Six Generic Learning Goals for Student-Created Media

This is a starting point for articulating goals NOT explicitly tied to a subject area. Each is expressed briefly, followed by an explanation and sub-goals. Copy what you want to stress, then edit as needed.

1. Show critical thinking
   • Recognize problems and find ways to address them
   • Recognize assumptions
   • Recognize relationships between ideas
   • Gather information, interpret data, appraise evidence and evaluate arguments
   • Draw conclusions and make generalizations
   • Learn more about critical thinking

2. Locate existing media
   • Appropriate for the task
   • Legally usable (with permission, public domain, or CC licensed)

3. Capture new media
   • At a good level of sharpness, volume, brightness, steadiness
   • With minimal unwanted sounds or visuals

4. Manipulate media
   • Crop/trim to appropriate size/length
   • Add titles and other graphic elements
   • Combine (remix) media using layers or tracks

5. Show media expertise
   • Work neatly, carefully, smoothly (vs. settling for sloppy or rough work)
   • Apply design conventions - contrast, spacing, balance, typography, lighting, levels, ...
   • Cite sources

6. Show creativity
   • Synthesize - combine (remix) in a novel way, use a metaphor
   • Take a risk - seek out an untested idea or approach
   • Embrace contradiction - integrate an alternate or divergent concept
   • Be original - diverge from examples, provide a surprising response
   • Explore - incorporate techniques or ideas NOT covered in class or required materials