

Technology Available

The screenshot shows the EssayPro website. At the top left is the logo and navigation links: "How To Order", "Reviews", "About Us", and "Write My Essay". At the top right are "DBA: EPRO", "Log In", and a "Sign Up" button. The main banner features a student sleeping at a desk with the text: "WRITING SERVICE AT YOUR CONVENIENCE", "You - Send us your homework", "We - Do it all for you", and "Grab your original paper for just \$10 per page with a free plagiarism report included". A "Write My Essay!" button is present. A "Calculate the price" widget is overlaid on the right, showing options for "Writing", "Rewriting", and "Editing"; "Essay (any type)"; "College"; "2 weeks"; "1 page / 275 words"; "Double spaces" (selected) and "Single spaces"; and a price of "\$11.4" with a "Write My Paper" button. At the bottom of the banner, it says "NO MORE SLEEPLESS NIGHTS... 100% PLAGIARISM-FREE ESSAYS. ANY TOPIC OR DIFFICULTY CAN BE HANDLED!".

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Given that the Fine Arts contain expression such as sculpting, painting, drawing, dance, theater, music, etc, there are countless opportunities for advancement within the curriculum. Having such a broad range of options enables different types of technological support to be introduced to both teachers and students. Theater students use [technology](#) constantly, whether it's [accessing](#) the computer catalog to find plays for study or on the Internet for reviews or to study about a particular playwright.

Technology is a central part of technical theater as well. The lights used to illuminate the stage are computer driven and must be programmed correctly (Marshall, 1998). Visual arts students study laser discs, which are used in teaching and learning art history. They also use the CD-ROM drives in Macintosh-based computers to study color mixing, art forms, current trends in visual arts and art history (Marshall, 1998). There is a computer graphics lab at their disposal, which is used to teach animation and the creation of art. Images downloaded from the Internet are modified and adapted to create original works of art (Marshall, 1998). "The visual arts students are required to become handy with 35mm copy stand photography as they document everything they do for their portfolios. Working with

computer animation and photography are important skills for visual artists in the field today” (Marshall, 1998). Music programs also include advancements, “for example...students learn about acoustics, lighting, seating arrangements, ergonomics, and personal programming in the context of how the built environment affects musical performance. The technology includes building models of spaces to incorporate specific acoustical properties and studying types and colors of lights” (Marshall, 1998).

Those are just a few ways in which all Fine Arts categories use technology to improve their class content. The world will keep advancing; it’s up to the educators to take advantage of such learning enhancers.

What Practices are Guiding Students in the Fine Arts Today

Several educators express a need for a more vigorous and expanded arts curriculum. In schools today, the Fine Arts programs seem to be the underdogs of [education](#). In fact, the arts are an incredibly important and integral part of a student's learning and development.

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