



## Postgraduate Certificate

### Art in America

» Modality: online

» Duration: 12 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

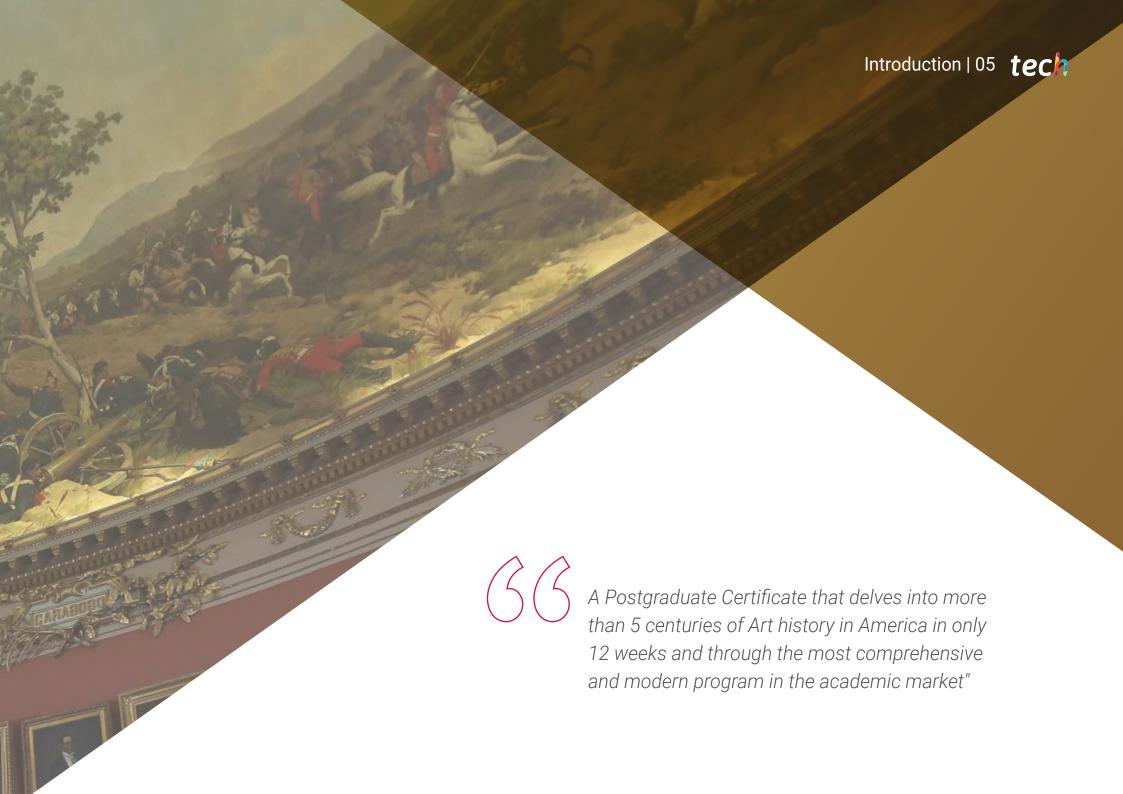
» Exams: online

 $We b site: {\color{blue}www.techtitute.com/in/humanities/postgraduate-certificate/art-america}$ 

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### tech 06 | Introduction

The different expressions of American art date back to long before colonization, to the era of the Maya, Hincas and Aztecs. However, the conquest and the cultural clash between the natives and the colonizers gave way to a new art that, while maintaining an innate traditional character, was strongly influenced by European and, above all, Christian culture. Today, indigenous paintings and codices are still preserved, which serve as a reference to study the evolution of techniques, as well as to see exactly the influence of the West on American art.

Over the course of 12 weeks, this Postgraduate Certificate in Art in America will delve into the most important aspects of this culture, from the pre-conquest period to the twentieth century, with special emphasis on its movements and representatives. It is a comprehensive program that will serve as a guide for the graduate to acquire extensive knowledge on the subject, which will allow them to develop critical thinking based on real arguments and extracted from the most complete academic content.

A 100% online program, accessible from any device and in which the entire content will be available from the beginning of the course. In this way, the graduate will be able to organize the 300 hours according to their own availability. A degree without timetables and adapted to the most modern and advanced pedagogical methodology, which includes practical and audiovisual material that will help you to contextualize the information and to deepen as much as you wish in those sections that are of interest to you.

