

Postgraduate Diploma Art and Museums





Postgraduate Diploma Art and Museums

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

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

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01

Introduction

Many people find museums sad and confusing places. But for others, it is marvelous to be able to find several pieces of culture and world history all in one place. Not only can you go and visit the pieces, these places also serve the function of restoring and preserving artistic works that have become fragile over the years. Therefore, it is necessary to know their origin and operation to continue with this legacy. And this program emphasizes precisely that, allowing students to acquire the necessary knowledge to advance their careers as experts in art and history.





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*Work for great museums and
broaden your professional horizons
as an art expert”*

Museums are born to collect and conserve valuable objects. They are also devoted to the research and dissemination of these priceless artifacts to society. They also become an important part of tourist routes in large cities, a clear example being the Louvre Museum in Paris, a must stop to appreciate Leonardo da Vinci's La Gioconda (aka The Mona Lisa).

Their origin as cultural elements can be traced back 200 years; nevertheless, museums are just what we call what human beings have been doing for millennia: collecting and treasuring objects of cultural value. Therefore, it is essential to continue this tradition by having professionals capable of managing and understanding the operation of these institutions.

This Postgraduate Diploma will provide students with comprehensive content that will enable students to manage these venues with the necessary knowledge of art. The program is purely online, granting continuous access to information from anywhere in the world.

This **Postgraduate Diploma in Art and Museums** contains the most comprehensive and up-to-date academic program on the market. Its most notable features are:

- ♦ Practical cases presented by experts in Art History, Museology and Heritage Conservation
- ♦ 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 the self-assessment process can be carried out to improve learning
- ♦ Its special emphasis on innovative methodologies
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Access to content from any fixed or portable device with an Internet connection



Working in a museum will bring you closer to the world's most important works of art, where you can contribute to their conservation and restoration"

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Museums currently demand professionals who are passionate about art and restoration”

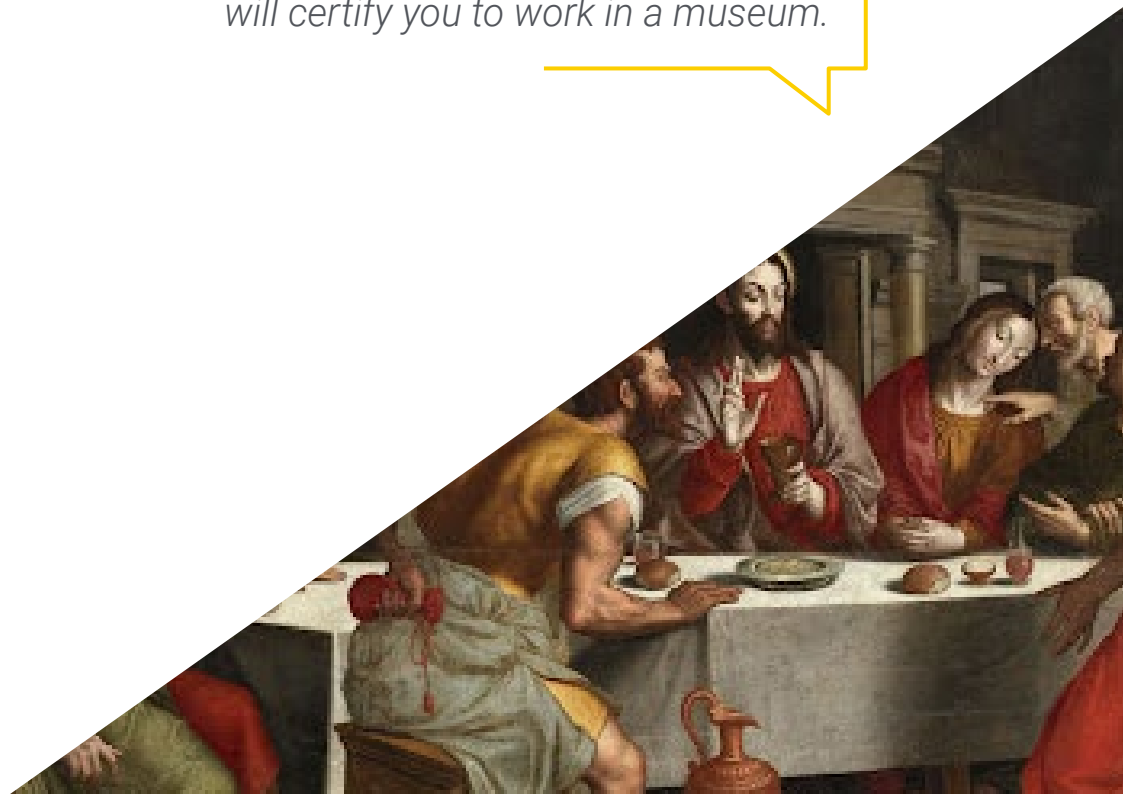
The program's teaching staff includes professionals from sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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.

