

Applied Design, Skills and Technologies 9 - Media Arts

The ability to design and make, acquire skills as needed, and apply technologies is important in the world today and a key aspect of educating citizens for the future. The curriculum is an experiential, hands-on program of learning through design and creation

Course Content

- digital and non-digital media technologies, their distinguishing characteristics and uses
- techniques for organizing ideas to structure information and story through media conventions
- media production skills
- standards-compliant technology
- ethical, moral, legal considerations and regulatory issues
- technical and symbolic elements that can be used in storytelling
- specific features and purposes of media artworks from the present and the past to explore viewpoints, including those of First Peoples
- specific purposes of media use in the social advocacy of First Peoples in Canada
- influences of digital media in society

Curricular Competencies

Applied Design: Understanding context

- Engage in a period of research and empathetic observation in order to understand design opportunities

Defining

- Choose a design opportunity
- Identify potential users and relevant contextual factors
- Identify criteria for success, intended impact, and any constraints

Ideating

- Take creative risks in generating ideas and add to others' ideas in ways that enhance them
- Screen ideas against criteria and constraints
- Critically analyze and prioritize competing factors, including social, ethical, and sustainability considerations, to meet community needs for preferred futures
- Choose an idea to pursue, keeping other potentially viable ideas open

Prototyping

- Identify and use sources of inspiration and information
- Choose a form for prototyping and develop a plan that includes key stages and resources
- Evaluate a variety of materials for effective use and potential for reuse, recycling, and biodegradability
- Prototype, making changes to tools, materials, and procedures as needed
- Record iterations of prototyping

Testing

- Identify sources of feedback
- Develop an appropriate test of the prototype

- Conduct the test, collect and compile data, evaluate data, and decide on changes
- Iterate the prototype or abandon the design idea

Making

- Identify and use appropriate tools, technologies, materials, and processes for production
- Make a step-by-step plan for production and carry it out, making changes as needed
- Use materials in ways that minimize waste

Sharing

- Decide on how and with whom to share their product and processes
- Demonstrate their product to potential users, providing a rationale for the selected solution, modifications, and procedures, using appropriate terminology
- Critically evaluate the success of their product, and explain how their design ideas contribute to the individual, family, community, and/or environment
- Critically reflect on their design thinking and processes, and evaluate their ability to work effectively both as individuals and collaboratively in a group, including their ability to share and maintain an efficient co-operative work space
- Identify new design issues
- Demonstrate an awareness of precautionary and emergency safety procedures in both physical and digital environments
- Identify the skills and skill levels needed, individually or as a group, in relation to specific projects, and develop and refine them as needed

More

- Choose, adapt, and if necessary learn about appropriate tools and technologies to use for tasks
- Evaluate the personal, social, and environmental impacts, including unintended negative consequences, of the choices they make about technology use
- Evaluate how the land, natural resources, and culture influence the development and use of tools and technologies

Learning Materials and Assessment

All assignments, resources and assessment rubrics will available online.

Handing in assignments: Students also will turn in their work online

Expectations

- Respect Yourself and Others
- Always demonstrate respectful behavior
- Respect Effort and Learning
- Respect your Community and the Environment
- Attend class on time