

Arts, Media, and Entertainment Curriculum

Foundations in Visual Arts

The Foundations in Visual Arts course explores fundamental aspects of visual creativity and expression from the perspectives of artist, citizen, and consumer of art. It teaches art fundamentals by applying techniques and aesthetic principles from fine arts in the context of new media and entertainment. The course is designed to show students how investing in their own artistic development can open avenues for lifelong learning and professional success.

Foundations in Media and Digital Design

The Foundations in Media and Digital Design course introduces key specializations in the AME industry. Students focus on four sectors—audio, video, animation, and gaming—learning the principles and fundamental techniques used in each area. The course is built around the theme of storytelling, a skill essential to AME careers, and students learn key storytelling elements such as identifying an audience, crafting a story arc, and creating narrative through images and sound.

Units in both courses are built around framing questions and specific understandings (learning goals). The courses focus on the “big ideas” in visual art and design and include career connections, assessments, and portfolio building (physical and digital). Activities include introductions to methods and tools, studio experience, study of art history, research, presentations, journaling, and structured critique.