AMERICAN Journal of Science on Integration and Human Development
Volume 2, Issue 3, 2024 ISSN (E): 2993-2750

The Impact of Digital Art Literacy on School Students' Future Careers

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Abstract: This research article delves into the crucial role of digital art literacy in shaping the future careers of school students. With the increasing integration of technology in various industries, understanding digital art and its applications has become essential for students aspiring to succeed in diverse career paths. This study explores how digital art literacy influences students' skill development, creativity, critical thinking, and adaptability, ultimately preparing them for the demands of the modern workforce. By examining the significance of digital art literacy in education and its correlation with future career opportunities, this research aims to provide insights into enhancing educational practices to better equip students for the digital age.

Keywords: digital art literacy, school students, future careers, skill development, creativity, critical thinking, adaptability.

Introduction.

In today's rapidly evolving digital landscape, proficiency in digital art has emerged as a valuable asset for individuals across various professions. As technology continues to reshape industries and create new job opportunities, the need for students to acquire digital art literacy skills has become increasingly evident. This research article investigates the impact of digital art literacy on school students' future careers by analyzing its influence on skill development, creativity, critical thinking, and adaptability. By exploring the relationship between digital art literacy and career readiness, this study aims to shed light on the importance of integrating digital art education into school curricula.

Digital art literacy.

David Hockney made the jump to digital paintings as far back as the 1980s. Writing in 2008, he proudly noted both the convenience and artistic rigour of using digital software.

According to the Stanford Encyclopaedia of Philosophy:

“In order to be a true digital artist, you must learn the same types of skills to perform digital artwork that you would for traditional artwork”.

The first use of the term digital art was in the early 1980s when computer engineers devised a paint program which was used by the pioneering digital artist Harold Cohen. This became known as AARON, a robotic machine designed to make large drawings on sheets of paper placed on the floor. Since this early foray into artificial intelligence, Cohen continued to fine-tune the AARON program as technology becomes more sophisticated.

Digital art can be computer generated, scanned or drawn using a tablet and a mouse. In the 1990s, thanks to improvements in digital technology, it was possible to download video onto

computers, allowing artists to manipulate the images they had filmed with a video camera. This gave artists a creative freedom never experienced before with film, allowing them to cut and paste within moving images to create visual collages.

Digital art literacy refers to the ability to use information and communication technologies effectively to find, evaluate, create, and communicate information in the context of art and design. It encompasses skills related to utilizing digital tools, understanding digital content, engaging with various media forms, and sharing information digitally. In the field of arts education, digital art literacy plays a crucial role in helping students develop their understanding of media concepts, enhance their ability to create media-based artwork, and communicate ideas effectively through digital mediums. This literacy is essential for students aspiring to pursue careers in graphic design, animation, game development, digital marketing, and other creative fields that require proficiency in digital art tools and techniques.

Some examples of digital art literacy skills include:

Understanding and Using Digital Tools: Proficiency in utilizing software and hardware devices for creating digital artwork.

Engaging with Digital Content: Ability to explore and understand the subject matter being learned or created digitally.

Utilizing Different Media Forms: Skills in using various forms of digital communication to express ideas effectively.

Sharing Information Digitally: Competence in distributing information through digital platforms and channel.

These skills are essential for students to develop a strong foundation in digital art literacy, enabling them to excel in creative fields that require proficiency in digital tools and techniques.

Some tools and software commonly used in digital art literacy include:

Adobe Photoshop: A versatile software used for detailed image manipulation, photo editing, and complex digital painting.

Procreate: A top painting app on iPad known for its natural brush feel, gesture-based shortcuts, and time-lapse recording feature.

Clip Studio Paint: Ideal for comic book artists and manga creators, offering specialized tools for inking, comic panel creation, and advanced brush customization.

Corel Painter: Focuses on replicating traditional art media, providing a vast selection of brushes, textures, and effects for realistic art styles.

Autodesk SketchBook: Offers an intuitive interface for digital sketching and painting, with an array of brushes, customizable rulers, and Copic color libraries.

These tools cater to different artistic styles and needs, empowering digital artists to express their creativity effectively through various digital mediums.

The portion of digital art hours in the art curriculum.

