



Media Arts

Course Syllabus

Course Description

The purpose of this professional development course is to provide pedagogical approaches and curricular structure in media arts education for visual arts, technology, or any content teacher who wishes to provide their students opportunities to learn about and through media arts.

Course Objectives

At the end of this course you should be able to:

1. Define media arts in education.
2. Identify why today's students need media arts education.
3. Describe best practices for curricular design in media arts education.
4. Reflect on teaching graphic design and digital drawing.
5. Reflect on teaching animation.
6. Reflect on teaching photography and film.
7. Reflect on teaching video game coding and design.
8. Identify goals- what components of media arts could you apply in your school?

Modules

- Module 1: What are Media Arts?, Quiz 1
- Module 2: Media Arts and Today's Learner, Quiz 2
- Module 3: Curriculum Design for Media Arts, Quiz 3
- Module 4: Graphic Design and Digital Drawing, Quiz 4
- Module 5: Teaching Animation, Quiz 5
- Module 6: Teaching Photography and Film, Quiz 6
- Module 7: Teaching Video Game Coding and Design, Quiz 7
- Module 8: Media Arts Goals and Application, Quiz 8

Grading:

Each quiz must be passed at an 80% or higher (retakes allowed).

Format

This is a self-paced, asynchronous (no required live meetings) course. Throughout the PD course, you will find it helpful to take notes along the way to assist with the quizzes. Within each module, you will find reflection assessments that are not graded but will help in your journey through the course.