Syllabus – Digital Media Art

# ROHS ART DEPARTMENT ROOM 400/404 MR UHL

# Course Description:

Digital Media Arts is intended for high school level students to gain an understanding of digital print and online media. Students will design and create original works using a variety of dynamic art/video/audio software in order to develop digital visual communication skills. These skills will be directly applicable to students who desire to pursue higher level graphics or digital arts studies at the community college or university level. Furthermore, this course will serve to directly meet the Iowa Common Core Standards in regards to 21st Century Technology Literacy skills with in the Department of Fine Arts at Red Oak High School. Students will learn the principal skills and concepts of digital photography, graphic design, web-design, and sound/audio editing and digital integration with visual imagery. This course will focus on the use of computer and digital camera technology for the creation of digital print and online media and will serve as a general introduction to the field of computer art and design, one of the most employable fields in the modern economy.

In the Studio Art class we learn through a mix of Project-Based Learning, Teaching Artistic Behaviors (TAB), and we also learn in a flipped-classroom environment. We learn through research and experimentation in the areas of ceramics, painting, drawing, sculpture, and digital arts. It is imperative that you keep a journal or sketchbook, either on paper, online through Sketchpad at: https://sketch.io/sketchpad/ or in Microsoft One Note.

What is Project-Based Learning?

-working on a team or individually to complete major projects

-others may help you with parts of your project

-you discuss your or your team’s project progress regularly

-you use your creativity to create meaningful artworks

-you present and explain your art with people outside of the classroom

What is Teaching for Artistic Behavior (TAB)?

-using your creative interests to become an expert in a or in many types of media

-learning how artists approach the problem solving process

-having choices or options (student-centered) through use of learning centers in the classroom

-being able to build skills and connections between materials from these centers

-being able to critique, evaluate, and present your creative work inside and outside the classroom

What is a flipped-classroom?

-there are no lectures given during class time

-class time is exclusively used for discussion of lecture material and project work

-lectures are pre-recorded and presented on educanon.com (lectures are interactive)

-meets the needs of more students (stop, re-watch, interactive questions while watching)

-is a better way for students to prove they have learned class content

# General Course Learning Objectives:

1-Students can use the Serif Creative Suite in production of digital art and in doing so will become proficient in usage of common digital tools including the Serif Workspace, digital tools, opening files, saving files, file formats, and exporting files for print or web use.

2-Students can organize their ideas and envision a process to develop an artwork.

3-Students can refine a media’s elements, composition, and detail in order to complete it.

4-Students can visually/verbally communicate meaningful purpose through their mediated artwork.

5-Students can demonstrate refined technique in multiple digital media (film, animation, illustration, photography)

6-Students can demonstrate complex communication and collaboration during the learning process.

7-Students can demonstrate adaptability in the classroom while being accountable for their productivity.

# Texts:

No printed texts.

Major Resources:

Musuem of Contemporary Art, Los Angeles, CA. (Thematic Art Curriculum)

EduCanon.com (Lecture and Assessment)

smARThistory via Khan Academy (Art Appreciation/History)

# Classroom Expectations:

1-Use every bit of your time to the fullest, find your passion in art and follow it until you’re an expert.

2-Cleanup after yourself and help your peers cleanup, a clean art room is a happy art room.

3-The first 2-3 minutes of class all students should be seated for announcements or demonstrations.

4-DO NOT leave dirty materials, paints, and brushes in the sinks. Put it back in better condition!

5-If you are absent please see me to determine if any new assignments were missed.

6-Smartphones, iPod, and other devices are allowed only during work time, however, if your device becomes a distraction to you completing your daily tasks you will be asked to put it away. If you refuse or if it becomes a problem (playing games/wasting time) you will be asked to take your device down to the office before you can rejoin the class. Your parent may be contacted and a referral may be written. Misuse of technology and class time will result in loss of your daily work ethic and accountability points.

7-All artwork MUST be original, we DO NOT COPY, copying someone else’s artwork, even changing a photograph into a drawing can be illegal, you may only use reference images as part of your work if they are creative commons copyright free. You will understand art copyright laws in depth.

