Course Title	Movement and Media HS AB
Course Abbreviation	Movmnt/Media A/B
Course Code Number	190135/190136
Special Notes	Year course. Prerequisite: One year of dance technique and/or choreographic process. (Students need a working knowledge of both technique and composition/choreography.)
Course Description	This course explores the use of movement and dance within a variety of multimedia and digital contexts. Dance students will explore ways in which they can build a dialogue between dance, the moving image, digital tools and technological applications. This course will develop artistic skill and technological aptitude as students develop, deepen and apply skills and knowledge in movement, the choreographic process, and the use of media and digital platforms to explore and create works integrating movement and media.
California Content Standards (Dance 9-12 Advanced)	**ARTISTIC PERCEPTION** 1.4 Demonstrate clarity of intent while applying kinesthetic principles for all dance elements. **CREATIVE EXPRESSION** 2.2 Use dance structures, musical forms, theatrical elements, and technology to create original works. **HISTORICAL AND CULTURAL CONTEXT** 3.2 Analyze the role dancers and choreographers play in the interpretation of dances in various historical and cultural settings. 3.4 Explain how dancers and choreographers reflect roles, work, and values in selected cultures, countries, and historical periods. **AESTHETIC VALUING** 4.1 Critique dance works to improve choreographic structure and artistic presence. 4.5 Evaluate how aesthetic principles apply to choreography designed for technological media (e.g., film, video, TV, computer imaging). **CONNECTIONS, RELATIONSHIPS, APPLICATIONS** 5.1 Demonstrate effective knowledge and skills in using audiovisual equipment and technology when creating, recording, and producing dance.

Instructional Topics/Units	Instructional Units	
	Topics should be presented in an integrated manner where possible. Time spent on each unit is to be based upon the needs of the student and the	**Suggested Percentage of**

	instructional program.	**Instructional Time**
	Choreographic Process	**10**
	Digital and Technological Applications	**15**
	Elements of Design and Production	**15**
	Dance Media Projects (including live multimedia and digital projects)	**30**
	Evaluation and Analysis of Dance Media Projects	**10**
	Historical Context and Perspective	**10**
	Careers and Opportunities in in the filed of Dance Media	**10**
Representative Objectives	*The student will be able to:* • Recognize and identify the ways in which dance and media can be integrated, including film/video, photography, motion capture/animation, character animation software. • Identify significant dance media works and discuss/analyze their historical and artistic significance. • Apply choreographic tools and processes to create dance patterns, phrases, studies and longer compositional works as a part of integrated media projects. • Use digital tools and other technological applications to create works integrating movement and media (i.e., digital dance photography; HD camera technology and current video editing software such as iMovie, Movie Maker, Final Cut and Isadora; Life Forms; etc.) • Create and post dance media works online via Vimeo and/or YouTube. • Use media and movement in live multimedia performances incorporating sound, light and the moving image. • Apply elements of design and expressive tools to dance media projects in an aesthetically pleasing way in order to convey meaning. • Make aesthetic choices and articulate the reasons for these choices. • Document the process of creating a dance media project. • Evaluate the production quality, dance performance, creativity and communication of intent of their own and other's dance media work.	

	• Use digital and web resources to support dance learning, i.e., create dance resumes, websites, dance-themed power points; explore online dance resources. • Create a digital portfolio of their work. • Work individually as well as in small groups to complete dance media projects.
Representative Performance Skills	*In accordance with their individual capacity, students will grow in the ability to:* • Use movement and media as tools of expression. • Apply digital tools and technology to the choreographic process to create a variety of dance media works in both live and digital formats. • Incorporate the elements of dance and media with artistic integrity and heightened creativity. • Reimagine dance/movement/choreography in new ways in terms of projection, web, interactive and collaborative works. • Evaluate, revise and refine their work to communicate a specific intent. • Incorporate movement and media in a variety of ways. • Work collaboratively.
Resources	Dixon, Steve. Digital Performance: A History of New Media in Theater, Dance, Performance Art, and Installation. Massachusetts Institute of Technology, 2007. McPherson, Katrina. Making Video Dance: A Practical Introduction. London: Rutledge. 2006 Mitoma, Judy, ed. Envisioning Dance on Film and Video. New York: Routledge, 2002. Pearlman, Karen. Cutting Rhythms: Shaping the Film Edit. Burlington, MA: Focal Press, 2009. Szperling, Silvina and Rodrigo Alonso. Terpsichore in Zeroes and Ones. Essays on Videodance. From International Symposium on Video Dance (2007/2009). Rosenberg, Douglas. Screendance: Inscribing the Ephemeral Image. New York: Oxford University Press, 2012.

Credentials required to teach this course
One of the following:
Single Subject Physical Education
Subject Matter Authorization in Dance