Position Statement on Media Arts
[Adopted March 2015; Reviewed and Revised March 2018; Revised August 2018;Reviewed and Revised March 2019; Reviewed and Revised April 2023]

NAEA recognizes and supports media arts as a vibrant and evolving component of visual arts education guided by the National Core Art Standards: Media Arts. NAEA recognizes comprehensive visual art and design education includes a wide variety of art forms which communicate through many modalities using diverse tools and skills developed through traditional and contemporary media art practices. Media Arts education is infused with aesthetics and the purposeful use of art and design elements. NAEA believes media arts education provides learners the essential skills of creativity, visual/media literacy, digital citizenship and the ability to learn effectively via a variety of processes.

Recognizing that artmaking practices evolve, NAEA encourages an open-ended and inclusive approach to media arts education. MOVED Emerging tools and materials are expanding media arts as part of the visual arts. While media arts utilize technological tools; the tools are a vehicle for the creative process, communication, and the amplifying of student voices, not an end to themselves. Certified visual arts educators possess the unique expertise necessary to foster college and career readiness, facilitating creative and critical thinking, developing problem solving, and encouraging personal and collaborative learning; all essential to media arts.

NAEA supports equitable access to the widest possible variety of new and industry standard media arts technologies in visual arts learning, and advocates the frequent updating of those technologies in the visual arts classrooms, art studios and other art learning environments. NAEA advocates continuous, high quality, professional development which trains visual arts educators in traditional,current, and emerging media arts technologies.

Defining Language
MEDIA ARTS is an expanding field that currently includes, but is not limited to: the design of mediated images, objects, spaces, and experiences, film, video, computer programming, interactive animation, digital fabrication, games, virtual and augmented reality The National Arts Standards: Media Arts refers to "technologies of - imaging, sound, moving image, virtual and interactive .www.nationalartsstandards.org

EMERGING TECHNOLOGIES: Wikipedia:
https://en.wikipedia.org/wiki/Emerging_technologies

Resources

Knochel, A. & Osamu, S.(Eds.).(2022). Global media arts: Mapping perspectives of media arts in education. Palgrave Macmillan.

Mueller, Ellen (2016), Elements and Principles of 4D Art and Design. Oxford University Press

National Core Arts Standards: www.nationalartsstandards.org
- National Core Art Standards : Media Arts
- Cornerstone Assessments for Media Arts as component of Core Art Standards
- Media Arts Glossary

International Society for Technology in Education (ISTE) https://www.iste.org/iste-standards
- Standards
- Computational Thinking Competencies
- Student and Teacher Resources

State Standards
- California State Documents https://www.cde.ca.gov/ci/ct/sf/documents/artsmedia.pdf
- New York State Documents:
  https://www.nysed.gov/sites/default/files/programs/curriculum-instruction/nys-media-arts-at-a-glance-final-8-13-2017-high-res.pdf
- South Carolina State Documents Design and Visual Art Standards
  https://ed.sc.gov/instruction/standards-learning/visual-and-performing-arts/standards/visual-arts-design-and-media-arts-standards/

School Arts Collection: Media Arts, School Arts Magazine, Davis Publications, 2020
https://www.davisart.com/products/high-school/resource-books/

National Media Arts Education Initiative www.mediaartsedu.org

Media Arts Literacy Clearinghouse:

Los Angeles Valley College Library: Media Arts