



AWE 201 - MEDIA ARTS

GR. 10 OPEN LEVEL

COURSE OUTLINE

TEACHER: MR. GALANG
ROOM: 111

DESCRIPTION

This course emphasizes the development of the knowledge and skills required for the production of media art works (eg. Graphic arts, digital design, computer animation and sound). Students will develop an appreciation of the history of media arts through analyzing specific works, and will create media art works using a variety of technologies (eg. digital camera, photo-imaging software, computer-modeling software).

CONNECTION TO CATHOLIC FAITH

This course will help students address the Ontario Catholic Graduate Expectation that they become effective communicators who use and integrate the Catholic faith tradition in the critical analysis of the arts, media, technology and information systems to enhance the quality of life.

STRANDS AND EXPECTATIONS

CREATING AND PRESENTING

- A1. The Creative Process: apply the creative process to create a variety of artworks, individually and/or collaboratively;
- A2. The Elements and Principles of Design: apply the elements and principles of design to create art works for the purpose of self-expression and to communicate ideas, information, and/or messages;
- A3. Production and Presentation: produce art works, using a variety of media/materials and traditional and emerging technologies, tools, and techniques, and demonstrate an understanding of a variety of ways of presenting their works and the works of others.

REFLECTING, RESPONDING, AND ANALYSING

- B1. The Critical Analysis Process: demonstrate an understanding of the critical analysis process by examining, interpreting, evaluating, and reflecting on various art works;
- B2. Art, Society, and Values: demonstrate an understanding of how art works reflect the societies in which they were created, and how they can affect both social and personal values;
- B3. Connections Beyond the Classroom: describe opportunities and requirements for continued engagement in visual arts.

FOUNDATIONS

- C1. Terminology: demonstrate an understanding of, and use correct terminology when referring to, elements, principles, and other components related to visual arts;
- C2. Conventions and Techniques: demonstrate an understanding of conventions and techniques used in the creation of visual art works;
- C3. Responsible Practices: demonstrate an understanding of responsible practices in visual arts.

TIMELINE**UNITS OR TOPICS OF STUDY**

10 HRS

Unit 1 - THE DIGITAL IMAGE: A PRIMER IN MEDIA ARTS

This first unit will examine the concepts behind the production of imagery in the digital age. We will examine how the image can also be manipulated and disseminated in many different ways. The elements of Art and Design will also be discussed in this introductory survey.

10 HRS

Unit 2 - PHOTOSHOP CS6 & IMAGE MANIPULATION

This second unit will introduce the students to Adobe Photoshop - the industry's leading image manipulation software. For this unit, the students will learn the interface basics. Basic cropping and extraction techniques will also be covered as well as layers, blend modes, colour channels and textures.

10 HRS

In-Class Project 1 - DIGITAL DREAMSCAPE

For the first in-class project, students will be introduced to the Work of Sigmund Freud and Salvador Dali & Surrealism - an artistic and literary movement that formed in the early twenties. For this project, students are required to track their dreams in a two-week period and then re-create the dream using Photoshop as well as the concepts learned in class. An in-class critique will finish off this project.

20 HRS

Media Literacy - BIG BROTHER IS WATCHING

Studying the development of Media Arts is critical to the understanding of how media affects us in so many ways. Media Literacy may be spread out throughout the semester. A first semester test & final exam includes everything studied from and discussed in class.

10 HRS

Unit 3 - ILLUSTRATOR CS6 AND CREATING VECTOR ART

This third unit will introduce students to Adobe Illustrator and Vector graphics. As a completely different tool from Photoshop (manipulation), the students will learn about Illustrator's interface as well as the basics of the program. Students will also learn how to create basic shapes and ultimately will learn how to use the pen-tool.

20 HRS

In-Class Project 2 - THE EMOJI PROJECT

For the second in-class project, students will be introduced to the concept of simple portraiture (in this case, creating your own emoji). Prior to starting the project, the students will also be introduced to the history of symbols and its evolution into emojis in contemporary communication.

10 HRS

Unit 4 - VECTOR AND BITMAP GRAPHICS - THE NEW WORLD OF ILLUSTRATION

This fourth unit will combine the use of both Photoshop and Illustrator to create a cross-platform work of art. Students will also be introduced to hand-drawn digital graphics through the use of a WACOM pen tablet, as well as scanning found graphics and textures.

TIMELINE**UNITS OR TOPICS OF STUDY**

20 HRS

CPT - THE DIGITAL PROPAGANDA

The final CPT for the course will revolve around the development of a propaganda campaign that highlights social causes that are important to you. We shall be looking at the work of both graffiti artists Banksy as well as Sheppard Fairey.

