

Art Subject Matter Requirements

Complete the matrix below by including links to course syllabi. Within each subdomain include direct links to supporting evidence addressing the subject matter requirement. These links must go directly the point in the syllabus where the subject matter requirement is addressed. Only submissions meeting this requirement will be sent to a team for review. Submissions not meeting this requirement will be returned to the institution.

Domains for Art

Domain 1: Candidates have both broad and in-depth conceptual knowledge of visual arts and are able to accurately define and use the vocabulary of the visual arts. They understand that creativity and innovative thinking are essential life skills that are developed over time. They understand that artists and designers shape artistic investigations and experiment with art-making approaches. They understand that artists and designers pursue excellence through practice and constructive critique to reflect on, revise, and refine work over time. They understand the safe and effective use of materials, tools, and techniques used in making works of art. They have refined perceptual and analytical skills that allow a sophisticated response to the formal and expressive qualities of works of visual art and design.

Domain 1. Creating	Syllabi, Coursework, Assignments, Assessments
1.1 Generate and Conceptualize Artistic Ideas and Work	
a. Demonstrate knowledge of how to choose from a range of materials, tools, and methods of traditional and contemporary artistic practices (e.g., painting, sculpture, ceramics, architecture, fiber arts, fashion design, media arts), following or breaking established conventions, to research, plan, and revise works of art and design based on a theme, idea, or concept.	

Domain 1. Creating	Syllabi, Coursework, Assignments, Assessments
1.1 Generate and Conceptualize Artistic Ideas and Work	
b. Demonstrate knowledge of how to utilize a variety of generative methods such as brainstorming, hypothesizing, modeling, play, and experimentation for conceptualizing works of art and design that have an intended goal, purpose, or message.	

Domain 1. Creating	Syllabi, Coursework, Assignments, Assessments
1.2 Develop Artistic Investigations	
a. Demonstrate knowledge of various materials, methods, production processes, modeling, and approaches in creating works of art or design.	
b. Apply visual elements and organizational design strategies (e.g., balance, variety, emphasis, movement, pattern, repetition, rhythm, unity, juxtaposition, hybridization, appropriation, recontextualization, transformation, disruption of expected order, text and image, deconstruction/reconstruction, time) to produce a work of art, design, or media that clearly communicates information or ideas.	
c. Demonstrate knowledge of the safety, care, and use of materials, tools, and equipment for a variety of artistic processes, as well as associated environmental implications.	

Domain 1. Creating	Syllabi, Coursework, Assignments, Assessments
1.2 Develop Artistic Investigations	
d. Demonstrate knowledge of practices, issues, and ethics of appropriation, fair use, copyright, and open source as they apply to creating works of art and design.	

Domain 1. Creating	Syllabi, Coursework, Assignments, Assessments
1.3 Reflect on and Refine Works of Art	
a. Demonstrate knowledge of art and media arts vocabulary to describe choices in artmaking and in creating artist statements and other forms of reflection.	
b. Apply relevant criteria to examine, reflect on, and plan revisions for a work of art or design.	

Domain 2: Candidates have both broad and in-depth conceptual knowledge of the translation of thoughts, perceptions, and ideas into visual form. They understand ways of presenting artwork, including presentation methods and technologies, presentation spaces, and the historical and cultural contexts associated with presentation.

Domain 2. Presenting	Syllabi, Coursework, Assignments, Assessments
2.1 Select, Analyze, and Interpret Works of Art for Presentation	
a. Demonstrate knowledge of selecting or categorizing artwork based on a theme or concept for exhibition or for personal portfolio.	
b. Demonstrate knowledge of preserving, maintaining, and presenting objects, artifacts, and artwork.	

Domain 2. Presenting	Syllabi, Coursework, Assignments, Assessments
c. Investigate and discuss possibilities and limitations of spaces, including virtual and multimedia platforms for exhibiting artwork.	
d. Explore how past, present, and emerging technologies have impacted the preservation and presentation of artwork, and analyze similarities and differences associated with preserving and presenting artwork.	

Domain 2. Presenting	Syllabi, Coursework, Assignments, Assessments
2.2 Develop and Refine Techniques for Presentation and Exhibit	
a. Distinguish between different materials or presentational techniques for preparing artwork for exhibit.	
b. Identify exhibit space (physical or virtual), curate, and prepare works of art, including artists' statements, for presentation.	
c. Demonstrate knowledge of how to prepare and present selected theme-based artwork for display and how to formulate exhibition narratives for the viewer.	

