

Learning Outcomes

LO	Description
LO 1	LO 1 create meaningful new media experiences either in virtual, physical, mixed and/or augmented reality environments;
LO 2	LO 2 discuss the major theoretical and historical issues around new media art, computing aesthetics, and experiential culture(s);
LO 3	LO 3 analyze the role of new media experiences in various artistic and cultural contexts;
LO 4	LO 4 approach problem-finding and problem-solving challenges from a holistic perspective integrating the creative, technical, historical and theoretical;
LO 5	LO 5 situate their creative practice within the broader art historical and cultural context;
LO 6	LO 6 communicate clearly about their work verbally and in written form to different audiences
LO 7	LO 7 write critically about issues related to new media art;
LO 8	LO 8 gather, review, evaluate, interpret, and discuss information on matters related to new media art
LO 9	LO 9 exhibit and document new media experiences effectively;
LO 10	LO 10 develop a plan to continue learning in evolving fields and changing circumstances inside and outside the discipline;
LO 11	LO 11 work and collaborate respectfully with others;
LO 12	LO 12 participate in and contribute to creative communities;
LO 13	LO 13 critique creative work and respond to feedback constructively
LO 14	LO 14 engage with others demonstrating academic, ethical and social responsibility