



Richard Woods, Georgia's School Superintendent  
*"Educating Georgia's Future"*

# **MEDIA ARTS FOR DANCE**

## **Georgia**

## **Standards of Excellence (GSE)**

### **HIGH SCHOOL**

### **Grade 9 – Grade 12**

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## Media Arts for Dance

Levels I-IV

### **Course Descriptions:**

#### **51.09100**

**Media Arts for Dance I** - Creatively explores diverse purposes and audiences through the investigation of various techniques for content creation in the fields of dance, film, music, podcasts, and other dance-related media arts types. Course introduces digital media and evaluation of the processes for media arts productions with the intent of understanding the techniques of the field of technology as they relate to dance.

#### **51.09120**

**Media Arts for Dance II** - Creatively explores diverse purposes and audiences through the investigation of various techniques for content creation in the fields of dance, film, music, podcasts, and other dance-related media arts types. Course expands digital media knowledge through a more complex variety of dance-related media arts products and productions.

#### **51.09130**

**Media Arts for Dance III** - Creatively explores diverse purposes and audiences through the investigation of various techniques for content creation in the fields of dance, film, music, podcasts, and other dance-related media arts types. Course emphasizes critical thinking, expressing diverse, artistic, and creative processes, and indicating personal, social, and cultural exploration through multiple disciplines of technology as they relate to dance.

#### **51.09140**

**Media Arts for Dance IV** - Creatively explores diverse purposes and audiences through the investigation of various techniques for content creation in the fields of dance, film, music, podcasts, and other dance-related media arts types. Students create digital portfolios that showcase a variety of dance-related digital media compositions.

### **Creating**

#### **MADHS.CR.1 Generate and conceptualize artistic ideas and work.**

- a. Use identified generative methods to formulate multiple ideas, develop aesthetic and technical goals, and problem solve in media arts creation processes as they relate to dance.

#### **MADHS.CR.2 Organize and develop artistic ideas and work.**

- a. Apply aesthetic criteria in developing, proposing, and refining artistic ideas, plans, prototypes, and production processes for media arts dance productions and/or projects, considering original inspirations, goals, and presentation context.

**MADHS.CR.3 Refine and complete media arts dance productions and/or projects.**

- a. Consolidate production processes to demonstrate deliberate choices in organizing and integrating content and stylistic conventions in media arts dance productions and/or projects, demonstrating understanding of associated principles.
- b. Refine and modify media arts dance productions and/or projects, honing aesthetic quality and intentionally accentuating stylistic elements to reflect an understanding of personal goals and preferences.

**Presenting/Producing**

**MADHS.PR.1 Select, analyze, and interpret media arts dance productions and/or projects for presentation.**

- a. Integrate various techniques, multimedia forms incorporating dance, and other types of dance content into unified media arts dance productions and/or projects, considering the reaction and interaction between the performers and audience (e.g. experiential design).

**MADHS.PR.2 Develop and refine artistic techniques and work for presentation.**

- a. Demonstrate progression in artistic, musical, design, technical, and soft skills through selecting and fulfilling specified roles in the production of a variety of media arts dance productions and/or projects.
- b. Develop and refine a determined range of creative and adaptive innovation abilities when addressing identified challenges and constraints within and through media arts dance productions and/or projects (e.g. design thinking, risk taking).
- c. Demonstrate adaptation and innovation through the combination of tools, techniques, and content, in standard and innovative ways, to communicate intent in the production of media arts dance productions and/or projects.

**MADHS.PR.3 Convey meaning through the presentation of media arts dance productions and/or projects.**

- a. Design the presentation and distribution of collections of media arts dance productions and/or projects, considering combinations of formats and audiences.
- b. Evaluate and implement improvements in presenting media arts dance productions and/or projects, considering personal and local impacts and the benefits for self and others.

**Responding**

**MADHS.RE.1 Perceive and analyze media arts dance productions and/or projects.**

- a. Analyze the qualities of and relationships between components, style, and preferences communicated by media arts dance productions and/or projects and artists (e.g. live work vs. recorded work).

- b. Analyze how a variety of media arts dance productions and/or projects impact audience experience and create intention through multimodal perception (e.g. live work vs. recorded work).

**MADHS.RE.2 Interpret intent and meaning in media arts dance productions and/or projects.**

- a. Analyze the intent, meaning, and reception of a variety of media arts dance productions and/or projects, focusing on personal and cultural contexts (e.g. live work vs. recorded work).

**MADHS.RE.3 Apply criteria to evaluate media arts dance productions and/or projects.**

- a. Evaluate multimedia projects and production processes at decisive stages, using identified criteria and considering context and aesthetic and technical goals (e.g. live work vs. recorded work).

**Connecting**

**MADHS.CN.1 Relate artistic ideas and works with societal, cultural, and historical contexts to deepen understanding.**

- a. Demonstrate and explain how media arts dance productions and/or projects and ideas relate to various contexts, purposes, and values (e.g. social trends, power, equality, personal/cultural identity).
- b. Critically evaluate and effectively interact with legal, technological, systemic, and vocational contexts of media arts, considering ethics, media literacy, social media, virtual worlds, and digital identity.

**MADHS.CN.2 Synthesize and relate knowledge and personal experiences to create media arts productions and/or projects.**

- a. Synthesize internal and external resources to inform the creation of media arts dance productions and/or projects (e.g. interests, cultural experiences, introspection, research, exemplary works).
- b. Expand connections and demonstrate the use of media arts dance productions and/or projects to derive new meaning, gain knowledge, and create cultural experiences.