

Postgraduate Certificate

Ancient Art





Postgraduate Certificate Ancient Art

- » Modality: online
- » Duration: 12 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/humanities/postgraduate-certificate/ancient-art

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Structure and Content

p. 12

04

Methodology

p. 18

05

Certificate

p. 26

01

Introduction

The recognition of Ancient Art established a before and after in the history of art, its emergence marked the turning point thanks to which the explanation of the works ceased to be the main objective of the specialists, focusing more on their interpretation and study. These are centuries and centuries of cultural manifestations in the form of paintings, sculptures, architecture and much more, influenced by the social and political movements of each era. As it is a broad period, to know in depth these works is a real challenge, which is why this very complete degree has been created. Through an exhaustive journey through ancient history, this online program focuses on analyzing the artistic pieces of the time, delving into their origin and characteristics, which will provide you with a broad and detailed vision on the subject.





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Knowing in detail Ancient Art will seem a simple and entertaining task to carry out thanks to this Postgraduate Certificate and its complete program 100% online"

Years of exhaustive research have resulted in a comprehensive and detailed knowledge of the Art of Antiquity Today there are millions of sources of information full of data that allow us to interpret and study from the different prehistoric, Neolithic and Mesopotamian artistic manifestations to those of the Late Roman period.

The large amount of data, as well as the different cultural currents that have influenced the development of a broad knowledge on this subject, sometimes make it difficult for specialists who, nowadays, want to learn about ancient culture to study the subject. Based on this need, TECH has developed this Postgraduate Certificate in Ancient Art, a complete program that covers art stages from Prehistory to the 5th century AD.

This is a 100% online degree designed and developed by experts in Art History with extensive experience in research and teaching. Thanks to the exhaustive nature of its syllabus, the graduate will find in it the opportunity to generate a broad knowledge of Ancient Art in only 12 weeks. In addition, in order to offer an even more complete academic experience, you will have at your disposal complementary material in audiovisual format, readings and research articles with which you will be able to deepen each section in a personalized way and based on your needs.

This **Postgraduate Certificate in Ancient Art** contains the most complete and up-to-date educational program on the market. The most important features include:

- ♦ Developing practical cases presented by experts in Art History
- ♦ The graphic, schematic, and eminently practical contents with which they are created, provide current and practical information on the disciplines that are essential for professional practice
- ♦ Practical exercises where self-assessment can be used to improve learning
- ♦ Its special emphasis on innovative methodologies
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



In the Virtual Classroom you will find additional material in audiovisual format with hundreds of images to contextualize the information developed throughout the syllabus"

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In this Postgraduate Certificate, you will find sections dedicated exclusively to Babylonian and Assyrian art, from its origin to the fall of its empire"

This degree will give you the tools to become an expert in Ancient Art in just 12 weeks.

Delving into the origin of art through the study of prehistory will allow you to acquire a more complete vision of the subject.

The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.



02

Objectives

Since this subject has been developed throughout centuries of history, the objective of this Postgraduate Certificate is to present itself as a complete and exhaustive source of knowledge, a guide that will help the graduate to know in detail the cultural representations of this period and that will allow them to develop a critical thinking, based on weighty arguments. In short, a course that will help you become a true expert in Ancient Art.





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TECH designs each of its degrees with the goal that you will find the tools to help you achieve your highest academic goals”



General Objectives

- ♦ Possess a level of knowledge necessary to master the most relevant aspects of the Ancient Art
- ♦ Develop critical thinking with respect to this topic
- ♦ Identify Ancient Art based on its historical and technical characteristics
- ♦ Know in depth the history and contextualization of Ancient Art

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Possessing a level of knowledge such as the one this Postgraduate Certificate will give you, will allow you to master the most relevant aspects within Ancient Art”





Specific Objectives

- ♦ Understanding the origins of art history
- ♦ Analyze the facts surrounding prehistory
- ♦ Acquire basic knowledge of Anthropology and Archaeology
- ♦ Understand the changes between the different stages of prehistory
- ♦ Analyze the importance of prehistoric tools for history and for the growth of human beings
- ♦ Learn the differences in each period of Greek art
- ♦ Understand the technical and historical differences between Greek and Roman art
- ♦ Assimilate information related to the various stages of the artistic history of Greece and Rome

03

Structure and Content

The design of the structure and content of this Postgraduate Certificate in Ancient Art has been carried out by a group of experts in Art History. However, these specialists have developed their syllabus taking into account TECH's academic and pedagogical criteria, which include, among other aspects, the inclusion of additional high-quality material with which the graduate can delve into the sections that are of interest to them. In addition, the high practical content of this degree will help you to better contextualize the information, reducing the teaching load and making the learning process a more enjoyable and dynamic experience.





