

Postgraduate Diploma

Ancient Art





Postgraduate Diploma

Ancient Art

Course Modality: **Online**

Duration: **6 months**

Certificate: **TECH Technological University**

Official N° of hours: **450 h.**

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

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01

Introduction

The art of antiquity is the basis on which the history of art develops, thus 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 offers 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.





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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 enabled humans to communicate and express themselves in different spheres. In prehistoric times, the first manifestations appear in the form of percussion music, cave paintings, sculptures and stone engravings. For this reason, studying and preserving them has become essential today.

Therefore, the figure of the art expert is indispensable in various fields, such as excavations, museums and even in scientific expertise. Thus, a profession is formed that must start from the oldest base 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 should not slow down your daily activities at any time. Likewise, you will be graduating from a program that facilitates direct graduation, avoiding tedious final work and exams.

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

- ♦ The development of case studies presented by experts in art and archaeology
- ♦ The graphic, schematic, and eminently 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"

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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 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.

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. Thus, you 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 large 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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*Aim your career at the top: collaborator
of an international art gallery”*

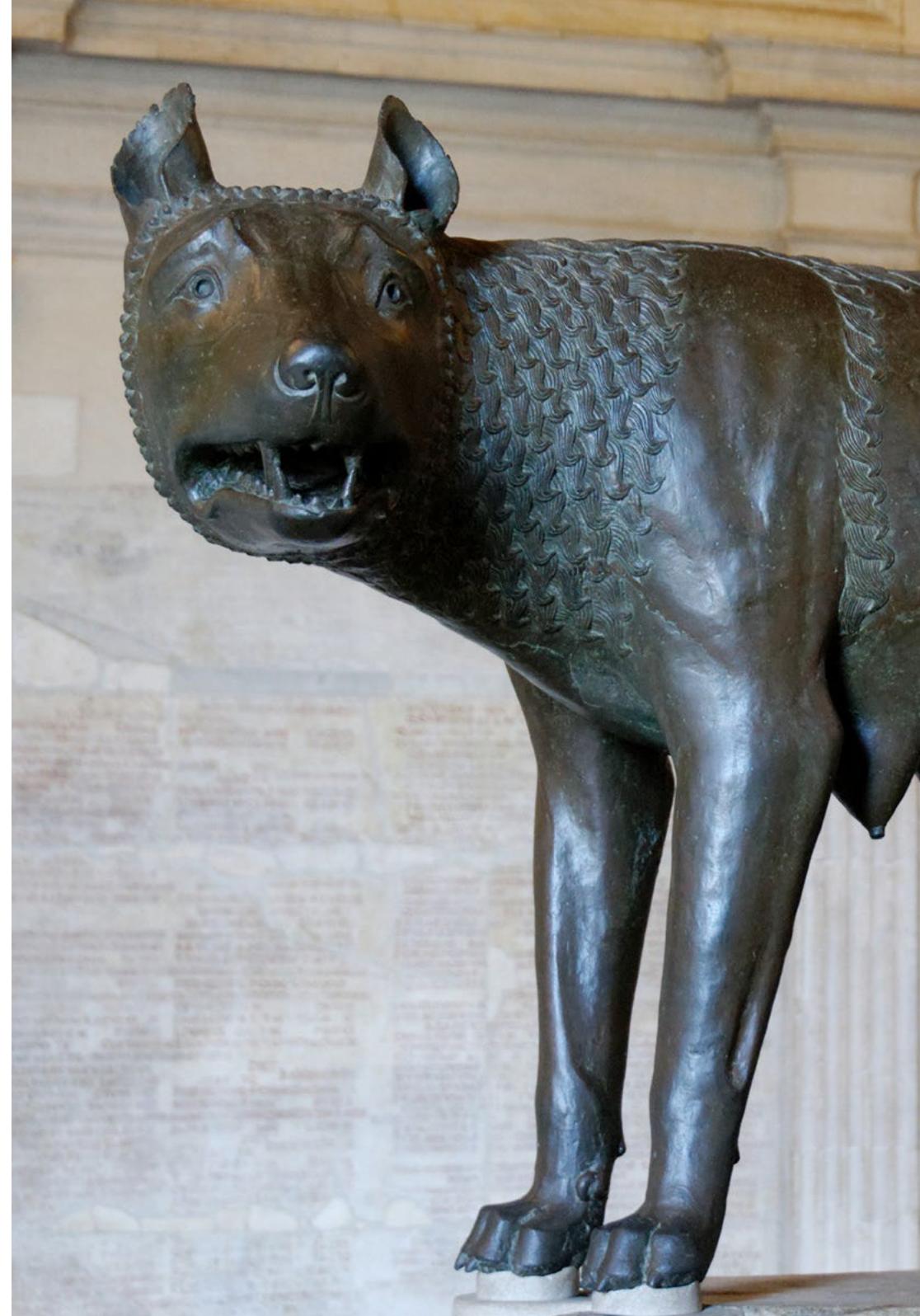


General Objectives

- ♦ Possess a level of knowledge necessary to master the aspects of ancient history in the different stages of the past
- ♦ Develop critical thinking with respect to historical events and current reality
- ♦ Know in depth different cultures and to establish differences between them
- ♦ Master concepts that help to distinguish between Greek and Roman art
- ♦ Integrate the conceptual foundations of history as a function of art and archaeology