By enrolling in this online program, you will be able to balance your work and academic life.

You will not have to complete a final project to obtain the qualification that will certify you to work in a museum.



02 Objectives

The Postgraduate Diploma in Art and Museums offers students the opportunity to advance their professional careers as experts in art history. To achieve this, they will enjoy an online program that will provide them with the criteria used to select the objects to be exhibited to the public and the restoration work that must be done to preserve these artifacts, canvases and sculptures.





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If your goal is to work in large museums, this program will bring you closer to achieving it”



General Objectives

- ♦ Possess a level of knowledge necessary to master all aspects of Art History and its influence on the present
- ♦ Develop critical thinking with respect to the different artistic movements and stages
- ♦ Gain in-depth knowledge of the influence of Classical and Christian Iconographies and their projection in contemporary times
- ♦ Know how to identify reliable historical and artistic sources
- ♦ Integrate the conceptual foundations of Art History in the areas of Museology and Heritage Conservation
- ♦ Identify the most relevant Figures and Iconographies in universal and Christian history



*The demand in the sector today is clear:
Museums need committed professionals in
disseminating the pieces on display”*





Specific Objectives

Module 1. Introduction to Art History I

- ♦ Ascertain the characteristics, functions and basic lines of Art History in its different manifestations
- ♦ Analyze, appreciate and situate artistic works in their context
- ♦ Know the great themes in the arts and the interaction between them and across borders, thus adopting a perspective for intercultural dialogue
- ♦ Ascertain the characteristics, functions and basic lines of Art History in its different manifestations
- ♦ Analyze, appreciate and situate artistic works in their context
- ♦ Know the great themes in the arts and the interaction between them and across borders, thus adopting a perspective for intercultural dialogue

Module 2. Introduction to Art History II

- ♦ Become familiar with the contributions made in Ancient History
- ♦ Know the contributions of Ancient History in shaping the cultural, political and socioeconomic foundations of the present day
- ♦ Organize historical information in a coherent manner and transmit it according to the critical canons of the discipline
- ♦ Prioritize the lines of thought, concepts, beliefs and cultural traits of each people