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You will have access to hours of information on Archaic Greek Art, its origin, the evolution of the Greek temple, architectural orders, sculpture and geometric ceramics"

Module 1. Ancient Art I

- 1.1. Prehistory The Origins of Art
 - 1.1.1. Introduction
 - 1.1.2. Figuration and Abstraction in Prehistoric Art
 - 1.1.3. The Art of the Paleolithic Hunters
 - 1.1.4. Origin of Paint
 - 1.1.5. Naturalism and Magic
 - 1.1.6. Artist, Shaman and Hunter
 - 1.1.7. The Importance of the Caves of Altamira
- 1.2. Neolithic First Farmers and Ranchers
 - 1.2.1. Domestication of Animals and Plants, and the First Settlements
 - 1.2.2. Everyday Life as an Artistic Theme
 - 1.2.3. Figurative Art
 - 1.2.4. Levantine Art
 - 1.2.5. Schematic Art, Ceramics and Body Ornamentation
 - 1.2.6. Megalithic Constructions
- 1.3. Egypt Predynastic and Ancient Empire Art
 - 1.3.1. Introduction
 - 1.3.2. The First Dynasties
 - 1.3.3. Architecture
 - 1.3.3.1. Mastabas and Pyramids
 - 1.3.3.2. The Pyramids of Giza
 - 1.3.4. The Sculpture of the Ancient Empire





- 1.4. Egyptian Art of the Middle and New Empires
 - 1.4.1. Introduction
 - 1.4.2. The Architecture of the New Empire
 - 1.4.3. The Great Temples of the New Empire
 - 1.4.4. Sculpture
 - 1.4.5. The Revolution of Tell el-Amarna
- 1.5. Late Egyptian Art and the Evolution of Painting
 - 1.5.1. The Last Period of Egyptian History
 - 1.5.2. The Last Temples
 - 1.5.3. The Evolution of Egyptian Painting
 - 1.5.3.1. Introduction
 - 1.5.3.2. The Technique
 - 1.5.3.3. The Topics
 - 1.5.3.4. The Evolution
- 1.6. Early Mesopotamian Art
 - 1.6.1. Introduction
 - 1.6.2. Mesopotamian Protohistory
 - 1.6.3. The First Sumerian Dynasties
 - 1.6.4. Architecture
 - 1.6.4.1. Introduction
 - 1.6.4.2. The Temple
 - 1.6.5. Akkadian Art
 - 1.6.6. The Period Considered Neo-Numerical
 - 1.6.7. The Importance of Lagash
 - 1.6.8. The Fall of Ur
 - 1.6.9. Elamite Art

- 1.7. Babylonian and Assyrian Art
 - 1.7.1. Introduction
 - 1.7.2. The Kingdom of Mari
 - 1.7.3. The Early Babylonian Period
 - 1.7.4. The Code of Hammurabi
 - 1.7.5. The Assyrian Empire
 - 1.7.6. Assyrian Palaces and Their Architecture
 - 1.7.7. Assyrian Fine Arts
 - 1.7.8. The Fall of the Babylonian Empire and Neo-Babylonian Art
- 1.8. The Art of the Hittites
 - 1.8.1. The Background and Formation of the Hittite Empire
 - 1.8.2. Wars against Assyria and Egypt
 - 1.8.3. The Hatti Period and Its First Stage
 - 1.8.4. The Ancient Kingdom of the Hittites The Empire
 - 1.8.5. The Dark Ages of the Hittite Culture
- 1.9. Phoenician Art
 - 1.9.1. Introduction
 - 1.9.2. The People of the Sea
 - 1.9.3. Importance of Purple
 - 1.9.4. Influences from Egypt and Mesopotamia
 - 1.9.5. Phoenician Expansion
- 1.10. Persian Art
 - 1.10.1. The Expansion of the Medes and the Destruction of the Assyrian Empire
 - 1.10.2. The Formation of the Persian Kingdom
 - 1.10.3. Persian Capitals
 - 1.10.4. Art in the Palace of Darius at Persepolis
 - 1.10.5. Funerary Architecture and Eclectic Art
 - 1.10.6. The Parthian and Sassanid Empire