This **Postgraduate Certificate in Art in America** contains the most complete and up-todate 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 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 the best audiovisual material selected by experts in the sector and focused on helping you to better contextualize the content of the program"



Having a section dedicated exclusively to Frida Kahlo and Remedios Varo, among others, will allow you to get a broader view of the role of women artists in Surrealism and Constructivism"

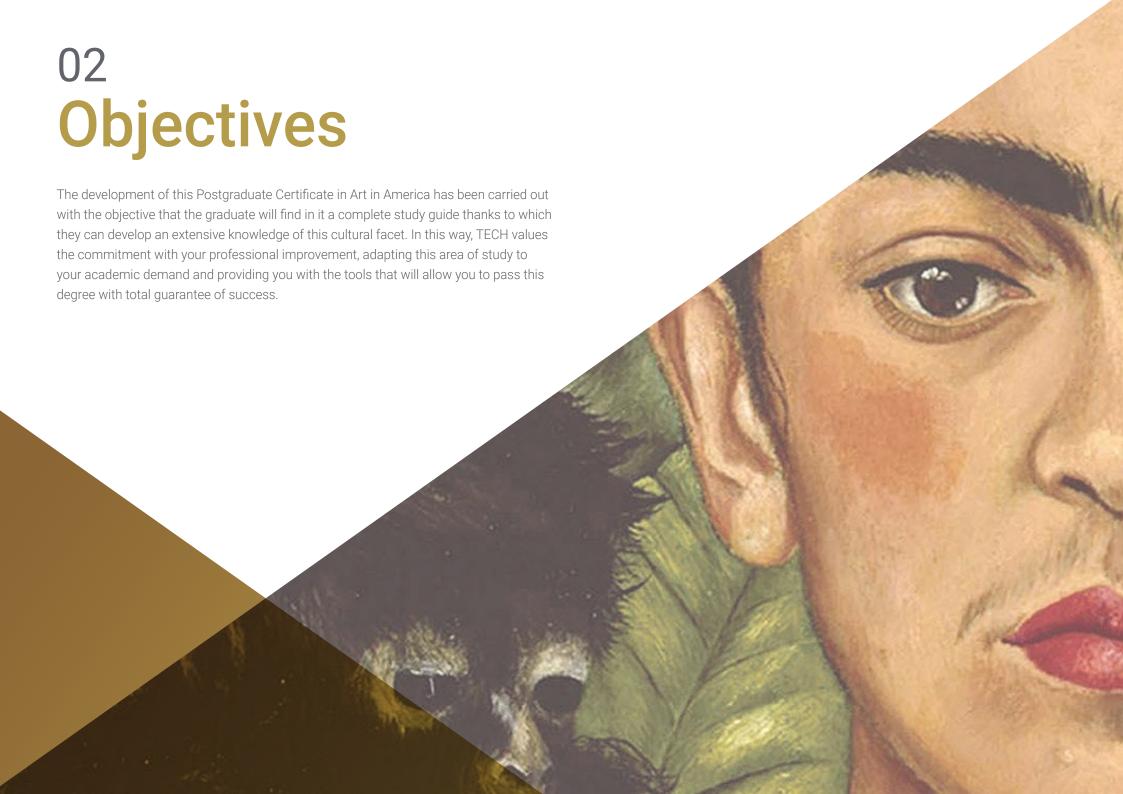
Evangelization influenced the Art of America after the conquest. In this course you will delve into the transformation of this culture and recognize the before and after in its representations.

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.







### tech 10 | Objectives



### **General Objectives**

- Possess a level of knowledge necessary to master all aspects of the history of Art in America
- Learn about the works of different American artists in their historical-artistic context
- Know in depth the influence of social movements in the history of Art in America







### **Specific Objectives**

- Understand the differences of American architecture compared to Spanish architecture
- Understand the evangelization by Christianity and the various settlements that were set up
- Identify the modifications of Christian iconography
- Understand the classicism present in Guatemala with the Neoclassical style
- Meet women artists of Surrealism and Constructivism
- Understand the different avant-garde movements emerging in America



TECH designs its degrees based on the needs of professionals in different areas. For that reason, they always succeed in achieving their academic goals"





