Idaho Media Arts White Paper

Media Arts Standards Recommendation

We, the Executive Committee on Media Arts Standards Revision, make recommendation that the Idaho State Department of Education adopt the State Educational Agency Directors for Arts Education new Media Arts Standards. As a new strand that has been adopted as a fifth arts discipline, Media Arts combines art and technology as an avenue that drives, critical, creative thinking. The flexibility and broad application of the new arts standards are particularly beneficial for Media Arts given the diversity and rapid evolution of the field. These standards are inclusive of at-risk and culturally diverse students. These standards will help ensure that students are not forced to work with outdated tools or strategies by allowing educators to incorporate new and emerging technologies into their programs on a continuing basis.

What are Media Arts?

Media Arts is a collection of expressive media that lie between two historical trajectories: computing and communications media. Included within that field of media arts are intentionally expressive work that are defined by what they are not. For instance, Media Arts are neither traditional media manipulated by hand (stone, ceramics, paint) nor are they productivity or visualization products not intended for expressivity (MRI scans, word processing, and other productivity tools). The technological products on the periphery of defined media arts can be included if the creator developed the product with intentional expressivity.

Media Arts consumes or augments many longstanding artistic and design oriented curricula. For instance, Graphic Design courses fit well within the Media Arts as do Photo- and Video-journalism courses. Students practicing Media Arts can and should synthesize tools and disciplinary approaches for creative problem solving. Due to the field's broad nature, Media Arts are changing constantly, and it is important to not specify software packages or skills sets too narrowly.

Where do we see Media Arts currently?

Media Arts is currently woven into a variety of classes that are listed in the 9-12th grade Idaho Career Clusters. In the K-8 curriculum, Media Arts has been already integrated throughout inquiry and project-based learning; however, it might not have been identified as such. In the past, there have been no media arts standards, so current standards exist within Idaho's Professional Technical Standards, Information and Communication Technology Standards, The International Society for Technology in Education (ISTE), Visual Arts, English Language Arts, Engineering, or other content areas. When the process and/or product of a class/course results in an intentional artistic expression using media arts, the instructor and students should refer to the new Media Arts to find objectives, goals, and resources for that course.

The Future of Media Arts

Media Arts is critical for college and career readiness in today's technologically driven society. It is essential for students to become creative contributors in a collaborative, digital global workforce.

Although the current courses address some opportunities for students to learn and produce elements of media arts such as storytelling, coding, design thinking, and communication design, there is an identified need and desire to have a Media Arts adopted curriculum.

Some suggestions for further implementation of this adopted curriculum could include the following topics.

- User Interface Design (website development, mobile applications, kiosks)
- Understanding and Creating with Programming Language (coding)
- Game Design
- Animation (3D, stop-motion, web)
- Video Production
- Conceptual Development (makerspace)
- Lighting Design
- Sound Design
- Communication Design
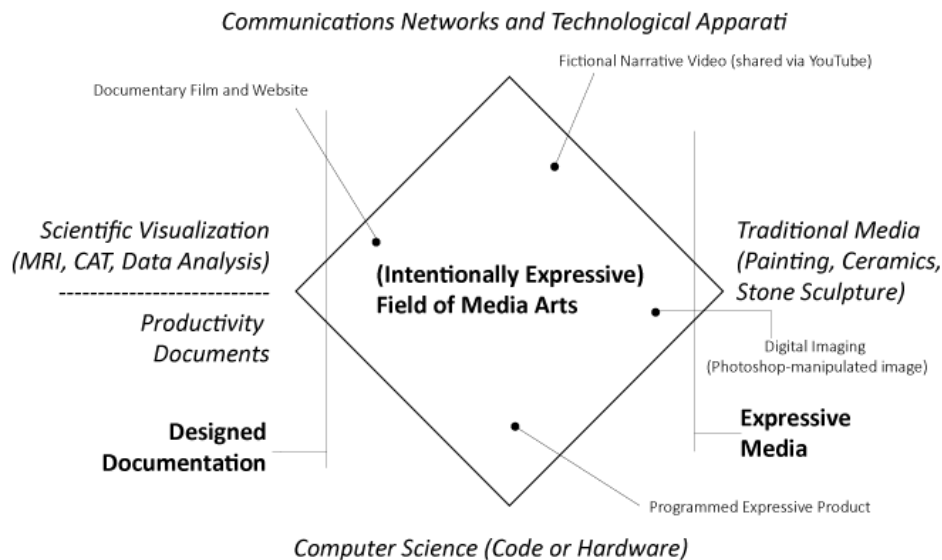
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