Digital Media and Emerging Technologies

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This will be a self-guided course that allows students to choose a digital media concept and design projects that explore that concept in-depth. Students will be required to provide a weekly log of progress and will produce a final capstone project/presentation. Some media concepts to choose from would be: computer arts, digital storytelling, filmmaking, game design, animation, visual effects, mobile media design and audio production. We will begin the course by learning the tools and techniques associated with digital media arts.
Grade breakdown: Your grade will be based on weekly projects, , class participation, research, weekly logs, and your portfolio. The portfolio will be ongoing and recorded on the Fairview Blogs.

1. ***Projects : -50%*** - The projects will focus on developing a digital media project goals and establishing a timeline for completion.

2. ***Research /Homework/Weekly Logs: -25%*** - Students will learn and apply digital media processes and techniques to their intended project goal.

3. ***Portfolio - 25%*** - Digital Portfolio Entries and Display.

Grading:
Assignments will be graded by the following criteria:
· Following project timeline and recording weekly logs.
· Work shows creativity and meaningful thought.
· Work demonstrates tools and techniques learned and how they apply to their digital media project goals.
· All work will be graded based off of the following rubric:

Art Rubric	Poor	Fair	Good

Digital Media Concepts	**Poor** Student completed the minimum, and/or artwork was not completed. The work does not demonstrate the necessary techniques, elements and criteria for assignment.	**Fair** Student completed the minimum and demonstrated the necessary techniques, elements and criteria for assignment.	**Good** Student completed more than the minimum, demonstrated the necessary techniques, elements and criteria for assignment.
Creativity	**Poor** The student work lacked sincere originality.	**Fair** The student work demonstrated originality.	**Good** The student work demonstrated a unique level of originality.
Effort/Skill	**Poor** Student did not finish their work in a satisfactory manner, and their work reflected a lack of understanding.	**Fair** Student completed their designs with average effort, and showed average understanding of the concepts and application.	**Good** Student showed an above average effort on finishing the design. Work is outstanding and shows a deep understanding of the theme.
Class Participation	**Poor** Student communicates few, if any comments during class discussions.	**Fair** Student engages in answering questions in a sporadic manner.	**Good** Student continually answers questions and shares his/her feelings about the subject on an above average level.
Timeline/Goals	**Poor** Student turns in work late or not at all and has not accomplished goal.	**Fair** Student turns in work semi-regularly and close to achieving goal.	**Good** Student turns in work on time and has accomplished their goal.

COURSE STANDARDS

(Cognitive and Creative Learning Processes)

HS BEGINNING

PERCEIVING/KNOWING

1PE   Examine and articulate the effects of context on visual imagery.

2PE   Identify and describe the sources artists use for visual reference and to generate ideas for artworks.

3PE   Identify the relationship between community or cultural values and trends in visual art.

4PE   Identify the factors that influence the work of individual artists.

5PE   Describe the role of technology as a visual art medium.

6PE   Describe the decisions made in the design of everyday objects.

PRODUCING/PERFORMING

1PR   Demonstrate basic technical skill and craftsmanship with various art media when creating images from observation, memory and imagination.

2PR   Apply the elements and principles of art and design using a variety of media to solve specific visual art problems.

3PR   Explore multiple solutions to visual art problems through preparatory work.

4PR   Establish the appropriate levels of craftsmanship when completing artworks.

5PR   Investigate how to access available digital tools and innovative technologies to create and manipulate artwork.

6PR   Identify and apply visual literacy as a means to create images that are personally expressive.

RESPONDING/REFLECTING

1RE   Explore various methods of art criticism in responding to artworks.

2RE   Identify assessment practices to manage, monitor and document their learning.

3RE   Use appropriate vocabulary to define and describe techniques and materials used to create works of art.

4RE   Investigate the role of innovative technologies in the creation and composition of new media imagery.

5RE   Identify and explain one or more theories of aesthetics and visual culture.

6RE   Identify various venues for viewing works of art.

7RE   Recognize and articulate the importance of lifelong involvement and advocacy in the arts.