

BIG IDEAS

Products can be **designed for life cycle**.

Personal design interests require the evaluation and refinement of skills.

Tools and technologies can be adapted for specific purposes.

Learning Standards

Curricular Competencies	Content
<p><i>Students are expected to be able to do the following:</i></p> <p>Applied Design</p> <p><i>Understanding context</i></p> <ul style="list-style-type: none"> • Conduct user-centred research to understand design opportunities and barriers <p>Defining</p> <ul style="list-style-type: none"> • Choose a design opportunity and point of view • Identify potential users, intended impact, and possible unintended negative consequences • Make inferences about premises and boundaries that define the design space <p>Ideating</p> <ul style="list-style-type: none"> • Take creative risks to identify gaps to explore as design space • Generate ideas to create a range of possibilities and add to others' ideas in ways that create additional possibilities • Critically analyze how competing social, ethical, and sustainability considerations impact designed solutions to meet global needs for preferred futures • Prioritize ideas for prototyping and designing with users <p>Prototyping</p> <ul style="list-style-type: none"> • Identify and use a variety of sources of inspiration and information • Choose an appropriate form, scale, and level of detail for prototyping, and plan procedures for prototyping multiple ideas • Analyze the design for life cycle • Construct prototypes, making changes to tools, materials, and procedures as needed • Record iterations of prototyping 	<p><i>Students are expected to know the following:</i></p> <ul style="list-style-type: none"> • media technologies for image development and design and for manipulating selected visual elements of design • principles of design • ethical, moral, and legal considerations associated with using media arts technology for image, video, and sound development • image-development strategies • personal interpretation of and preferences for selected media artworks • values, traditions, and the characteristics of various artists, movements, and periods • balance of aesthetic design with logical reasoning and practical application • technical, stylistic, symbolic, and cultural influences • media production through various stages of project development to enhance or change the project • standards-compliant technology • viewpoints, key characteristics, and artistic styling in media artworks, including those of First Peoples

Learning Standards (continued)

Curricular Competencies	Content
<p><i>Testing</i></p> <ul style="list-style-type: none"> • Identify feedback most needed and possible sources of that feedback • Develop an appropriate test of the prototype • Gather feedback from users over time to critically evaluate their design and make changes to product design or processes • Iterate the prototype or abandon the design idea <p><i>Making</i></p> <ul style="list-style-type: none"> • Identify appropriate tools, technologies, materials, processes, potential funding sources, and time needed for production, and where/how these could be available • Use project management processes when working individually or collaboratively to coordinate production <p><i>Sharing</i></p> <ul style="list-style-type: none"> • Share their progress while making to increase feedback, collaboration, and, if applicable, marketing • Decide on how and with whom to share or promote their product, creativity, and, if applicable, intellectual property • Critically evaluate their design thinking and processes, and their ability to work effectively both as individuals and collaboratively in a group, including the ability to implement project management processes • Identify new design issues, including how they or others might build on their concept <p>Applied Skills</p> <ul style="list-style-type: none"> • Demonstrate an awareness of safety issues for themselves, co-workers, and users in both physical and digital environments • Identify and evaluate their skills and skill levels, in relation to their project or design interests, and develop specific plans to learn or refine their skills over time <p>Applied Technologies</p> <ul style="list-style-type: none"> • Explore existing, new, and emerging tools, technologies, and systems and evaluate their suitability for their design interests • Analyze the role and impact of technologies in societal change, and the personal, social, and environmental impacts, including unintended negative consequences, of their choices of technology use • Analyze how cultural beliefs, values, and ethical positions affect the development and use of technologies 	