

WELCOME TO THE A.D.A.M. EXPERIMENT

(ACADEMY OF DIGITAL ART AND MEDIA)

The ADAM experiment is the Advanced Digital Art and Media. After reading this handbook and filling out the application, you will be entered into the GAME (Graphics And Media Experiment). This is an award winning program that requires active participation in the program. You will be given access to industry standard design tools, a state-of-the-art training program, and an online portfolio that will allow the world to see your work. Because students in this program have special privileges, it also has high expectations. This document will introduce you to the program and the responsibilities you have as part of it.

PROGRAM OVERVIEW

The ADAM experiment is a hands-on, computer-based art and design course. We use Industry standard equipment and software that many people do not have access to. As a result, attendance and participation is critical for class. Our program is also chosen to often participate in pilot programs that other students in the district have no access to.

Students entering the program are not expected to have any prior knowledge. Everything they need to learn will be presented to the students at their individual pace. Students will also be piloting a new program of instruction that we call the GAME. All students must participate in this program and are responsible for “playing” fairly and by the rules.

In a nutshell, students will be participating in an online program that will introduce the coursework and required projects and concepts. These will be presented as if part of a game- developing their “character” by learning the concepts needed for class.

OBJECTIVES OF THE PROGRAM

Upon successful completion of this course, students will be able to:

- Understand, demonstrate, and utilize the problem solving process.
- Locate, evaluate, process, and use information and data from the internet in a responsible and ethical manner.
- Demonstrate an understanding of the Elements and Principles of Design.
- Use standard software and tools of the design industry- Adobe Creative Suite, Computers, Cameras, Scanners, etc.
- Develop and maintain a Website portfolio of their work.
- Conduct your work and interactions in a responsible, ethical, and professional manner.

GAMR RESPONSIBILITIES

GAMR stands for Graphics And Media Recruit, which every student will be. As previously stated, this program has high standards and special privileges, and therefore, high expectations. Students will not have access to many of the tools necessary to complete classwork at home, and therefore will have very little (if any) homework. There is, however, a lot of material to cover. Therefore, we expect the following from recruits:

BEHAVE	ATTEND
<p>YOUR CHARACTER- GAMRs are expected to conduct themselves with integrity. Lying, stealing, disrespect, and cheating will NOT be tolerated in the GAME website or in real life. Simply put, <u>respect the class atmosphere, other people, and their belongings!</u> Represent us well to all guests in the lab.</p> <p>YOUR PROFESSIONAL BEHAVIOR- GAMRs are training to be independent, professional, and mature individuals. Your <u>language and dress need to conform to the environment you're in.</u> If you want to be treated like an adult, dress and speak like an adult. These rules apply online as well as in class.</p> <p>INTERNET POLICY- GAMRs will have a public Blog. The BLOG must be for school work ONLY and must be school appropriate. Violations of school policies on the blogs will be dealt with as if they happened on school grounds.</p>	<p>YOUR ATTENDANCE- You must login to the network and the GAMR website and <u>report your attendance daily at the beginning of class.</u> Failure to do so will result in you being reported as tardy or absent. GAMRs must be present in mind as well as body.</p> <p>YOUR TIME- GAMRs are responsible to be in class, on time. We work <u>bell to bell.</u> If the tardy bell rings and you are not already at your computer logged in or working, you are tardy. If you are not working any time after the bell until dismissal, you are off task.</p> <p>YOUR LEARNING- GAMRs choose their own path and progress. It is your responsibility to be sure that you are proceeding at a challenging pace. You should also be employing the skills for learning that you will receive in orientation. <u>No electronic devices (phones, ipods, etc) or social/entertainment media</u> are allowed to be used during class without permission. This especially includes streaming music and videos.</p>
RESPECT	TRY
<p>OTHER PEOPLE- you must respect other people, their opinions, their belongings, and their personal space with TOTAL respect. Don't touch anything that doesn't belong to you without permission. When you have permission, be careful and gentle.</p> <p>EQUIPMENT- GAMRs are responsible for their equipment and work areas. This is shared equipment. <u>Do not move the equipment, install software, or change any system permissions</u> without permission. Report damaged or malfunctioning equipment immediately. Failure to report a problem may result in your being charged for damage.. <u>No Food, Drink, or snacks are allowed in the lab.</u> Water and mints are OK, but water must be in a container with a cap, and must be capped when you are not drinking it.</p>	<p>YOUR GRADE- GAMRs are responsible to complete and document their work. If work is not <u>documented and uploaded to the blog,</u> it will not be graded.</p> <p>YOUR WORK- GAMRs are responsible for their work. <u>Simply copying or editing someone else's work does not make it yours.</u> Learning from Tutorials is OK, calling it your own work is not. It is recommended that you save often to your network folder and backup your data regularly.</p> <p>YOUR ARTISTIC GROWTH- GAMRs will stretch themselves. Focus on your growth as a person and as an artist. Take advantage of this program. Work hard. Don't be lazy. Don't give up on yourself. Nobody ever fails this class, they just quit.</p>