Module 2. Ancient Art II

- 2.1. Greece Pre-Hellenic Art
 - 2.1.1. Introduction The Different Writing Systems
 - 2.1.2. Cretan Art
 - 2.1.3. Mycenaean Art
- 2.2. Archaic Greek Art
 - 2.2.1. Greek Art
 - 2.2.2. The Origins and Evolution of the Greek Temple
 - 2.2.3. Architectural Orders
 - 2.2.4. Sculpture
 - 2.2.5. Geometric Ceramics
- 2.3. Early Classicism
 - 2.3.1. The Great Panhellenic Sanctuaries
 - 2.3.2. Free-Standing Sculpture in Classicism
 - 2.3.3. The Importance of Myron and Polyclitus
 - 2.3.4. Ceramics and Other Arts
- 2.4. Art During the Age of Pericles
 - 2.4.1. Introduction
 - 2.4.2. Phidias and the Parthenon
 - 2.4.3. The Acropolis of Athens
 - 2.4.4. Other Contributions by Pericles
 - 2.4.5. Pictorial Art
- 2.5. Greek Art of the 4th Century BC.
 - 2.5.1. The Crisis of the Classical Polis and Its Repercussions for Art
 - 2.5.2. Praxiteles
 - 2.5.3. Scopas Drama
 - 2.5.4. Lysippus' Naturalism
 - 2.5.5. Funerary Stelae and Greek Painting



- 2.6. Hellenistic Art
 - 2.6.1. Hellenism
 - 2.6.2. Pathos in Hellenistic Sculpture
 - 2.6.3. Hellenistic Schools
 - 2.6.4. Painting and Applied Arts
- 2.7. Etruscan Art
 - 2.7.1. Introduction Etruscan Tombs and Sepulchral Figurines
 - 2.7.2. Etruscan Religion and Sculptural Production
 - 2.7.3. Mural Painting and the Minor Arts
- 2.8. The Origins of Roman Art and Art in the Age of Augustus and His Successors
 - 2.8.1. Introduction The First Temples of Rome and the Origins of Roman Portraiture
 - 2.8.2. Greek Idealism and Latin Naturalism
 - 2.8.3. The Architecture of the Caesars and the Decoration of Roman Houses
 - 2.8.4. The Official Portrait and the Sumptuary Arts
- 2.9. Art During the Flavian and Antonine Periods and the Late Roman Period I
 - 2.9.1. Rome's Great Monuments
 - 2.9.2. The Pantheon
 - 2.9.3. Sculpture
- 2.10. Art during the Flavian and Antonine Periods, and the Late Roman Period II
 - 2.10.1. Decorative and Pictorial Styles
 - 2.10.2. The Crisis of the Lower Empire
 - 2.10.3. The Dissolution of Classicism in Sculpture



Enroll now and start a Postgraduate Certificate in which you will be the one who will take the reins of learning"

04

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.



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Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

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At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“*Our program prepares you to face new challenges in uncertain environments and achieve success in your career*”

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

The case method has been the most widely used learning system among the world's leading Humanities schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically. With this methodology we have trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, markets, and financial instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



05 Certificate

The Postgraduate Certificate in Ancient Art, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Technological University.



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*Successfully complete this training program
and receive your diploma without travel or
laborious paperwork"*

This **Postgraduate Certificate in Ancient Art** contains the most complete and up-to-date educational program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained through the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **This Postgraduate Certificate in Ancient Art**

Official N° of Hours: **300 h.**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present quality
development language
classroom



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