Module 3. Museology and Heritage

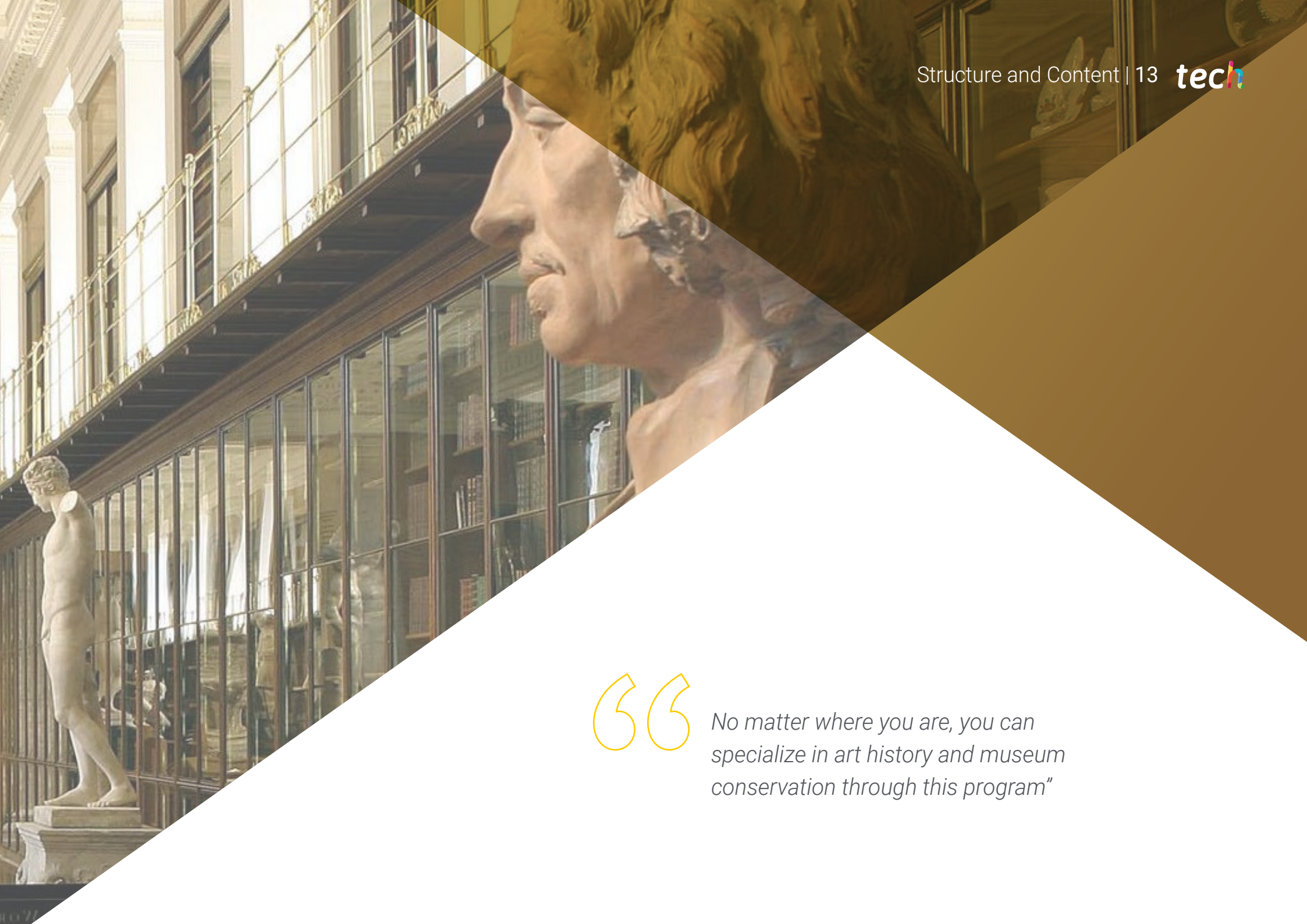
- ♦ Distinguish between museography and museology
- ♦ Recognize some of the most relevant museums in Art History
- ♦ Understand the problems museums have to face and the inconveniences that can arise during the assembly of an exhibition
- ♦ Become acquainted with the different types of exhibitions and how they differ

03

Structure and Content

The syllabus for this Postgraduate Diploma in Art and Museums has been designed following the recommendations of the group of experts in charge of teaching the classes in the virtual classroom. Therefore, not only is the content updated to the needs in the sector, it is also supported by the extensive experience of this teaching staff. This allows students to specialize in the area and start on a new professional path.