Depending on any infraction of these policies, consequences range from extra lab time (detention) to loss of privileges in the lab or removal from the program. You have a choice- Obey the rules or *you will* encounter the consequences.

ACADEMIC DISHONESTY

Absolutely no form of academic dishonesty (cheating) will be tolerated. This includes cheating in the GAME. Turning in another person's work (another student or work downloaded from the internet) is cheating. The use of copyrighted material in final projects without the expressed written consent of the copyright holder is absolutely prohibited. Do your own work with your own tools. Consequences range from REboot camp (see below) to referrals to the administration. Besides, it's way more cool to make your own stuff!!!

WORK AND GRADING POLICY

Since virtually all of our work will be completed in class it is critical that you attend regularly and participate fully during the entirety of the class. Up to one-half of your overall grade will be determined by attendance and participation. You cannot participate if you are absent (in body OR mind)!

Because of the revolutionary nature of the program, Desikre2Learn does not facilitate managing our grades very well. However, in lieu of D2L reporting your work- every single **mission** (assignments and projects) you will be working on is required to be posted to your blog. Parents can visit your blog to see exactly what is posted and how much work you have been doing. If there is a disagreement with me on your assessment, your blog will be used as the standard for your grade. Work not posted on the blog is considered NOT turned in. If it's not on the blog, it's not in the gradebook.

I will also accept any project at any time up to the report card. Aside from excused absences, there will be no work accepted for grades after the final bell for the last day before the end of that marking period.

ASSESSMENTS

Grading in this program is also unconventional. You will be required to document your own effort and assessment for the week in your blog. To eliminate endless hours of discussing and dissecting evaluations, the lab uses a very simple rubric:

The Rubric Of Awesome

2- Awesome- *You went above and beyond the expectations! Great Work!*

1- Average- *You did what you were expected to, but not more.*

0- Awful- *You failed to meet the mission requirements.*

It really is that simple. If you want to achieve an "Awesome" on a project, you must meet AND exceed the expectations of the mission. If you do not meet the expectations of the mission then you must report a "Awful" grade and receive a zero.

The grades will be entered weekly on your blog and you will give yourself a grade for the week. Most students simply use this rubric on all their missions and average the week. Since students will be allowed to choose their own focus and work at their own pace, this will not be standardized.

I encourage students to show their blog to their parents and guardians (and friends!) for encouragement and congratulations on missions completed in class.

Final Grades

To determine final grades on a standard 5 point scale, all grades will be averaged. The breakdown is as follows:

1.5-2.0 = A

1.0-1.5 = B

0.5-1.0 = C

0.3-0.5 = D

0.0-0.3 = F

Bottom line, do at least average on half of your missions and you pass with a C. The main reason for this scale is that it eliminates the “Zero trap.” If you get a zero on a project, it’s very easy to come back from, unlike the standard grading policy. This essentially eliminates “zeroes” in grading.

Who Is The Judge?

Formal evaluations take place twice a semester. Discussions on evaluations include progress, goals, effort, ideas, failures, etc... Remember to include your failures as learning experiments that count toward your grade! Each student will inform me of his/her grade for the evaluation. Though I sometimes disagree, I’ve found that after discussion, virtually every student and I can agree together on a fair and appropriate grade.

GAME POLICIES

GAMR’s will be expected to adhere to the GAME and the spirit of the GAME while in the program. Anyone who chooses to violate the rules in the GAME online, on the student blog sites, or live in real life in class will have consequences. These consequences can be as minor as a verbal correction and one demerit, to a referral to the Administration.

One more thing... You’re actually reading this document. Most students won’t. Draw a dragon on your application somewhere. TOP has 1500 points to give out and will divide it among GAMR’s who actually read instructions. Don’t tell anyone!! If you share the code, you’re throwing away some loot (not grades, just fun!!)!!! This is Top’s way of rewarding the GAMR’s that really explore! Look for clues in the GAME!

