Canterbury DigiAwards: Digital Art criteria

Create a digital artwork that illustrates the theme of 'manaakitanga'. Digital art could include, but is not restricted to the following: graphic design, digital photos (altered or unaltered), comics or a photo-story, Use good composition and digital techniques to create your artwork. For other resources: select **Digital Art** in the drop-down menu on Grow Waitaha – Supporting Resources.

Entry Title:	
Entry Link:	
Entered by:	
School:	
Category: (Please cross out/circle one)	Year 1-3 Year 4-6 Year 7-8

Project explanation

(Please write an explanatioabout your project. What did you do? How did you do it? Who did what? This gives judges a much better understanding of why you made this entry. (No more than 100 words.)

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Expert: Has a great deal of knowledge or skill in a particular area.
Practitioner: Has knowledge or skill in a particular area.
Apprentice: Is developing knowledge or skill in a particular area.
Novice: Has just started to develop knowledge or skill in a particular area.

Please note: The bullet points outlined below are to help guide you in creating your entry and will inform the judges when marking your entry.

Area	Criteria	Expert 20pts	Practitioner 15pts	Apprentice 10pts	Novice 5pts
1.Compelling	Student/s use artistic elements to create a **compelling** digital artwork that: ● tells a story; ● contains elements that captures people's interest, e.g. lighting, shadow, people's expression – to create a sense of drama, atmosphere, or a type of mood; ● challenges people to think; ● makes people curious about something.				
2.Technical	Student/s use technical elements to make a digital artwork that: ● demonstrates the use of digital technology as an essential part of the creative process; ● uses artistic techniques effectively, such as: 　○ colour 　○ texture 　○ perspective 　○ contrast 　○ composition; ● is innovative in combining artistic elements with digital technology; ● uses graphics or images that are free to use or modify. (See Creative Commons).				

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3.Creativity	Student/s make a creative digital artwork that: ● is original – different from something people might normally see; ● is imaginative – demonstrates a variety of ideas or a novel approach; ● demonstrates a creative process, e.g. ways of exploring, working together, applying different techniques. (This should be evident in the final product, but can otherwise be explained in the **Project explanation**.)				
4.Theme development	Student/s make a digital artwork reflecting the theme of **Manaakitanga** (Hospitality, kindness, generosity, support - the process of showing respect, generosity and care for others), that: ● clearly demonstrates aspects of this theme; captures the essence or wairua of manaakitanga; ● attempts to inform others about aspects of manaakitanga or compels them to find out more about it.				

Comments:	**Total Points:**	**/80**

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Entry criteria

- All entries must reflect the key theme of Manaakitanga
- Entries for the following categories – Digital Art, Video – Storytelling, Documentary and Music video must be submitted in one of the following formats (no other formats will be accepted) - Jpeg, png, pdf, .mov, .m4v and .mp4.
- Digital sandpit entries must not be source files. They must be able to be viewed independently on a mac or pc i.e. a published in a self contained file or accompanied with a player or instructions for viewing.
- All images must be student or teacher created or adhere to creative commons.
- All entries must have content suitable for viewing by ALL primary school children
- Age groups for categories will be NE - Yr 3, year 4-6, year 7-8