

High School

Foundations

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

- 2 Generate and develop original artistic ideas.** 2.9.2.2

- 1 Apply aesthetic criteria in developing, proposing, and refining artistic ideas, plans, prototypes, and production processes for media artworks, considering original inspirations, audience and constraints. For example: Survey; research; design thinking; identify problem. 2.9.2.2.1
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- 3 Create original artistic work.** 2.9.2.3

- 1 Create media artworks using hybridization or multimodal perception, by integrating components and stylistic conventions, to express compelling purpose, story, or emotion. For example: Set building with light, motion or interactivity; character development, type selection considering multiple presentation formats. 2.9.2.3.1
 - 2 Create media arts productions in a variety of genres, considering critical media literacies, aesthetic criteria, communication goals, and audience using artistic foundations. For example: Magazine layout considering space and sequence specifically through typography, messaging, and audience; game world design considering narrative structure. 2.9.2.3.2
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- 4 Revise and complete original artistic work.** 2.9.2.4

- 1 Modify media artworks by improving technical quality, components, and stylistic conventions, based on consideration of purpose, audience, and place. For example: Redesign webpage based on a specific project goal. 2.9.2.4.1
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Present

- 5 Develop and refine artistic techniques and work for presentation.** 2.9.3.5

- 1 Critique and justify the use of design components within a media arts presentation, considering the reaction of the audience. For example: Director Q&A; stakeholder review; SCAMPER; six thinking hats. 2.9.3.5.1
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- 6 Make artistic choices in order to convey meaning through presentation.** 2.9.3.6

- 1 Design and evaluate presentation and distribution of media artworks through multiple formats for specific contexts, market(s) and system(s). For example: Evaluate presentation modes for media artworks through virtual channels versus a multimedia theatre, considering media arts contexts. 2.9.3.6.1
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Respond

7 Analyze and construct interpretations of artistic work. 2.9.4.7

- 1 Analyze how a broad range of media artworks affect experience and communicate through multimodal perception, while using artistic foundations. For example: Analyze the managed experience in augmented reality, virtual worlds or gaming that incorporates artificial intelligence. 2.9.4.7.1
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8 Evaluate artistic work by applying criteria. 2.9.4.8

- 1 Construct and defend evaluations of media artworks and production processes, including criteria related to ethics. ** For example: Respond to representations of people, identity or groups in media artworks. 2.9.4.8.1
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Connect

9 Integrate knowledge and personal experiences while responding to, creating, and presenting artistic work. 2.9.5.9

- 1 Incorporate personal experiences and cultural perspectives to establish personal aesthetic in media artworks. 2.9.5.9.1
 - 2 Analyze how individually developed media messages influence local and global communities. For example: Disruption of the dominant discourse through media artworks; responsibly and irresponsibly developed media messages. 2.9.5.9.2
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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. 2.9.5.10

- 1 Synthesize how media arts represent, establish, reinforce, and reflect culture or group identity. 2.9.5.10.1
- 2 Use contexts, purposes, representations, and values to inform media artworks. For example: Develop media literacy to examine how media messages affect social trends, power, equity, bias, gender, personal or cultural identity. 2.9.5.10.2