- ♦ Identify the most relevant figures and iconographies of universal and Christian history



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





Specific Objectives

Module 1. Ancient Art I

- ♦ 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
- ♦ Elaborate a critical reasoning about the different historical facts

Module 2. Ancient Art III

- ♦ Learn the differences in each period of Greek art
- ♦ Understand the technical and historical differences between Greek and Roman art
- ♦ Promote critical reasoning with respect to historical facts
- ♦ Assimilate information related to the various stages of the artistic history of Greece and Rome

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 artwork belongs to

03

Structure and Content

This program is designed to provide students, first and foremost, with a solid and current knowledge of the history of ancient art. Therefore, it will conduct a study in chronological order of the main civilizations and historical milestones that have given life to the modern artistic world. Secondly, you will understand the evolution of this discipline and the importance of having professionals who are increasingly prepared to face new challenges, motivating them to get out of 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 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
 - 1.2.8. 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
 - 1.7.4. The Assyrian Empire
 - 1.7.5. Assyrian Palaces and Their 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. 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
 - 1.9.3. Influences from Egypt and Mesopotamia
 - 1.9.4. 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 III

- 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

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. Owo's 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. 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 Era





- 3.6. Medieval Indian Art
 - 3.6.1. Historical Context Pala Art
 - 3.6.2. Medieval Architecture
 - 3.6.3. The Temples According to Their Roof
 - 3.6.4. The Importance of Doors
 - 3.6.5. 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. Khmer Culture and Art
 - 3.8.2. The Importance of Angkor Wat
 - 3.8.3. Java and Thailand
- 3.9. The Art of China
 - 3.9.1. The First Dynasties
 - 3.9.2. Medieval China and T'ang Classicism
 - 3.9.3. 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 Samurai Culture to Modern Japan



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

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.