EVAL %	ASSESSMENT & EVALUATION BREAKDOWN	LEARNING SKILLS
TERM WORK (70% TOTAL OF FINAL MARK)		
10 %	KNOWLEDGE / UNDERSTANDING	RESPONSIBILITY
10 %	THINKING / INQUIRY	<ul style="list-style-type: none"> • Fulfills responsibilities and commitments within the learning environment. • Completes and submits class work, homework, and assignments according to agreed-upon timelines. • Takes responsibility for and manages own behaviour.
20 %	COMMUNICATION	ORGANIZATION
30 %	APPLICATION	<ul style="list-style-type: none"> • Devises and follows a plan and process for completing work and tasks. • Establishes priorities and manages time to complete tasks and achieve goals. • Identifies, gathers, evaluates, and uses information, technology, and resources to complete tasks.
SUMMATIVE (30% TOTAL OF FINAL MARK)		
30 %	CPT	INDEPENDENT WORK
<ul style="list-style-type: none"> • Independently monitors, assesses, and revises plans to complete tasks and meet goals. • Uses class time appropriately to complete tasks. • Follows instructions with minimal supervision. 		
COLLABORATION		
<ul style="list-style-type: none"> • Accepts various roles and an equitable share of work in a group • Responds positively to the ideas, opinions, values, and traditions of others. • Builds healthy peer-to-peer relationships through personal and media-assisted interactions. • Works with others to resolve conflicts and build consensus to achieve group goals. • Shares information, resources, and expertise, and promotes critical thinking to solve problems and make decisions. 		
INITIATIVE		
<ul style="list-style-type: none"> • Looks for and acts on new ideas and opportunities for learning. • Demonstrates the capacity for innovation and a willingness to take risks. • Demonstrates curiosity and interest in learning. • Approaches new tasks with a positive attitude. • Recognizes and advocates appropriately for the rights of self and others. 		
SELF-REGULATION		
<ul style="list-style-type: none"> • Sets own individual goals and monitors progress towards achieving them. • Seeks clarification or assistance when needed. • Assesses and reflects critically on own strengths, needs, and interests. • Identifies learning opportunities, choices, and strategies to meet personal needs and achieve goals. • Perseveres and makes an effort when responding to challenges. 		

Assessment and Evaluation Strategies: classroom presentations, conferences, essays, response journals, demonstrations, interviews, learning logs, quizzes, tests, and exams, observations, performance tasks, portfolios, question and answers, self-assessment.

Assessment and Evaluation Tools: Checklists, exemplars, rating scales, rubrics, metacognition, self and peer assessment, anecdotal notes.

SEMESTER AT A GLANCE (ASM201)

MONTH	SOFTWARE	LESSON	ASSIGNMENTS/ ACTIVITY	TEST / EXAM
Sept/Feb	- Mac OSX - Adobe Photoshop	Unit 1: The Digital Image: A Primer in Media Arts. - Learning the Mac environment. - How to access account / save work. - Photoshop basics.	- What is Media? - The Image in the age of the Digital World. - Visual exercises. - Photoshop tutorials	
Oct/March	- Adobe Photoshop	Unit 2: Photoshop CS6 & Image Manipulation. - Intro to Sigmund Freud & Psycho-Analysis, Salvador Dali & Surrealism.	- Visual exercises. - Photoshop tutorials - Project 1: Digital Dreamscape Project.	- Report cards are given out in November. - March Break - Report cards are given out in March.
Nov/April	- Adobe Illustrator	Unit 3: Illustrator CS6 and Vector Art. - Advanced Illustrator: pen tool, shape manipulation, and swatch library creation. - Intro to Pop Art and Warhol. - Media Literacy.	- Illustrator Tutorials - Introduction to Portraiture. - Project 2: The Emoji Project	
Dec/May	- Adobe Illustrator - Adobe Photoshop	Unit 4: Vector & Bitmap Graphics. - Advanced Photoshop. - Advanced Illustrator. - Media Literacy.	- Learning how to take pictures. - Lighting basics. - How to plan and sketch ideas (thumbnails & more!).	- Xmas break from late Dec. - early Jan.
Jan/June	- Adobe Illustrator - Adobe Photoshop	- Advanced Photoshop. - Advanced Illustrator. - Intro to Vector + Bitmap Art. - Media Literacy. - CPT.	- How to plan and sketch ideas (thumbnails & more!). - CPT: Phys. Ed Wing Mural	- Final CPTs due