

Postgraduate Diploma

Ancient Art



Postgraduate Diploma Ancient Art

- » Modality: Online
- » Duration: 6 months.
- » Certificate: TECH Global University
- » Accreditation: 18 ECTS
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitude.com/us/humanities/postgraduate-diploma/postgraduate-diploma-ancient-art

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01

Introduction

The ancient art is the basis on which the history of art is developed, imposing the first values to establish what is "beautiful". The importance of this period lies more in the study and interpretation of the works than in their explanation. Therefore, specialists need to know every detail of this period to help the current development of their work. Taking this into consideration, the present program provides a unique opportunity to learn about the origins of the discipline and to study in depth the tools and techniques used millennia ago, which will help to improve the work of experts and restorers today.





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Learn all about Greek art and its importance for today's civilization in a completely online program".

Art is fundamental to the human being, since for millennia it has allowed them to communicate and express themselves in different spheres. In prehistoric times, the first manifestations appeared in the form of percussion music, cave paintings, sculptures and stone engravings. For this reason, studying and preserving them has become essential today.

The figure of the art expert is therefore indispensable in various fields, such as excavations, museums and even scientific expertise. The profession is therefore constituted and must start from the most ancient basis to emerge in the present day. Taking all this into consideration, this Postgraduate Diploma will lay the foundations to know how art has evolved through different cultures and periods.

It is worth mentioning that all the academic content is condensed in a completely online program, allowing the student to decide the best time and place to take a class. Therefore, you will not have to stop your daily activities at any time. Likewise, you will be graduating from a program that facilitates direct graduation, avoiding tedious final papers and exams.

This **Postgraduate Diploma in Ancient Art** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ♦ The development of case studies presented by experts in art and archaeology.
- ♦ The graphic, schematic, and practical contents with which they are created, provide scientific 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



Study the architecture and sculptures of ancient Egypt thanks to this program".

“

In a dynamic and simple way, you will be able to learn what our ancestors wanted to communicate through their paintings and sculptures.”

The program's teaching staff includes professionals from the sector who contribute their work experience to this educational 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 education programmed to learn 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 students will be assisted by an innovative interactive video system created by renowned and experienced experts.

The virtual classroom will always be available to you. Begin today to study the evolution of Greek art and its impact today.

Art was born as a form of expression that later became a symbol of distinction.



02 Objectives

The main objective of this program is to guide students towards new professional goals, providing them with the foundations of the history of ancient art. In this way, they will be able to go beyond the limits of research and conservation work, becoming a complete and integral professional. Therefore, they will be able to work with art collectors in major museums, as responsible for the edition of art in digital platforms and even participate in the auctions of the most famous art galleries.





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Orientate your profession towards the top: collaborator of an international art gallery”.



General Objectives

- ♦ Possess a level of knowledge necessary to master the aspects of Ancient History at each stage in the past
- ♦ Develop critical thinking regarding Historical Events and Current Reality
- ♦ Gain in-depth knowledge of different cultures and establish differences between them
- ♦ Master concepts that help distinguish between Greek and Roman art.
- ♦ Integrate the conceptual foundations of history in terms of art and archaeology.
- ♦ Identify the most relevant Figures and Iconographies in universal and Christian history



There are no limits when it comes to your career path. Enroll now and achieve all your goals"





Specific Objectives

Module 1. Art in Antiquity I

- ♦ Understand the origins of art history
- ♦ Analyze the facts surrounding prehistory
- ♦ Acquire basic knowledge of Anthropology and Archeology
- ♦ Understand the changes between the different stages of prehistory
- ♦ Analyze the importance of prehistoric tools for history and the growth of human beings
- ♦ Develop critical reasoning about the different historical facts

Module 2. Art in Antiquity II

- ♦ Learn the differences in each period of Greek art
- ♦ Understand the technical and historical differences between Greek and Roman art
- ♦ Enhance critical thinking about historical facts
- ♦ Assimilate general information about the various stages of Greek and Roman history.

Module 3. African, Islamic, Hindu, Oceanic and Far Eastern Art

- ♦ Learn about the art of India, delving into the beauty of its architecture.
- ♦ Differentiate Asian art from each other, identifying the differences between Japan and China.
- ♦ Learn about the Middle Ages in Eastern countries.
- ♦ Distinguish which Chinese dynasty each artistic work belongs to.

