

Media Arts 2 Course Syllabi

Media Arts 2 is Dual Enrolled with Bakersfield College Art B20
Stockdale High School Media Arts Lab-1202
Spring 2018 M-F 8:38-9:33 Lab Time TBD

Instructor: Matthew Dills
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Office Hours: By appointment MWF 12:00 to 12:30
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REQUIRED TEXT:

Visual Quickstart Guide, Illustrator CC for Windows and Macintosh
2014 Release
by Elaine Weinmann and Peter Lourekas
Peachpit Press; © 2015
ISBN 13: 978-0-13-398703-4 ISBN 10: 0-13-398703-5
\$12.99 - \$39.99, BC bookstore, Amazon.com, chegg.com, half.com

SUPPLEMENTAL MATERIALS:

Before and After Magazine
<http://www.bamagazine.com>

Future Shock
2013 Penguin Group
Douglas Rushkoff
ISBN-13: 978-1617230103
ISBN-10: 1617230103

COURSE DESCRIPTION:

This concentrator level course is designed to reinforce and expand upon skills learned in the introductory level Media Arts 1 course and provide exposure to a variety of advanced digital media development skills.

Emphasis in this course includes development of visual knowledge, creative expression, and ability to apprise and recognize aesthetic quality in graphic media. Students are required to use the critique process to assess and evaluate their own and their peer's designs.

The course design is partitioned into two distinct yet cohesive semesters with the second semester being offered for optional dual enrollment credit with Vector Art (art B20) at Bakersfield College. Students who option for dual enrollment credit are required to complete 8 additional lab hours outside of normal class hours. Regardless of Dual Enrollment Status the following Student Learning Objectives will be covered in Semester two concentrating on vector based drawing and illustration including the following:

Student Learning Outcomes

1. Produce, print, and mount assignments within a set deadline, using digital hardware and software.
2. Evaluate and appraise other design projects and differentiate between effective and ineffective solutions during in-class critiques.
3. Demonstrate knowledge of drawing tools and effects in vector software.
4. Demonstrate understanding of design principles and elements.
5. Demonstrate an understanding of the language of two-dimensional design.
6. Demonstrate an understanding of the use of color, type, and image.
7. Produce and discuss a portfolio of work.

TOPICAL OUTLINE:

Unity/Variety/Emphasis - design principles, visual elements and software tools.

Rhythm/Line/Direction – design principles, visual elements and tools in the software.

Positive/Negative Space – design principles, node editing and software tools.

Space/Value – Aerial (atmospheric) perspective, design principles and software tools. .

Linear perspective drawing – principles of perspective drawing, software tools.

Color schemes - Principles of color, color wheel, properties

Type and image – Intro to typographic design, “art and paragraph,” computer text

Course Activities: Activities in this course consist of solving design problems in a variety of ways using both technology and traditional means of creating artwork. Group projects, presentations, and class critiques are all part of the program.

Grading

Your grade will be determined using three factors:

1. Class Participation and Critiques – 20% (through contribution of class discussion and critique)
2. Test and outside class assignment – 30% (Quizzes, homework, and reading)
3. Quality of finished work – 50% (demonstrated understanding of assignments)

The grade scale consists of solid grades & a 5 point rubric (i.e. A, B, C, D, F corresponding to 5, 4, 3, 2, 1)

A 100-90 B 89-80 C 79-70 D 69-60 F 59-0

A Excellent work, demonstrating an understanding of the problems assigned; all work completed and turned in on time; participation in critiques; one or no unexcused absences during assignment or project.

B Very good work, demonstrating an understanding of most of the problems assigned; participation in critiques; most work completed and turned in on time; no more than 2 unexcused absences.

C Average work, exhibits some lack of understanding of the problems assigned; some participation in critiques; no more than 2 missing assignments; no more than 3 unexcused absences.

D Poor work, exhibits little understanding of the problems assigned; lack of participation in critiques; 3 or more missing assignments; more than 4 unexcused absences.

F Very poor work, exhibits very little understanding of the problems assigned;

Dual Enrollment – Spring 2018 Important dates

# of hours	Start Date	Drop Without “W”	Drop With “W”	End Date
108 hour course	11/27/17*	12/27/17	3/05/18	5/11/18

* 108 hour courses will need to meet 8 hours afterschool

Weekly Schedule/Pacing Guide

Students will use Google Classroom as an online pacing guide. Instructor will assign a classroom code and instruct students how to use the digital portal.

Accommodations

Accommodations for students with disabilities will be handled on a case by case basis depending on the needs of each student. Instructor will work with the student, AP of facilities, counselors, special education director, as well as parents to insure each student has the necessary tools to be successful regardless of their disability. IEP'S and 504 plans will be reviewed and accommodated.

Attendance

Students are expected to attend each class. 20% of the class grade is based on participation in class activities as well as class critiques. Students who miss class are expected to have the absence cleared with attendance and report to the instructor on the first day they are back in class. Students are responsible for all material presented during their absence. If a class presentation is missed, it is the responsibility of the student to schedule a make-up presentation with the instructor.