

Media Arts in Practice

Applied senior subject

Applied

Recommendations

It is recommended that students have an interest in and some previous experience in media arts. Students may have studied Media Arts in Years 7 to 10, but it is not essential.

Rationale

In Media Arts in Practice, students develop the necessary knowledge, understanding and skills required for emerging careers in a dynamic and creative field that is constantly adapting to new technologies.

Media arts refer to artmaking and artworks composed and transmitted through film, television, radio, print, gaming and web-based media. Students explore the role of the media in reflecting and shaping society's values, attitudes and beliefs. They learn to be ethical and responsible users and creators of digital technologies and to be aware of the social, environmental and legal impacts of their actions and practices.

When making, students demonstrate knowledge and understanding of media arts practices to communicate artistic intention. When responding, students use analytical processes to identify individual, community or global problems and develop plans and designs for media artworks. They use reasoning and decision-making to justify their choices, reflecting and evaluating on the success of their own and others' artmaking. Students gain an appreciation of how media artworks connect ideas and purposes with audiences. They develop competency with and independent selection of modes, and media techniques, as they make design products and media artworks, synthesising ideas developed throughout the responding phase.

Pathways

A course of study in Media Arts in Practice can establish a basis for further education and employment in a range of fields including design, photography, gaming, illustrating, film, visual merchandising, television, advertising, photography, sound, social media, marketing and animation, business. Media arts skills are also transferable and complementary to visual and performing arts subjects and industries.

Objectives

By the conclusion of the course of study, students will:

- use media language, modes, technologies and techniques to make media artworks. skills to create artworks. They develop independence across the course of study, selecting and refining use of media arts practices according to their strengths and interests
- analyse key features of purpose and context to plan media artworks. They make decisions, explore solutions and choose strategies to achieve goals
- create media artworks that suit purpose and context. They design products in pre-production, and media artworks in production formats, using media language to communicate ideas (e.g. representations, thoughts, feelings, experiences and observations)
- make judgments about their own and others' media arts ideas and artworks, in relation to strengths, limitations, and implications. Students select and use media arts terminology and language conventions and features when producing written, spoken or signed evaluations.

Delivery (mode, time requirements, lessons)

Media Arts in Practice contains four QCAA-developed units from which schools develop their course of study. Each unit has been developed with a notional time of 55 hours of teaching and learning, including assessment. Students have access to three one hour scheduled class lessons with a teacher each week, delivered via the online learning management system. Students are also expected to undertake weekly independent study to complete tasks and assessment in accordance with the Work Rate Calendar. Regular communication with teachers, visual, verbal and written, is expected. Course materials can be accessed online within Australia. Overseas access online must be arranged by parents/carers through Cairns SDE's Education Queensland State Schooling application procedures.

Student requirements

Computer, reliable access to internet, headset with microphone, scanner (and if needed, a printer), USB/ external hard drive, media arts-related software accessible after enrolment, exercise book. A camera that can capture video and high quality still images is required e.g., phone camera, tablet camera, laptop camera, DSLR, mirrorless or camcorder. Additional equipment such as tripod, lighting, and microphone is often owned by students or desirable, but it is not necessary for course completion. It is advised students' Windows or Mac OS computer have system requirements to handle the most current version of the Adobe Creative Suite. First lessons, and the Cairns SDE website's 'Getting Started' and 'IT Support' pages assist with the clarification of Requirements.

Structure

Unit 1	Unit 2	Unit 3	Unit 4
Community Topic: Documentary	Persuasion Topic: Social Media Content	Personal viewpoints Topic: Photography	Representations Topic: Online Creative Portfolio

Assessment

Formative assessment

Unit 1	Unit 2
Formative internal assessment 1 (FIA1): Project- Community	Formative internal assessment 3 (FIA3): Project- Persuasion
Formative internal assessment 2 (FIA2): Media Artwork	Formative internal assessment 4 (FIA4): Media Artwork

Summative assessment

Unit 3	Unit 4
Summative internal assessment 1 (IA1): Personal viewpoints	Summative internal assessment 3 (IA3): Project- Representations
Summative internal assessment 2 (IA2): Media Artwork	Summative internal assessment 4 (IA4): Media Artwork

Applied senior syllabuses contain assessment specifications and conditions for the assessment instruments that must be implemented to ensure comparability, equity and validity in assessment.

In Units 3 and 4, schools develop four assessments using the assessment specifications and conditions provided in the syllabus.

Students will also receive an overall subject result (A–E).

More information about assessment in senior syllabuses is available in 'The assessment system' section of the QCE and QCIA policy and procedures handbook.

Disclaimer All of the above information is accurate at the time of publication.