03

Structure and Content

This program is designed to provide students, first of all, with a solid and current knowledge of the history of ancient art. Therefore, they will study in chronological order the main civilizations and historical milestones that have given life to the modern art world. Secondly, they will understand the evolution of this discipline and the importance of having professionals who are increasingly prepared to face new challenges, motivating them to leave their comfort zone and find new job opportunities.



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It's time to turn your career around. Start studying art history today by enrolling in this program".

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 Paleolithic Hunters
 - 1.1.4. The Origins of Painting
 - 1.1.5. Naturalism and Magic
 - 1.1.6. Artist, Shaman and Hunter
 - 1.1.7. The Importance of the Cave of Altamira
- 1.2. The Neolithic: First Farmers and Ranchers
 - 1.2.1. Domesticating Animals and Plants, and Early Settlements
 - 1.2.2. Everyday Life as Artistic Theme
 - 1.2.3. Figurative Art
 - 1.2.4. Levantine Art
 - 1.2.5. Schematic Art, Ceramics and Body Ornamentation
 - 1.2.8. Megalithic Constructions
- 1.3. Egypt: Pre-dynastic and Old Empire Art
 - 1.3.1. Introduction
 - 1.3.2. First Dynasties
 - 1.3.3. Architecture
 - 1.3.3.1. Mastabas and Pyramids
 - 1.3.3.2. The Giza Pyramids
 - 1.3.4. Old Empire Sculpture
- 1.4. Middle and New Empire Art
 - 1.4.1. Introduction
 - 1.4.2. New Empire Architecture
 - 1.4.3. The Great Temples of the New Empire
 - 1.4.4. Sculpture
 - 1.4.5. The Tell el-Amarna Revolution
- 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. Themes
 - 1.5.3.4. Evolution
- 1.6. Early Mesopotamian Art
 - 1.6.1. Introduction
 - 1.6.2. Mesopotamian Protohistory
 - 1.6.3. First Sumerian Dynasties
 - 1.6.4. Architecture
 - 1.6.4.1. Introduction
 - 1.6.4.2. Temples
 - 1.6.5. Akkadian Art
 - 1.6.6. The Period Considered Neo-Sumerian
 - 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 Hammurabi Code
 - 1.7.4. The Assyrian Empire
 - 1.7.5. Assyrian Palaces and Architecture
 - 1.7.6. Assyrian Fine Arts
 - 1.7.7. 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. The Wars against Assyria and Egypt
 - 1.8.3. The Hatti Period: First Stage
 - 1.8.4. The Ancient Kingdom of the Hittites: The Empire
 - 1.8.5. The Dark Period of Hittite Culture
- 1.9. Phoenician Art
 - 1.9.1. Introduction
 - 1.9.2. The Sea Peoples
 - 1.9.3. The Importance of Purple
 - 1.9.3. The Influences of Egypt and Mesopotamia
 - 1.9.4. The 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 in 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 Greek Temples
 - 2.2.3. Architectural Orders
 - 2.2.4. Sculpture
 - 2.2.5. Geometric Ceramics
- 2.3. The First 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 in the Time of Pericles
 - 2.4.1. Introduction
 - 2.4.2. Phidias and the Parthenon
 - 2.4.3. The Acropolis in Athens
 - 2.4.4. Other Pericles Contributions
 - 2.4.5. Pictorial Art
- 2.5. Greek Art in the 4th Century B.C
 - 2.5.1. The Crisis of the Classical Polis and Its Impact on Art
 - 2.5.2. Praxiteles
 - 2.5.3. The Drama of Scopas
 - 2.5.4. The Naturalism of Lysippus
 - 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. The 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 Minor Arts
- 2.8. The Origins of Roman Art and Art in the Time of Augustus and His Successors
 - 2.8.1. Introduction. Early Roman Temples 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 Sumptuary Arts
- 2.9. Art in the Flavian and Antonine Periods, and the Late Roman Period I
 - 2.9.1. The Great Monuments of Rome
 - 2.9.2. The Pantheon
 - 2.9.3. Sculpture
- 2.10. Art in 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