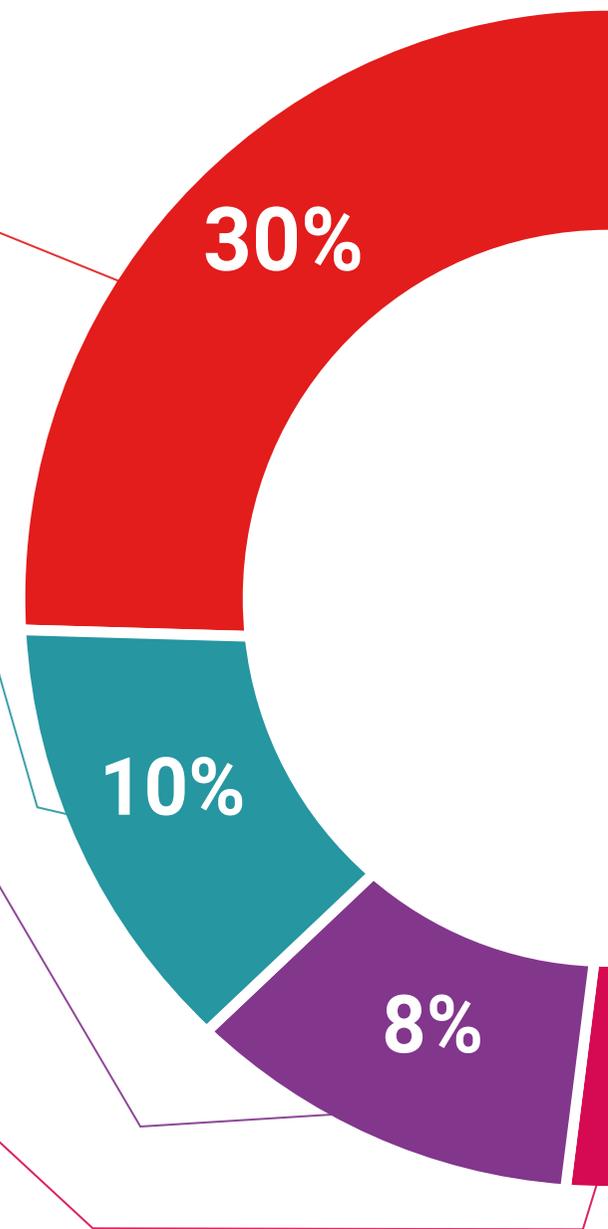
Practising Skills and Abilities

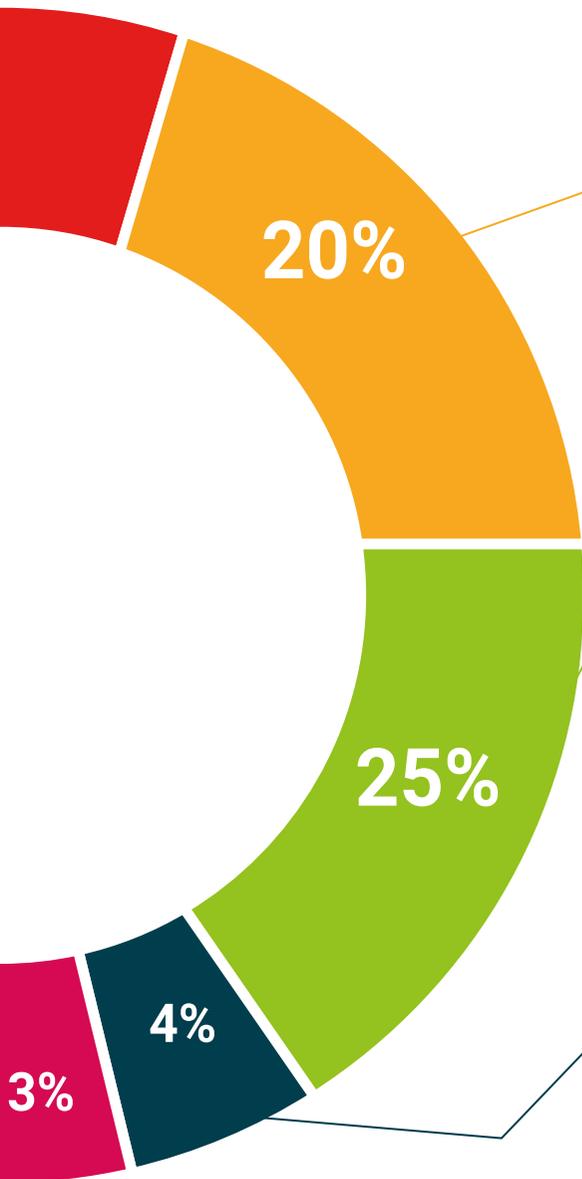
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



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



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Successfully complete this training and receive your diploma without travel or laborious paperwork”

The **Postgraduate Diploma in Ancient Art** contains the scientific most complete and up-to-date scientific program on the market

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

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

Title: **Postgraduate Diploma in Ancient Art**

Official N° of Hours: **450 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
online training
development language
classroom



Postgraduate Diploma
Ancient Art

Course Modality: Online

Duration: 6 months

Certificate: TECH Technological University

Official N° of hours: 450 h.

Postgraduate Diploma Ancient Art