### tech 14 | Structure and Content

#### Module 1. Art in America I

- 1.1. Hispano-American Art
  - 1.1.1. Terminology Problems
  - 1.1.2. Differences between European and American The Indigenous Contribution as Differentiation
  - 1.1.3. Cultured Art and Popular Art
  - 1.1.4. Problems of Style and Chronology
  - 1.1.5. Particular and Specific Characteristics
  - 1.1.6. Environmental Conditions and Adaptation to the Environment
  - 1.1.7. Mining
- 1.2. Clash of Cultures Art and Conquest
  - 1.2.1. Icon and Conquest
  - 1.2.2. Adaptation and Modification of Christian Iconography
  - 1.2.3. The European Vision of the Conquest and the Conquest in the American Plastic Arts
    - 1.2.3.1. Conquest of Mexico Colonial Paintings and Codex
    - 1.2.3.2. Conquest of Peru Iconography and Myth
  - 1.2.4. Guaman Poma de Ayala
  - 1.2.5. The Extirpation of Idolatries and the Reflection in Art
  - 1.2.6. Sculpture and the Idolatrous Survival of the Idols
- 1.3. Urbanization and Territorial Domination
  - 1.3.1. The Strong City
  - 1.3.2. Cities Superimposed on Indigenous Settlements: Mexico-Tenochtitlan
  - 1.3.3. City Superimposed on an Indigenous Settlement: Cuzco
  - 1.3.4. Urbanism and Evangelization
- 1.4. Art and Evangelization
  - 1.4.1. The Religious Image as an Instrument of Catechization
  - 1.4.2. Evangelization and Artistic Expression
  - 1.4.3. The Peruvian Viceroyalty

- 1.5. Vasco de Quiroga's Utopia
  - 1.5.1. Introduction The Village-Hospitals and Vasco de Quiroga in Michoacán
  - 1.5.2. The Radiocentric Cathedral of Patzcuaro
  - 1.5.3. The Jesuit Reductions of Paraguay
- 1.6. Religious Orders and the Large Mexican Convents of the 16th Century
  - 1.6.1. Introduction
  - 1.6.2. Evangelizing Orders
  - 1.6.3. Fortress Convents
  - 1.6.4. Mural Painting
  - 1.6.5. The Franciscan Missions of New Mexico, Texas and California
- 1.7. Artistic Crossbreeding
  - 1.7.1. Mestizaje as an Artistic Phenomenon
  - 1.7.2. Caste Tables
  - 1.7.3. Iconography and Indigenous Myths
  - 1.7.4. The Dynamics of Symbols
  - 1.7.5. Coincidences
  - 1.7.6. Substitution
  - 1.7.7. Survivors
  - 1.7.8. Crossbreeding in the Plastic Arts
  - 1.7.9. Sculpture
- 1.8. The Antilles and the Caribbean Lowlands
  - 1.8.1. Domestic Architecture
  - 1.8.2. The Urban House
  - 1.8.3. Religious Architecture
  - 1.8.4. Military Architecture
  - 1.8.5. Fortified Maritime-Commercial Cities
  - 1.8.6. Santo Domingo
  - 1.8.7. Painting and Sculpture
  - 1.8.8. Applied Arts



### Structure and Content | 15 tech

- 1.9. The Mexican Highlands and the Highlands of Central America
  - 1.9.1. Mexican Art
  - 1.9.2. Mexico City
  - 1.9.3. Puebla and Its School
  - 1.9.4. Art in the Kingdom of Guatemala
  - 1.9.5. Plastic Arts and Silverware
- 1.10. The Coast and the Sierra
  - 1.10.1. The Colombian and Ecuadorian Sierra
  - 1.10.2. Art from Quito
  - 1.10.3. Sculpture.
  - 1.10.4. Lima and the Peruvian Coast
  - 1.10.5. The Mestizo Baroque
  - 1.10.6. The Mestizo Style and Andean Baroque Architectural Decoration
  - 1.10.7. Cuzco
  - 1.10.8. The Cuzco School, Indian Painters and Mestizo Painting
  - 1.10.9. El Collao, Arequipa and the Colca Valley

### Module 2. Art in America II

- 2.1. Enlightenment and the Academic Spirit
  - 2.1.1. Historical Context
  - 2.1.2. The Academy
  - 2.1.3. Manuel Tolsá
  - 2.1.4. Francisco Eduardo Tresguerras
  - 2.1.5. Neoclassicism in Guatemala
  - 2.1.6. Painting Rafael Ximeno y Planes and Pedro Patiño Ixtolinque
- 2.2. The First Years of Independent America
  - 2.2.1. The Consequences
  - 2.2.2. Martín Tovar and Tovar
  - 2.2.3. José Gil de Castro

### tech 16 | Structure and Content

2.3.	Caiantifia	Expeditions	_
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- 2.3.1. Introduction
- 2.3.2. The Traveling Artist
- 2.3.3. Johannes Moritz Rugendas
- 2.3.4. Traveling Photographers