Module 3. African, Islamic, Hindu, Oceanic and Far Eastern Art

- 3.1. African Art I
 - 3.1.1. The First Settlers
 - 3.1.2. Discovery and Development of African Art
 - 3.1.3. The Civilizations of Nok and Ife and the Art of the Kingdom of Benin.
- 3.2. African Art II
 - 3.2.1. African Wood Carvings
 - 3.2.2. Ceramic Techniques
 - 3.2.3. The Owo Style and Afro-Portuguese Art
- 3.3. Oceanic Art
 - 3.3.1. Melanesia and New Guinea
 - 3.3.2. Art in the Sepik Basin and the Massim area and the Trobriand Islands
 - 3.3.3. The Island of New Zealand, Micronesia and Polynesia
 - 3.3.4. New Zealand, the Hawaiian and Easter Islands, and the Art of the Australian Aborigines.
- 3.4. Islamic Art
 - 3.4.1. Introduction
 - 3.4.2. The Expansion of the Islamic Empire and Its Art
 - 3.4.3. Islam in Persia, Turkey and India.
 - 3.4.4. The Decorative Arts in the Islamic World
- 3.5. The Art of Ancient and Classical India
 - 3.5.1. Historical Context
 - 3.5.2. Buddhism and Hellenism
 - 3.5.3. The Gupta Period





- 3.6. Medieval Art of India
 - 3.6.1. Historical Context Pala Art
 - 3.6.2. Medieval Architecture
 - 3.6.3. The Temples According to Their Roofs
 - 3.6.4. The Importance of the Doors
 - 3.6.5. The Mysore Style
- 3.7. The Plastic Arts of India
 - 3.7.1 Sculpture
 - 3.7.2. Painting
 - 3.7.3. Brahma, the Creator and Shiva, the Destroyer.
- 3.8. The Art of Southeast Asia
 - 3.8.1. Culture and Art of the Khmer
 - 3.8.2. The Importance of Angkor Vat
 - 3.8.3. Java and Thailand
- 3.9. The Art of China
 - 3.9.1. First Dynasties
 - 3.9.2. Medieval China and the T'ang Classicism
 - 3.9.3. The Song, Yuan, Ming and Tsing Dynasties
- 3.10. The Art of Japan
 - 3.10.1. Historical Context
 - 3.10.2. The Nara and Heian Periods
 - 3.10.3. From the Samurai Culture to Modern Japan



This program is designed for art lovers who wish to start a professional career in this field. If this is your case, enroll now!"

04

Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.



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TECH will prepare you to face new challenges in uncertain environments and achieve success in your career”

The student: the priority of all TECH programs

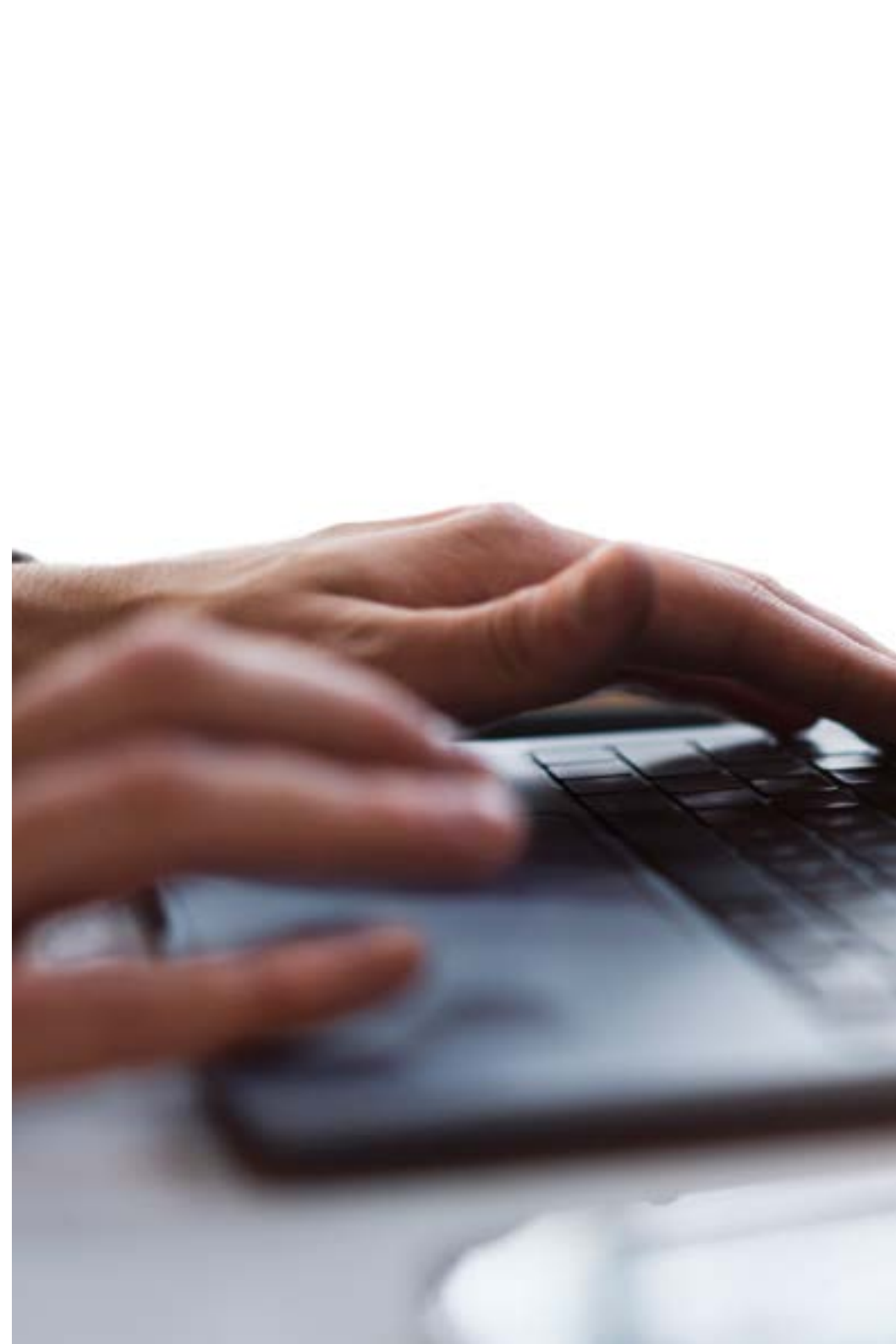
In TECH's study methodology, the student is the main protagonist.

