

Art: Media Arts

Media Art is a broad term used to describe art that is created using film, video, audio, and other forms of digital and Web-based media. ([Source](#))

The technologies and processes used and adapted to create media art may be traditional, including, but not limited to, photography, film, photocopy art, analog and electro-acoustic sound, classical animation, and video/television. ([Source](#))

Media Art: Defined as art that is produced using or combining film, video, and computers, the media arts encompass a diverse array of artistic work that includes narrative, documentary, and experimental films; videos and digital products; and installation art using media. ([Source](#))

“students are taught to value the aesthetic qualities of media and the arts while using their creativity for self-expression through creating art and media”

Source: [The Routledge International Handbook of Critical Education](#)

See also these categories on the [Media Literacy Clearinghouse](#) website: [Motion Pictures](#) [Radio/Sound](#) [Television/Video](#) [Visual Literacy](#)

PBS Teachers Launches New Digital Media

Resources Digital media content and tools provide educators and students with tremendous opportunities to be media creators as well as media consumers. How do you help your students understand the ethics and etiquette of this landscape? How savvy are you about integrating media production projects into your work with students? We've gathered a range of resources and references on these topics and more to help you foster digital media literacy in your classroom. Check out these two new areas of the PBS Teachers site: [Digital Media Literacy](#) and [Project VoiceScape](#)

Resources:

- NEW: [SC VPA Media Art Standards](#) (2017) see page 375
- [National Media Arts Standards](#) (2014)
- Frank Baker's [Media Arts Lesson Plans](#) (April 2012)
- Support Documents: [Introduction to Media Arts](#) 2010
- [Handouts](#): Frank Baker's Media Literacy Presentation to the 2010 SC Alliance for Arts Education conference
- ["Digital Youth Research: Kids Informal Learning With Digital Media"](#)
- [Media Arts Lesson Plans](#) (Grades 3-6)
- [Ontario Media Arts curriculum](#) (see page 48)
- [Digital Media Arts](#) (curriculum)
- [Innovative Approaches to Teaching The Media Arts](#) (pdf: 226 pages)
- [Minnesota K-12 Arts Curriculum Standards](#) (2008)
- LAUSD's [Media Arts standards](#)
- [Digital Youth Research: Kid's Informal Learning With Digital Media](#)
- [Integrating Elements: Media Arts Education and Experimental Media](#)
- [Media Arts](#): Knowitall.org (see Be A Media Critic)
- [Teaching & Learning](#) (resources from the NY State Media Art Teachers Assn)
- [National Alliance for Media Art & Culture](#) (NAMAC)
- [Essential Reference Guide for Filmmakers](#) (Kodak)
- [Media arts and elementary-age children](#): creating active producers from passive consumers.

Lesson Plans: (see also recommendations in the SC support document [Introduction to Media Arts](#))

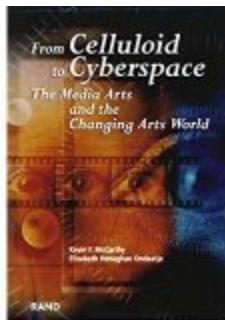
- [Making a Pinhole Coffee Camera](#)
- [Basic Visual Language I: Three Building Blocks](#)
- [Basic Visual Language II: How to Analyze a Visual Text](#)
- [Exploring Photographs](#)
- [ArtsEdNet Visual Arts Lesson plans](#)
- [ArtsEdge Lesson plans](#)

- [MyHero Media Arts lessons](#)

Recommended Resources:

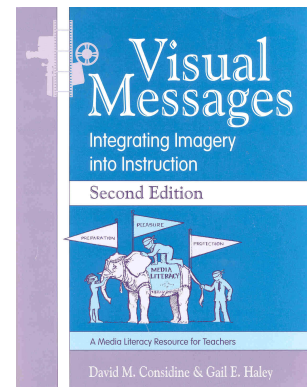


[Afterimage journal](#)



[From Celluloid to Cyberspace](#)

The Media Arts and the Changing Arts World



[Visual Messages](#)