#### 2.4. Under the Sign of the Academy

- 2.4.1. Stages
- 2.4.2. Pelegrín Clavé, Manuel Vilar and Juan Cordero
- 2.4.3. The Different Pictorial Genres

#### 2.5. Architecture and Sculpture

- 2.5.1. Two Aspects after Independence
- 2.5.2. Architectural Typologies
- 2.5.3. Iron Architecture
- 2.5.4. Sculpture

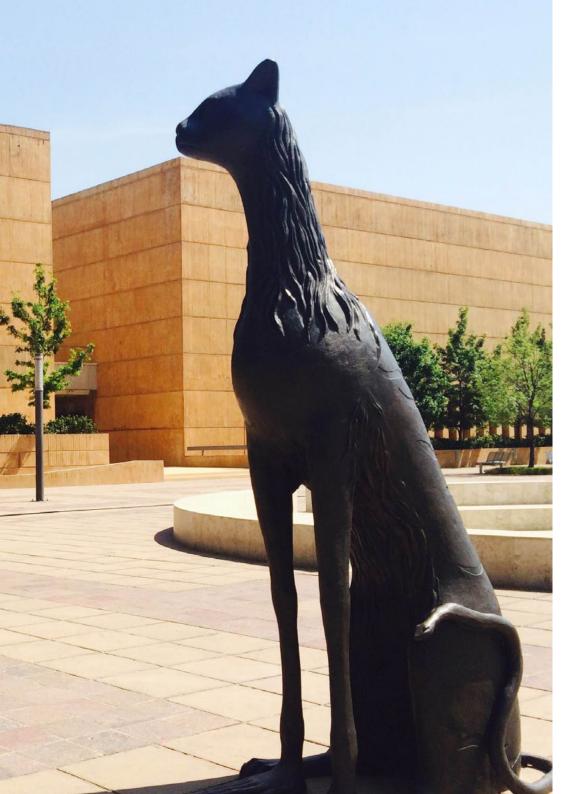
#### 2.6. Popular Painting

- 2.6.1. Introduction
- 2.6.2. The Votive Offerings and the Ritual Art of the Child Death
- 2.6.3. Typologies in Painting
- 2.6.4. The Figure of José Guadalupe Posada

#### 2.7. The Irruption of the Vanguard

- 2.7.1. Introduction and Some Artists
- 2.7.2. The Spanish-American Vanguard
- 2.7.3. Brazilian Vanguard
- 2.7.4. The Cuban Vanguard
- 2.7.5. Indigenism





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- 2.8. Muralism
  - 2.8.1. Introduction
  - 2.8.2. Diego Rivera
  - 2.8.3. David Alfaro Siqueiros
  - 2.8.4. José Clemente Orozco
- 2.9. Surrealism and Constructivism I
  - 2.9.1. Introduction
  - 2.9.2. Frida Kahlo
  - 2.9.3. Remedios Varo
- 2.10. Surrealism and Constructivism II
  - 2.10.1. Leonora Carrington
  - 2.10.2. María Izquierdo
  - 2.10.3. Wifredo Lam



This is your moment, you have in front of you the opportunity you have been waiting for. Become an Art Expert in America with the World's Largest Tech University"





### tech 20 | Methodology

#### 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.



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.



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

#### 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 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.

### tech 22 | Methodology

#### **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.



### Methodology | 23 tech

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.



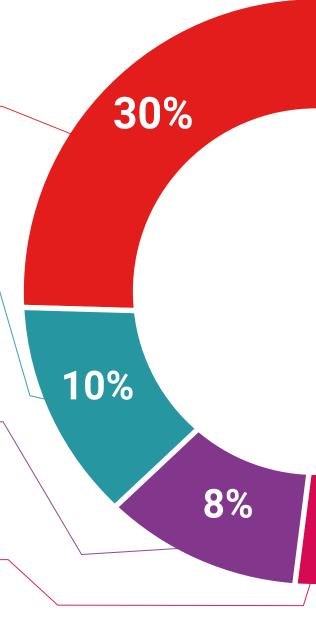
#### **Practising Skills and Abilities**

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.



20%

#### **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".



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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.









### tech 28 | Certificate

This **Postgraduate Certificate in Art in America** contains the most complete and up-todate 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 certificate issued by **TECH Technological University** will reflect the qualification obtained though the Postgraduate Certificate and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: Postgraduate Certificate in Art in America

Official N° of Hours: 300 h.



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

technological university Art in America

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