The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

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*At TECH you will NOT have live classes
(which you might not be able to attend)”*





The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

“*TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want*”

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.



Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

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



A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule"

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

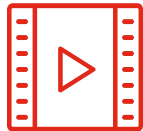
The students' assessment of the teaching quality, the quality of the materials, the structure of the program and its objectives is excellent. Not surprisingly, the institution became the top-rated university by its students according to the global score index, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.



As such, the best educational materials, thoroughly prepared, will be available in this program:



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.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



Interactive Summaries

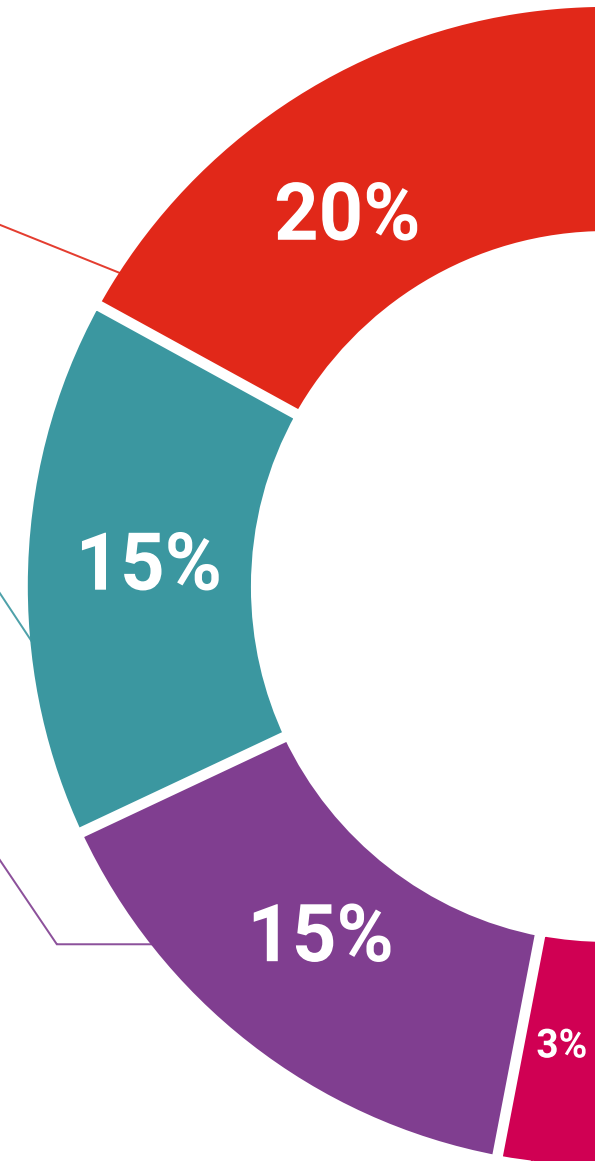
We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

