General Course Information

Prerequisite:	AVI 3M, ASW 3M
Department:	The Arts: Visual Arts
Extra Help:	By Appointment
	Lunch time Open Studio, and designated before and after school times.
Textbook and Replacement Cost:	None
Material Required:	It is suggested that each student have a USB drive and SD card
Course Fee:	None

Course Description

Digital Media Course

Students will further develop using the creative process to explore a wide range of fields such as commercial art, graphic design, illustration, animation website design and art history. Work of both contemporary and historical designers and artists will be studied using the critical analysis model. Software used will include: Photoshop, Illustrator, Flash, Fireworks.

The course is organized into three strands:

- 1. Creating and Presenting 2. Reflecting, Responding, and Analysing 3. Foundations

A detailed list of the course expectations can be found at www.edu.gov.on.ca/eng/curriculum/secondary/arts/html

Assessment and Evaluation

To promote student success, ongoing assessment and feedback will be given regularly to the students. A variety of assessment and evaluation strategies will be used in this course, including Achievement Chart based rubrics. Expectations will be evaluated based on the provincial curriculum expectations and the achievement levels outlined in the ministry document.

Expectations are organized into four categories of knowledge and skills. The categories and their corresponding weighting is as follows:

Knowledge and Understanding	25%
Thinking	25%
Communication	25%
Application	25%

Each student's final mark will be in the form of a percentage grade based on their achievement in the 4 categories on the achievement chart. The breakdown of the final mark is as followed:

Term Evaluation	70%
Final Evaluation	30%

The final Evaluation will be completed during the final 6 weeks of the course and may include a variety of summative activities including studio assignments, an interview and presentation.

In addition to students' performance in the achievement categories, students will also be assessed on their performance in the following learning skills:

- Responsibility
- Organization
- Independent Work
- Collaboration
- Initiative
- Self-Regulation

For specific policies on assessment and evaluation, and academic honesty, please refer to *School Procedure*s in the student agenda.

TERM 1

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Introductory software exercises (Photoshop, Illustrator)	**/5**
Type Portrait project (Illustrator)	**/10**
Written elements term 1: motion graphics proposal, reflections, statements, evaluations	**/5**
Motion Graphics: stop motion animation	**/15**
Midterm Mark	**/35**
TERM 2	
Written Research Part 2: 20th Century Art **/5** **Studio Assignment:** Interactive Artwork **/10**	**/15**
Studio Assignment: Interactive Timeline Process Finish Critique	**/15**
Visual Culture essay assignment	**/5**
/70	**/35**
CULMINATING ACTIVITY	
Proposal, Research, Process	**/10**
Final product and critique An interactive, web-based piece utilizing skills developed over the course of the semester.	**/20**
	/30
<u>**Comments:**</u>	
Att:	
Final Course Mark	**/100**