Film and Media Art (2021)15-3

Film and Media Art (2021)15-5

Film and Media Art (2021)25-3

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Submitted By:

The Chinook's Edge School Division

Submitted On:

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Course Basic Information

Outline Number	Hours	Start Date	End Date	Development Type	Proposal Type	Grades
15-3	62.50	09/01/2021	08/31/2025	Acquired	Authorization	G10
15-5	125.00	09/01/2021	08/31/2025	Acquired	Authorization	G10
25-3	62.50	09/01/2021	08/31/2025	Acquired	Authorization	G10
25-5	125.00	09/01/2021	08/31/2025	Acquired	Authorization	G10
35-3	62.50	09/01/2021	08/31/2025	Acquired	Authorization	G10
35-5	125.00	09/01/2021	08/31/2025	Acquired	Authorization	G10

Course Description

Film and Media Art is the exploration of film and media art as an artistic form of expression. This course may be paired with Career and Technology Studies, Drama as well as English Language Arts to provide innovative and unique ways for students to engage in the study of this art form as well as the technological and literary aspects of the medium. The literary and storytelling aspects of film cross over with Language Arts and the technological skills fall within CTS, while Film and Media Art, as a course, is the artistic link that examines the medium as a form of expression.

This course provides an open and active structure for the learning and invites students, with the support of a collaborative community, to engage with ideas, colleagues and audiences through film and media art. To achieve the learning outcomes, students will respond to the guiding questions through creative practice.

Personalized learning occurs through a studio environment in which students engage in deep disciplinary ways of knowing and doing in order to better understand themselves as artists and refine their practice. Flexibility in choice and design allows teachers and students to create avenues of study that meet the personalized needs of each student.

Course Prerequisites

15 | None

25 | Film and Media Art 15

35 | Film and Media Art 25

Sequence Introduction (formerly: Philosophy)

Film and Media Art are highly visible in contemporary culture. The purpose of Film and Media Art is to provide learning experiences where students investigate, explore and create film and media art from an artistic perspective. Students will engage in deepening their knowledge of film through the authentic exploration of the medium. Film and Media Art creates the environment through which students engage and explore contemporary and historical art forms, and create art that integrates narrative, technical and artistic elements. Through authentic learning experiences, students will expand their responsibility to be positive contributors to the quality and richness of Alberta's culture, communities, and society.

The overarching purpose of the Fine Arts is to promote the competencies of creativity and innovation with the aim of living a creative life. Through an artistic lens, students' way of living in the world is fostered through competency-based learning and the cultivation of an adaptive, curious, open, and exploratory approach to life. The personalized, participatory approach fosters an impulse to try, to build, to create, to experiment, to take risks and to be part of something bigger than ourselves.

The means by which students in Fine Arts courses seek to lead a creative life is through engaging in art making and encounters with art and artists in a studio environment. Through active art making and interactions with art and artists, concepts and authentic artistic practice are linked, new connections are made, and skills are developed.

Engaging in art making means undertaking active, creative work that provides the opportunity to express oneself, one's ideas and understandings. In the context of Film and Media Art, art making includes a range of activities which could include film making, filming scenes, experimenting with cameras, storyboarding, story writing, and critiquing. Encounters with art and artists means the thoughtful interaction with work of artists in the field for the purposes of inspiration, analysis, and exploration. Engaging in art making and encounters with art and artists are not mutually exclusive, and typically occur in conjunction with one another.

Within the studio environment of Fine Arts courses, teachers are also students, mentors

and members of an artistic community. They stay abreast of research, issues, events, emerging trends in the field, and guide meaningful learning progressions. Through their creative practice, students develop mastery of tools and techniques, engage with meaningful topics, and develop increasing sophistication and sensitivity in noticing all while working alongside other artists.

Student Need (formerly: Rationale)

Film and Media Art offers the opportunity to engage with the artistic aspects of the film medium. Media art is a significant contemporary and historical art form, and the Film and Media Art course creates an environment in which students engage with the medium. Film can encompass narrative, technical and artistic elements; therefore, this course is designed as the artistic bridge to connect the literary elements within Language Arts and the technological elements within Career and Technology studies.

The structure of this course is meant to foster the central purpose of living a creative life. The Arts are living fields of knowledge that invite a lifetime's study. By nature, artistic study is active, creative and dynamic. Artistic experiences are fluid and responsive to the individual but also provide concrete opportunities to synthesize understandings and find new meanings. By learning within a studio environment, students engage in authentic artistic practice, creation alongside other artists, and become members of an artistic community.

Scope and Sequence (formerly: Learner Outcomes)

The outcomes in Film and Media Art are structured to respond to the call of living a creative life and the development of technical competency as well as creative capacity through engagement in the authentic creative practice of filmmakers and media artists. The essence of creative practice is active, open, process-based learning. The Film and Media Art course requires students to be more than passive viewers or consumers of film and media arts. Students must actively engage in studio practice with film and media arts. This can be accomplished through a wide variety of roles required to create a film: director, writer, concept artist, editor, director of photography, designer, and critic, just to list a few. Because of the wide range of roles involved in creating films and the flexible structure of the learning outcomes, schools have the ability to tailor this course to respond to student interests, school resources and teacher expertise.

Building towards students developing authentic creative practice in film and media arts, the specific outcomes for this course include guiding questions for investigation by students. The action-based outcomes are supported by a continuum of learning that describes what students can do at each grade level in relation to the general outcomes. Using the continuum of learning, teachers will design unique learning opportunities and expectations that respond to students as individuals and the learning context.

Each guiding question can be applied to either a 3 Credit (62.5 hours) or 5 Credit (125) program. What will differentiate these two options from each other is not the learning outcomes, but rather the complexity of task design along the continuum of learning. Teachers will need to consider the following framework when designing opportunities and program expectations:

Guiding Question

1. How might students evaluate and create films and other forms of media arts experiences for the purposes of building technical proficiency, a sense of personal identity as an artist, expression and/or understanding disciplinary theory?