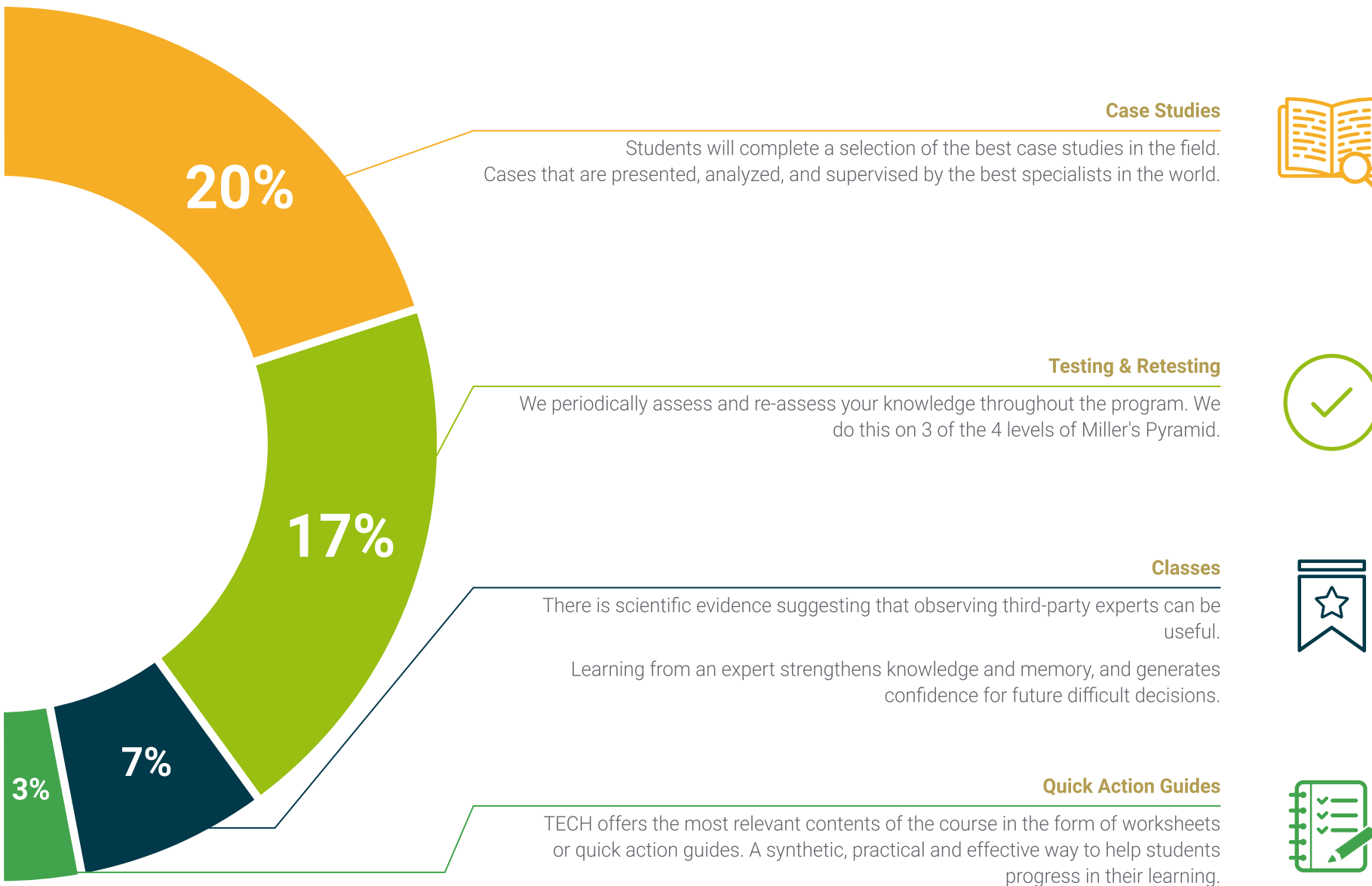
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





05 Certificate

The Postgraduate Diploma in Ancient Art guarantees students, in addition to the most rigorous and up to date education, access to a Postgraduate Diploma issued by TECH Global University.



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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

This program will allow you to obtain a **Postgraduate Diploma in Ancient Art** endorsed by TECH Global University, the largest digital university in the world.

TECH Global University is an official European University publicly recognized by the Government of Andorra (***official bulletin***). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international educational framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of joint tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuous education and professional updating that guarantees the acquisition of competencies in its area of knowledge, conferring a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma in Ancient Art**

ECTS: **18**

Official N° of Hours: **450 hours.**





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- » Schedule: at your own pace
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Postgraduate Diploma

Ancient Art

