

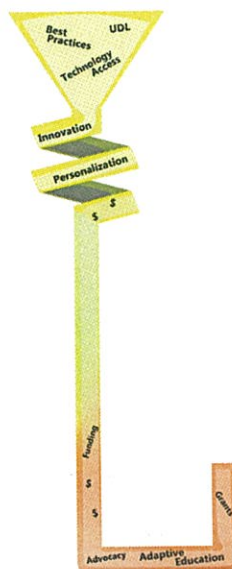
Digital Media Arts Program

Building Technology Skills Through Artmaking

The Digital Media Arts classroom serves as a hybrid space where digital technologies are combined with traditional art materials such as music, theatre, and visual art. The result is a fusion of new and traditional artistry where students can expand their knowledge of new media by building upon the artistic skill they already have. Students are comforted by the materials familiar to them through traditional artmaking and re-energized and invigorated to expand learning new media.

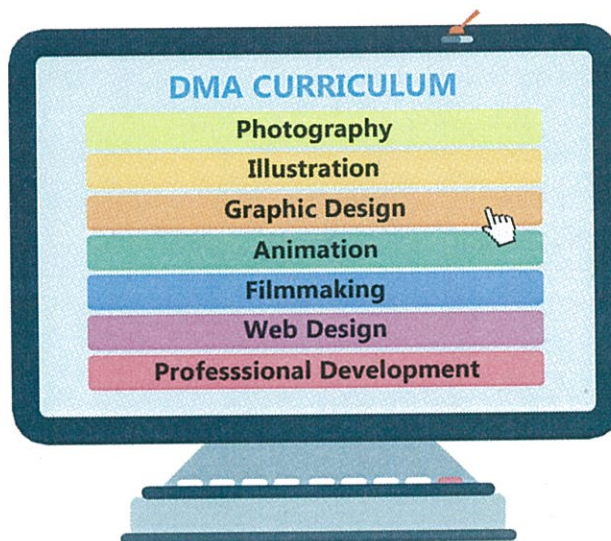
RESOURCES

- Best Practices research
- Technology Access
- Universal Design for Learning
- Innovation
- Personalization
- Funding
- Advocacy
- Adaptive Education
- Grants



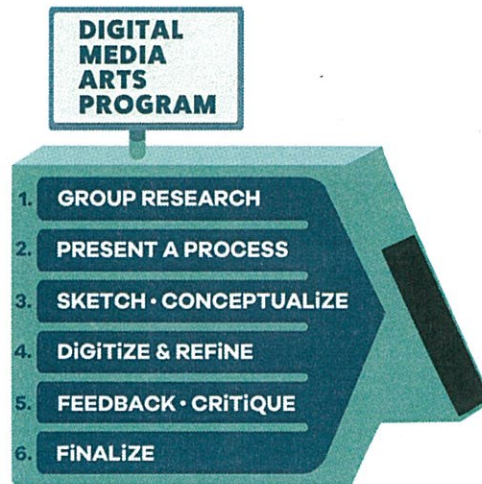
DMA Curriculum

- Photography
- Illustration
- Graphic Design
- Animation
- Filmmaking
- Web Design
- Professional Development



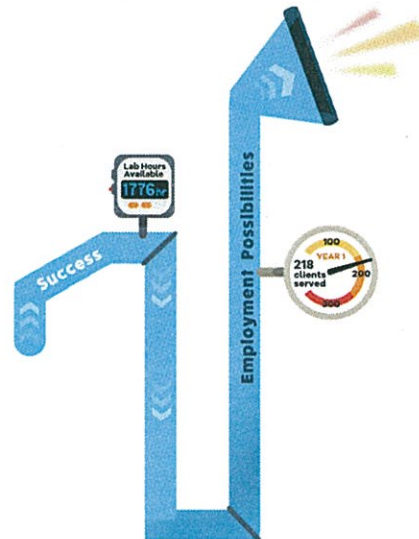
DMA Steps to Success

- Group Research
- Present a Process
- Sketch Ideas
- Digitize and Refine
- Feedback
- Finalize



DMA Year 1 Statistics

- 218 clients served.
- 1776 hours of lab time available.
- 81% of clients saw at least a 50% increase in technology skills.



Project Examples

