

# Technology Innovations

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Open Studio Hours:  
Before School: Tues & Wed  
After School: Mon -Thurs  
Or By Appointment

We live in a world of technology. It surrounds us and consumes our time and space. We are also in a day and age where art and aesthetics play a central role in our sensory experience.

Technology Innovation [Tech. iNno] will merge technology and the creative arts giving students the opportunity to explore different forms of digital media to present their ideas and creative individuality. Digital projects will include experimenting with a variety of technology, video, audio, graphics and design.

## What will students learn?

Tech. iNno students will explore photography composition and terms, Video production and videography as well as animation processes.

### Open Your Mind [Project Menu]

#### Photography

Fragments of Life

Rhythmic Flow and Cubism

Light and Shadow Design

Installation art, Rhythm and light

#### Video/Animation

Stop Motion

Story Boarding, Hue Animation

Promotional Video

Production, frames, visual literacy

## Work Ethic

Art is a personal journey and just like anything else, the process involves practice, experimenting, trial and error and of course, creative exploration of one's own ideas.

Projects: 4 Projects- 200 Points Each  
(broken into 3 sections):

[50] Planning: Thorough plans are in a sketchbook and involve multiple ideas and approaches to the project, metacognitive reflection, problem solving, exploring artistic voice and creative analogies and application of inquiry.

[100] Project: Graded based on achievement goals and guidelines specific to each project and technique.

[50] Process Blog: Submitted through blogger, this is an articulation of the creative process, exploration and experimentation, persistence through challenges and intrinsic motivation to see the project through to the end.

Inquiry: 8 Weeks- 20 Points Per Week  
Students will investigate, research and take careful notes on processes and techniques weekly. The first are introduced in project outlines with links found in the project menu. In the 2nd and 3rd weeks of the project students will find other resources on their own that apply to their own artistic discovery.

## Responsibilities

In the case of an absence or tardy, it is required that students come in to make up time missed during studio hours. Project and daily activity points will be deducted if time is not made up.

Students who are struggling to keep up with projects or would like extra time on projects are highly encouraged to come into the art room to work outside of class during open studio hours.

Open studio hours are also a great time for questions or to discuss grades! Parents, by appointment, please!

Students must turn in projects on the assigned due date (complete or not). After they have been graded, assignments and projects may be resubmitted with improvements for more points!

**NO LATE WORK WILL BE ACCEPTED!**

It is expected that each student keep their work area, supplies and storage area clean and organized.

Maintaining a clean work environment is part of the project craftsmanship grade and points.

## Your Best Potential

An A Art Student is someone who explores their own ideas and thoroughly inquires about concepts before beginning a project. An A Art Student does not hesitate to take risks by experimenting with mediums/techniques/art styles. An A Art Student perseveres through challenges and is persistent in finding new solutions. An A Art student has an articulate artistic voice in their artwork and is expressive through design, color, medium and technique as well as subject matter. An A Art Student has excellent attention to detail and applies constant revision and self-assessment.

## Art Integrity

Art students must maintain ethical practices when creating, writing about and critiquing art. Directly copying published photographs or works that are not your own is against the law and will be treated as so.