Demerits- GAMRs can receive demerits which are documented interventions along with appropriate interventions. Three demerits will result in REboot camp.

REboot Camp- Upon receiving a third demerit, a GAMR will receive a REboot. This is a complete resetting of the GAMR’s account, blog, and progress in the GAME. Students will also be referred to Administration. After 3 REboots, students will be removed from the program.

SPECIAL NOTES TO PARENTS

There are a few areas on the permission form that you'll need to sign and indicate your preference. They refer to the information in this section. If you lose this document or would like to see it again, you can access this document here: http://brainbuffet.com/grid/employee_handbook/

PERMISSION FORM ITEMS

The permission form has a couple sections that you'll need to be aware of. Many of these items are covered in the student manual you received at the beginning of the year, available here for reference:

<http://bcps.browardschools.com/codeofconduct/sources/index.htm>.

Because of the special privileges of the class, you must initial the application to be sure that you are aware of the special privileges and policies for the district's technology.

PERMISSION TO USE BRAINBUFFET.COM

This section acknowledges that use of Brainbuffet for class follows under district policy. Student progress in the program will be monitored on this site. **Initial this area of the application to agree to:**

- Allow your child to use the site which is publicly viewable.
- Use this site to monitor grades, progress, attendance and your child's work in addition to Desire2Learn.
- Allow your child's work to be posted to the internet. NO PERSONALLY IDENTIFIABLE INFORMATION WILL BE ALLOWED. This complies with federal guidelines for internet safety.

PERMISSION TO USE BLOGS ON SCHOOL DISTRICT SITE

Students in this program will also be participating in a pilot program that will give them their own student portfolio website. This is where students will document their classwork. Your child will be posting on school district servers and school rules and discipline apply when on that site. **Initial this area of the application to agree to:**

- Allow your child to use the blogs provided to students by Palm Beach School District.
- Indicate you understand that the blogs are school property, and therefore, behavior on the site must adhere to school rules and policies.

PERMISSION TO USE SCHOOL EQUIPMENT

Students will have the ability to check out school equipment for use after school and over weekends. These materials are checked out on a first come, first serve basis. The equipment includes cameras, lenses, and other digital equipment. **Initial this area of the application to agree to:**

- Allow your child to checkout school equipment.
- Indicate that you understand and agree that your child will be financially responsible for the equipment if lost, broken, stolen, or vandalized when checked out to him/her.

GAME EXPERIMENT APPLICATION

APPLICANT INFORMATION

Last Name:		First Name:	
Date of birth:	Student Number:	Phone:	
Current address:			
City:	State:	ZIP Code:	

EDUCATION

1 Period	Teacher
2 Period	Teacher
3 Period	Teacher
4 Period	Teacher

REFERENCES

Parent/Guardian Name:		Relationship
Email:	Phone:	
Additional Emergency Contact Name:		Relationship
Email:	Phone:	

Any special concerns for Schwartz about this child?

GAME EXPERIMENT APPLICATION

PREVIOUS EXPERIENCE

Software Proficiencies (Office, Chrome, Photoshop, Illustrator, 3D, Paint, etc.):

Experience Level?

Certifications Held

Blogging Experience

Platform

HOBBIES AND CLUBS

Other Hobbies or Interests

PARENT PERMISSIONS

(descriptions of these policies can be found at http://brainbuffet.com/grid/employee_handbook)

Do you understand and accept that your child will use Brainbuffet.com to participate in class and allow any artwork turned in for that class to be shared on that website, and do you understand that Brainbuffet will be used instead of D2L to display grades and work?

YES / NO

Initials

Do you understand and accept that your child will use the STHS Student Blogs and they are viewable by anyone on the internet? The blog is covered by the same District's Acceptable Use Policies in the student handbook.

YES / NO

Initials

Do you give permission to check out school equipment to your child and understand that your child will be held responsible for this School District equipment when checked out by him/her?

YES / NO

Initials

Signatures (Signing denotes you have read and agree to all policies in the handbook)

Signature of applicant:

Date:

Signature of Parent:

Date:

AFTER READING THE ENTIRE DOCUMENT,
PRINT THE ACTUAL APPLICATION FORM ON PAGES
7-8 (2 SIDED IF YOU CAN) AND RETURN TO GAME HQ.

ALL BOXES MUST BE FILLED OUT.
IF A BOX DOES NOT APPLY TO YOU, ENTER A DASH.

MAKE SURE ALL GREEN BOXES HAVE SIGNATURES BY
PARENT/GUARDIAN.