Domain 2. Presenting	Syllabi, Coursework, Assignments, Assessments
2.3 Communicate Meaning Through the Presentation of Works of Art	

Domain 2. Presenting	Syllabi, Coursework, Assignments, Assessments
a. Identify the roles and responsibilities of people who work in and visit museums and other art venues (e.g., electronic and digital media, mass communication, mural walks, street art, festivals, social media, web art platforms, cultural heritage sites, artist co-ops, community centers, public art).	
b. Demonstrate knowledge of how and where different cultures record and illustrate stories and history of life through art.	
c. Compare and contrast purposes of art museums, art galleries, and other venues (e.g., electronic and digital media, mass communication, mural walks, street art, festivals, social media, web art platforms, cultural heritage sites, artist co-ops, community centers, public art), as well as the types of personal experiences they provide.	
d. Demonstrate knowledge of connections between artists or artwork and social, cultural, and political history.	

Domain 3: Candidates have both broad and in-depth conceptual knowledge of art criticism and aesthetic theories. They are able to respond to, analyze, interpret, and critique processes and works of visual art representing a wide variety of forms, media, purposes, and functions. Candidates are able to make sound critical judgments about the quality and effectiveness of a variety of two-dimensional and three-dimensional works of art and design (e.g., textiles, applied design, video and photography, sculptures, architecture, performance art, multimedia productions).

Domain 3. Responding	Syllabi, Coursework, Assignments, Assessments
3.1 Perceive and Analyze Works of Art	

Domain 3. Responding	Syllabi, Coursework, Assignments, Assessments
a. Identify and interpret works of art or applied design that provide context for understanding how people live around the world and what they value (e.g., what an image represents, the expressive properties of an image, the message communicated by an image).	
b. Compare and contrast images that represent the same subject.	
c. Demonstrate knowledge of expressive properties of images, analyze components in visual imagery that convey messages, and identify and analyze cultural associations suggested by visual imagery.	
d. Analyze multiple ways that images influence specific audiences or manage audience/user experiences.	
e. Determine the commonalities within a group of artists or visual images attributed to a particular type of art, timeframe, culture, or politics.	

Domain 3. Responding	Syllabi, Coursework, Assignments, Assessments
3.2 Interpret Intent and Meaning in Works of Art	
a. Interpret art by analyzing characteristics of form and structure, contextual information, subject matter, visual elements (e.g., line, shape, color, texture, value, space, form), or use of media to identify ideas and mood conveyed.	

Domain 3. Responding	Syllabi, Coursework, Assignments, Assessments
b. Interpret art by analyzing how the interaction of subject matter, use of media, art-making approaches, relevant contextual information, or traditional and postmodern principles of design contributes to understanding messages or ideas and mood conveyed.	

Domain 3. Responding	Syllabi, Coursework, Assignments, Assessments
3.3 Apply Criteria to Evaluate Works of Art	
a. Recognize differences in criteria used to evaluate works of art (e.g., aesthetic theories, stages of art criticism) depending on styles, genres, and media as well as historical and cultural contexts.	

Domain 4: Candidates have both broad and in-depth conceptual knowledge of the personal, societal, cultural, historical, and professional contexts of visual arts. They demonstrate wide knowledge of the history and diversity of art and of the roles, forms, and global context of the visual arts in societies past and present.

Domain 4. Connecting	Syllabi, Coursework, Assignments, Assessments
4.1 Synthesize and Relate Knowledge and Personal Experiences to Make Art	
a. Demonstrate knowledge and awareness of how works of art reflect cultural traditions.	

Domain 4. Connecting	Syllabi, Coursework, Assignments, Assessments
b. Utilize inquiry methods of observation, research, and experimentation to explore unfamiliar subjects through individual or collaborative artmaking (e.g., sketching, brainstorming, researching, writing, storyboarding).	
c. Demonstrate knowledge of how to work individually or collaboratively to create visual documentation of places and times in which people gather to make and experience art or design in the community.	
d. Demonstrate knowledge of how artists make art collaboratively to reflect on and reinforce positive aspects of group identity.	

Domain 4. Connecting	Syllabi, Coursework, Assignments, Assessments
4.2 Relate Artistic Ideas and Works with Societal, Cultural, Historical, and Professional Context to Deepen Understanding	
a. Identify a purpose of an artwork.	
b. Infer information about time, place, and culture in which a work of art was created, and analyze how art reflects changing times, traditions, resources, and cultural uses (e.g., characteristics of art and art movements, how art influences and has been influenced by art throughout the world, how art relates to its historical context, similarities and differences of art throughout the world).	

Domain 4. Connecting	Syllabi, Coursework, Assignments, Assessments
c. Identify different ways art is used to represent, establish, reinforce, and reflect group identity and ethics.	
d. Demonstrate understanding of how culture, traditions, history, and media literacy may influence personal ethics, values, and responses to art.	
e. Compare uses of art in a variety of societal, cultural, historical, and professional contexts and make connections to uses of art in local, virtual, and global settings.	
f. Assess the impact of an artist or a group of artists on the beliefs, values, and behaviors of a society.	