

Recommendations

It is recommended that students have studied Media/Drama Arts in Years 9 & 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 refers to art-making 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' art-making. 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, and animation.

Objectives

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

- 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. Student select and use media arts terminology and language conventions and features when producing written, spoken or signed evaluations.

Delivery (mode, time requirements, lessons)

Students are expected to undertake independent study to complete tasks and assessment in accordance with the Work Rate Calendar. Students also have access to scheduled sessions each week. Live sessions are delivered via the online learning management system Qlearn.

Student requirements

Computer access to email and internet, telephone and USB headset with microphone, exercise book, stationery, printer and scanner. 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 tripods, lighting, and microphones are desirable but not necessary. It is advised students' Windows or Mac OS computer have system requirements to handle the most current version of the Adobe Creative Suite (see Adobe Website). All art materials are to be purchased by the student. An initial Media Art Kit can be purchased from Cairns SDE.

Structure

For Media Arts in Practice, subject matter has been organised using schemata related to the body of knowledge, industry or practical domain relevant to the subject.

Unit 1	Unit 2	Unit 3	Unit 4
<ul style="list-style-type: none"> Unit Option A: Personal Viewpoints (self) 	<ul style="list-style-type: none"> Unit Option B: Representations (others) 	<ul style="list-style-type: none"> Unit Option C: Community 	<ul style="list-style-type: none"> Unit Option D: Persuasion

Assessment

Media Arts in Practice contains assessment specifications and conditions for the two assessment instruments that must be implemented with each unit. These specifications and conditions ensure comparability, equity and validity in assessment.

Unit 1	Unit 2	Unit 3	Unit 4
<p>Assessment A1: Project</p> <ul style="list-style-type: none"> Individual task Plan a media artwork that communicates a personal viewpoint about a societal issue Make and evaluate a design product 	<p>Assessment B1: Project</p> <ul style="list-style-type: none"> Individual task Plan a media artwork that explores representations in social media or gaming platforms Make and evaluate a design product 	<p>Assessment C1: Project</p> <ul style="list-style-type: none"> Individual task Plan a media artwork that communicates ideas about a person, event, issue or other aspect in a community Make and evaluate a design project 	<p>Assessment D1: Project</p> <ul style="list-style-type: none"> Individual task Make a design pitch for a media artwork that follows marketing styles or trends for an identified purpose Make and evaluate own design pitch or another student's design pitch
<p>Assessment A2: Resolved Media Artwork</p> <ul style="list-style-type: none"> Individual or group task Resolved media artwork 	<p>Assessment B2: Resolved Media Artwork</p> <ul style="list-style-type: none"> Individual or group task Resolved Media Artwork 	<p>Assessment C2: Resolved Media Artwork</p> <ul style="list-style-type: none"> Individual or group task Resolved Media Artwork 	<p>Assessment D2: Resolved Artwork</p> <ul style="list-style-type: none"> Individual or group task Resolved artwork

Teachers make A-E judgments on student responses for each assessment instrument using the relevant instrument-specific standards. In the final two units studied, the QCAA uses a student's results for these assessments to determine an exit result.

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