The allocation of digital art hours in art curricula varies across different programs and concentrations. Here are some examples from the provided search results:

Grambling State University: The Digital Art Concentration Curriculum includes courses like Painting I, Art History I, and World Literature, but specific details on digital art hours are not explicitly mentioned.

New York Institute of Technology (NYIT): The Master of Fine Arts (M.F.A.) program in Digital Art & Design includes courses like History of Art and Technology, Critical Thinking and Writing About the Arts, Aesthetics and Theory, Drawing, Contemporary Art, Thesis Orientation,

Business of Creative Industries, and more. These courses offer a comprehensive curriculum that integrates digital art with theoretical and practical aspects of art and technology.

University of North Georgia (UNG): The Bachelor of Arts with a major in art and a concentration in digital arts at UNG includes an internship in the visual arts as part of the curriculum. This internship provides students with hands-on experience in the field of digital arts, enhancing their practical skills and industry readiness.

These examples highlight the diverse approaches taken by different institutions to incorporate digital art into their art curricula, emphasizing both theoretical knowledge and practical skills development in the digital arts field.

In the context of school curricula, the portion of digital art hours can vary depending on the specific program and concentration. For example, in a Digital Art Concentration curriculum at a university, students may take courses like "Intro to Digital Art" and "Computer Design" during their junior year, which contribute to their digital art literacy development.

Additionally, in a Master of Fine Arts program with a concentration in Digital Art & Design, students may engage in courses like "History of Art and Technology," "Aesthetics and Theory," and "Thesis Production," which further enhance their skills in digital art and technology integration.

These examples highlight how digital art literacy is integrated into academic programs through dedicated courses that focus on various aspects of digital art, providing students with the necessary skills and knowledge to excel in creative fields that require proficiency in digital tools and techniques.

Including digital art in high school art curriculum offers numerous benefits, such as:

Enhancement of Creativity and Collaboration: Digital tools reinvent art education by expanding students' imagination, encouraging multimedia content creation, and facilitating collaboration on art projects through cloud-based resources.

Opportunities for STEM Integration: Introducing digital art allows for better integration of STEM and arts instruction, known as STEAM, enhancing students' visual information comprehension and fine motor skills essential for various fields from statistics to robotics.

Wide Range of Tech and Tools: Digital art provides access to a variety of tools and software that are cost-effective in the long run, allowing students to create on-the-go with portable tablets and explore digital art activities through various websites and programs suitable for school-aged children.

Development of Critical Thinking Skills: Arts experiences boost critical thinking, teaching students to observe the world more carefully and thoroughly, fostering creativity and problem-solving abilities essential for academic success and personal growth.

Soft Skills Development: Digital art classes encourage digital creativity, build soft skills, and align with the focus on STEM by adopting a STEAM approach, preparing students with the skills employers seek while providing a well-rounded education.

By integrating digital art into high school art curricula, students can develop a diverse set of skills that are crucial for their academic success, personal growth, and future career readiness.

Digital art literacy benefits to students in their future careers.

Digital art literacy offers numerous advantages for students as they prepare for their future careers. Let’s delve into some of the key benefits:

Enhanced Creativity and Innovation: Digital art literacy nurtures creativity and innovation. Students can utilize various digital tools to communicate their thoughts through media, planning,

and programming. This cultivates an enterprising mentality and sets them up for professions in fields like graphic design, web development, and digital marketing.

Improved Employability: Many jobs now require applicants to have strong digital literacy skills. Digitally literate students have an advantage in the job market.

They can create media-rich resumes, showcase their personal brands with ePortfolios of their student work, and differentiate themselves during the job application process.

Critical Thinking and Problem-Solving: When students engage with digital art tools, they learn how to think critically and creatively solve problems.

Effective Communication: Proficiency in digital tools allows students to express their ideas in compelling ways.

Versatility and Adaptability: Digital art literacy equips students with skills that are transferable across various domains.

Conclusion:

In summary, digital art literacy empowers students to be creative, adaptable, and well-prepared for the dynamic landscape of future careers. By emphasizing the importance of equipping students with essential skills in creativity, critical thinking, and adaptability through digital art education, schools can better prepare them for success in an increasingly digitized world. The findings of this study contribute to ongoing discussions on educational practices that promote holistic skill development and career readiness among students.

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