# Classroom Procedures:

1-If you get to the classroom door after the bell rings you must have a pass.

2-At the start of class the first 2-3 minutes are for announcements, demonstrations, and attendance.

3-This class is organized into modules, to complete a module and project you must

1. Watch the online lecture and complete the interactive quiz during the lecture on EduCanon.
2. Complete the modules essential questions with a small team and turn in on Schoology.
3. Research ideas and concepts, evaluate what you know and determine what you need to learn, learn from online videos, Mr Uhl, or peers (you must learn new skills to grow), practice, start the project by choosing which option you want to pursue, critique and evaluate your & a peers work at least 2 times over two weeks, each project should take two full weeks (if it doesn’t it’s too easy for your capabilities and you need to challenge yourself much more), complete a self-evaluation, take a picture of your work and upload it with your self-evaluation to Schoology, upload your work to an online sharing resource (pinterest, deviantart.com, youtube), then move on to the next project.

2-If you finish early you will be asked to help others or move forward to the next project. If you finish a project/module early more than once you are not challenging yourself enough!

3-Clean up will happen 5-10 minutes before the end of class. NO MATERIALS SHOULD BE LEFT OUT OR IN SINKS! Leaving a mess demonstrates poor work ethic and accountability for your materials and will result in a deduction of points.

# Frequently Asked Questions (FAQ’s):

1-Mr Uhl how do I…

A-you will need to do more research or watch a few youtube videos on your topic if you have to ask this question more than once a class period.

2-When is our project due?

A-all project due dates are on our website at <http://www.redoakart.weebly.com>

3-What is Project Based Learning and why is it any better than any other way of learning in art?

A-you get to be exposed to some new and interesting information about art and creativity.

B-you get to pick a passion to pursue that will drive your learning, this fits directly with your interests instead of you being told exactly what to do.

C-you get voice and choice in what you are creating and in what you are becoming an expert on.

D-you learn how to use new technologies to make your learning more fun and real-world.

E-you get to be the innovator, the evaluator, the researcher, and the creator.

F-just like a real-world artist you get to find a positive outlet to share your work with the world…nothing is better for your self-esteem than seeing something you made getting ‘liked’ by others around the world on the web (pinterest, deviantart, facebook, etc.)

# Deadlines and Late Work:

Daily work and small assignments will have a posted due date on Schoology as a reminder.

Each day (unexcused) late an assignment or project is will result in a 10% grade reduction.

# Absences and Tardies:

If you arrive at the door after the bell has rung you need to go to the office to get a pass unless you have a pass from a teacher.

If you are absent it is part of your responsibility to make sure with me that you have not missed anything new while absent. Remember all due dates will be listed on Schoology.

# Make-up Quizzes or Tests:

There is an interactive lecture quiz that you must take at the beginning of each learning module. This is done as homework not during normal class time. A reflective test will be given at the end of each learning module and will be available on Schoology. Make arrangements to take the test early if you will be absent, these tests can be completed at home at any time as well.

# Evaluation and Grades:

Grading Scale:

100-90% = A

89-80% = B

79-70% = C

69-60% = D

59% = F

How is your grade calculated?

10% - Interactive Lectures with Quiz on EduCanon

20% - Daily Assignments

20% - Daily Accountability and Work Ethic on ClassDOJO

40% - Major Project Grade with Rubric

10% - Final Exam

# Academic Integrity:

All students are expected to not cheat, not copy, and not steal information or creative works of others. Doing so will result in the failure of the learning module. Copying the copyrighted work of another is considered academic dishonesty in the art world and will have serious consequences. Work that is deemed to have been copied completely or partially from a copyrighted work without permission from the original artist will not be eligible for inclusion in any art shows or art competitions. Find your passion in the arts and there will be no need for cheating or copying.

# Parent Contact:

Parents will be contacted regarding both good and unacceptable progress in class. Every quarter a progress report will be emailed or mailed to parents outlining your grades, successes, and struggles, your work ethic with a ClassDOJO summary report, and comments.