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Art Integration

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The art form that I would like to integrate into my “Humpback Rescue” lesson would be media art. According to Virtual Museum, media art “refers to artworks that depend on a technological component to function.” Since my students have the luxury of having 1:1 Chromebooks, I feel that this would be the best way for students to show their technological abilities as well as allow them to go through the engineering process first hand. My students love creating “sprites” on Scratch, so allowing them to build a structure that would protect a humpback whale would push them out of their comfort zone. To me, media arts seems to encompass many of the other art forms as well. It includes, but is not limited to, ““biotech, digital, kinetic, sound, space, & video arts.”

The Humpback Rescue lesson is based on a rescued humpback whale needing shelter during rehabilitation. Students are to build a structure that will regulate the water temperature and protect the whale. Students are assigned to create the structure on their own and then collaborate with their group and decide which structure would work the best. At that point, they would build the structure and begin testing. If they could do this electronically, they could easily move, add, delete, and restructure according to their testing must faster than starting over every time. At the end of the lesson, the students are to create a poster explaining their structure for the Rehabilitation center to use to entice visitors to view the exhibit. If the art form being used is media art, then the students could easily create their poster on the computer. This would allow for the students who do not feel that they are very art inclined to show their talents in another form.

In order to create interdisciplinary lessons using media art, the possibilities are endless. Students could read or listen to a story in Language Arts and then create a video of their favorite

scene or rewrite the ending of that book. That same book may have Social Studies content embedded within which would allow students to create a PowerPoint or Google Slides presentation about what could've been different or try to figure out how life would be different without the events that took place. As stated above, Space Art is considered media art. Students could create constellations using copper tape, 3V batteries and LED lights to present to class. Students could also create an animation of the planets, historical figures, or create their own characters for a movie. The possibilities are endless.

References

Canadian Heritage Information Network. (2013). Media Art. Retrieved from

http://www.virtualmuseum.ca/sgc-cms/expositions-exhibitions/arts_mediatiqes-media_arts/index-eng.php

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