• 3 Credit – 62.5 hours

o Create short format film and media arts experiences.

o Demonstrate the skills of research, planning and production separately without creation

and production.

• 5 Credit – 125 hours

o Create medium and long format film and media arts experiences that connect multiple elements of research, planning and production.

2. How might students respond to and investigate a wide range of films and media arts?

• 3 Credit – 62.5 hours

o Study films and media arts experiences from more than one time period, country, style or genre.

o Study of film will focus on short films and excerpts from feature films.

• 5 Credit – 125 hours

o Study films and media arts experiences from more than one time period, country, style or genre.

o Study of film will focus on short films and full-length feature films.

3. How might students collaborate with creative teams to learn the roles, language, techniques, and culture of the film industry and media arts discipline?

• 3 Credit – 62.5 hours

o Collaborate on research, planning and creation of short format film and media arts projects in small creative teams.

o Engage in at least 2 filmmaking roles leading up to preparation for a multi-stage production.

• 5 Credit – 125 hours

o Collaborate on research, planning and creation of medium and long format film and media arts projects in large creative teams

o Engage in at least 3 filmmaking roles during a multi-stage production

Guiding Questions (formerly: General Outcomes

1   How can students evaluate and create films and other forms of media arts experiences for the purposes of building technical proficiency, a sense of personal identity as an artist, expression and/or understanding disciplinary theory?

2   How might students respond to and investigate a wide range of films and media arts?

3   How can students collaborate with creative teams to learn the roles, language, techniques, and culture of the film industry and media arts discipline?

Learning Outcomes (formerly: Specific Outcomes)

1 How can students evaluate and create films and other forms of media arts experiences for the purposes of building technical proficiency, a sense of personal identity as an artist, expression and/or understanding disciplinary theory?	15-3	15-5	25-3	25-5	35-3	35-5
1.1 Evaluate methods filmmakers use to shape films and audience experience with the formal elements of mise-en-scene, cinematography, editing and sound	X	X				
1.2 Propose and test methods to adapt the formal elements of mise-en-scene, cinematography, editing and sound to alter the creative intent or audience experience for existing films			X	X		
1.3 Design and create films and media arts experiences considering the formal elements of the medium and their creative impact					X	X
1.4 Demonstrate the film planning elements of breaking down a script, storyboarding, scouting locations, casting actors	X	X				
1.5 Articulate creative intent and apply the film planning elements of adapting a story to script, breaking down a script, storyboarding, scouting locations, casting actors			X	X		
1.6 Articulate creative intent and apply the film planning elements to multiple forms of film and media arts					X	X
1.7 Test and evaluate technological tools used to create films and media arts experiences	X	X				
1.8 Design film and media arts experiences to take advantage of the unique characteristics of technological tools			X	X		
1.9 Design and apply specific technical methods to the making of films and media arts experience based on creative intent					X	X

2 How might students respond to and investigate a wide range of films and media arts?	15-3	15-5	25-3	25-5	35-3	35-5

	15-3	15-5	25-3	25-5	35-3	35-5
2.1 Describe, analyse and critique films for technical, creative and performance elements	X	X				
2.2 Identify and analyse connections between films and filmmakers of different time periods, regions and genres			X	X		
2.3 Interpret the influences and expressions of a unique artistic perspective					X	X

	15-3	15-5	25-3	25-5	35-3	35-5
3 How can students collaborate with creative teams to learn the roles, language, techniques, and culture of the film industry and media arts discipline?						
3.1 Identify the creative and technical roles involved in film making	X	X				
3.2 Demonstrate a range of creative and technical roles required for the planning and creation of films and media art			X	X		
3.3 Apply knowledge of film making roles to guide development of creative projects					X	X
3.4 Identify and explore potential occupational pathways connected to the media and film industries of Alberta					X	X

Facilities or Equipment

Facility

No required facilities

Facilities:

Equipment

No required equipment

Learning and Teaching Resources

No required resources

Sensitive or Controversial Content

No sensitive or controversial content

Issue Management Strategy

Health and Safety

No directly related health and safety risks.

Risk Management Strategy

Statement of Overlap with Existing Programs

Provincial Courses with Overlap and/or Similarity

- COM 1015: Media

- COM 1105: Audio/Video

- COM 2015: Media Impact

- COM 2115 AV Production 1

- COM 2105: AV Preproduction 1

- COM 2125 AV Postproduction 1

- COM 3105: AV Preproduction 2

- COM 3115 AV Production 2

- COM 3125 AV Postproduction 2

Identified Overlap/Similarity
Aspects of overlap between the Film and Media Arts Locally Developed Course and Communications Technologies modules include:

- Impact of media, one being film, and fundamental skills in relaying a message

- Fundamental technical skills in using film equipment

- Elements of preproduction for film

- Elements of film production

- Elements of film postproduction

Reasoning as to Why LDC Is Necessary

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Media impact is only one small component of single-credit courses or modules. Film & Media Art provides a robust study of this topic be it in the 3 or 5 credit courses

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Specific modules, such as COM 1105, are single-credit options, which do not provide the opportunity for depth of practice or disciplinary understanding. Additionally, this course does not address the creative intent behind film

.

Specific modules, such as COM 2015, address a much broader context of media, from radio to web. Film and Media Art focuses on the impact of only one media form, film

.

The majority of overlapping Communication Technology modules are purely technical courses and do not cover how creativity and artistic intent, or processes, are part of filmmaking. The focus of Film and Media Art is largely on the creative aspects of the medium

Student Assessment

No identified student assessment.

Course Approval Implementation and Evaluation