example: Original sound design (such as an experiential design incorporating a podcast) considering theme, movement and unity; simple web page design considering positioning with multimodal perception. 2.8.2.3.1

4 Revise and complete original artistic work. 2.8.2.4

1 Refine media artworks, resisting closure while intentionally altering stylistic conventions based on specific goals and personal choices. For example: Edit video game level design considering interactive components after receiving feedback. 2.8.2.4.1

Present

5 Develop and refine artistic techniques and work for presentation. 2.8.3.5

1 Develop and apply criteria for evaluating a collection of media artwork for presentation. For example: Create survey for a focus group; participate in forum on media artwork presentation. 2.8.3.5.1

6 Make artistic choices in order to convey meaning through presentation. 2.8.3.6

1 Evaluate and implement improvements in the presentation of media artworks, considering personal and local impacts. For example: Research the changes to personal or corporate branding over time. 2.8.3.6.1

Respond

7 Analyze and construct interpretations of artistic work. 2.8.4.7

1 Analyze the relationships between media arts components, and explain how transdisciplinary or transmedia productions communicate and affect audience experience. For example: Compare the experience of platforms with interactivity (such as experiential design) with the experience of traditional art mediums. 2.8.4.7.1

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8 **Evaluate artistic work by applying criteria.** 2.8.4.8

1 Evaluate media artworks and production processes with developed criteria at multiple stages in the creation process, including criteria related to fair use and copyright.** For example: Plagiarism; appropriation; intellectual property; creative commons media; public domain; and legal. 2.8.4.8.1

Connect

9 **Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work.** 2.8.5.9

1 Evaluate the cycle of producing media artworks to make meaning of and respond to local and global events, and the power of media arts to affect social change. For example: Artmaking in response to natural disaster; political and social campaigns. 2.8.5.9.1

10 **Demonstrate an understanding that artistic works influence and are influenced by personal, societal, cultural, and historical contexts, including the contributions of Minnesota American Indian tribes and communities.** 2.8.5.10

1 Explain different ways media arts are used to represent, establish, reinforce, and reflect culture or group identity. For example: Use of memes and viral video in systematic communications. 2.8.5.10.1