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No matter where you are, you can specialize in art history and museum conservation through this program”

Module 1. Introduction to Art History I

- 1.1. Art in Prehistory
 - 1.1.1. First Artistic Expressions
 - 1.1.2. Portable Art
 - 1.1.3. Parietal or Cave Art
 - 1.1.4. Megalithic Art
- 1.2. Mesopotamian and Egyptian Art
 - 1.2.1. Mesopotamia: Historical Framework
 - 1.2.2. Sumerian and Akkadian Art
 - 1.2.3. Assyrian and Neo-Babylonian Art
 - 1.2.4. Egypt: Historical Framework
 - 1.2.5. Architecture
 - 1.2.6. Sculpture and Painting
- 1.3. Eastern Art: India and China
 - 1.3.1. India: Historical Framework
 - 1.3.2. Architecture
 - 1.3.3. Sculpture and Painting
 - 1.3.4. China: Historical Framework
 - 1.3.5. Architecture
 - 1.3.6. Sculpture and Painting
- 1.4. Ancient American Art: The Olmecs, Maya and Chavín
 - 1.4.1. The Olmecs: Historical Framework
 - 1.4.2. Architecture and Sculpture
 - 1.4.3. The Mayan: Historical Framework
 - 1.4.4. Architecture and Sculpture
 - 1.4.5. The Chavín: Historical Framework
 - 1.4.6. Architecture and Sculpture





- 1.5. Art in Ancient Greece and Rome
 - 1.5.1. Ancient Greece: Historical Framework
 - 1.5.2. Sculpture: from Archaism to Hellenism
 - 1.5.3. Ancient Rome: Historical Framework
 - 1.5.4. Architecture and Urbanism
 - 1.5.5. Mural Painting
- 1.6. Paleochristian Art
 - 1.6.1. Historical Framework
 - 1.6.2. Catacombs Paintings
 - 1.6.3. The Basilica and New Christian Iconography
- 1.7. Byzantine Art
 - 1.7.1. Historical Framework
 - 1.7.2. Architecture
 - 1.7.3. Painting: Mosaics and Icons
- 1.8. Islamic Art
 - 1.8.1. Historical Framework
 - 1.8.2. Architectural Typologies
 - 1.8.3. Mudejar Art
- 1.9. Romanesque Art
 - 1.9.1. Historical Framework
 - 1.9.2. Pre-Romanesque Background
 - 1.9.3. Architecture: Romanesque Art in Europe
 - 1.9.4. Sculpture
 - 1.9.5. Painting
- 1.10. Gothic Art
 - 1.10.1. Historical Framework
 - 1.10.2. Architecture
 - 1.10.3. Sculpture
 - 1.10.4. Painting

Module 2. Introduction to Art History II

- 2.1. Renaissance Art
 - 2.1.1. Historical Framework
 - 2.1.2. The Italian Renaissance: Architecture, Sculpture and Painting
 - 2.1.3. The Renaissance Greats: Concept of Genius
- 2.2. The Spread of the Renaissance in Europe and America
 - 2.2.1. The Renaissance in Spain, France and the Netherlands
 - 2.2.2. The Renaissance in Hispanic America
 - 2.2.3. The Renaissance in the Netherlands
- 2.3. Baroque Art
 - 2.3.1. Historical Framework
 - 2.3.2. The Baroque in Italy and France
 - 2.3.3. Baroque Painting in Flanders and Holland
 - 2.3.4. The Baroque in Spain and New Spain
- 2.4. Neoclassic Art
 - 2.4.1. Historical Framework
 - 2.4.2. France and Spain: Art Academies
 - 2.4.3. Art Academies in Mexico and America
- 2.5. The 19th Century
 - 2.5.1. Romanticism
 - 2.5.2. Realism
 - 2.5.3. Impressionism
 - 2.5.4. Post-Impressionism
- 2.6. The Beginning of Modern Art
 - 2.6.1. Cubism
 - 2.6.2. Fauvism
 - 2.6.3. German Expressionism
- 2.7. Historical Vanguards I
 - 2.7.1. Concept of *Avant-Garde*
 - 2.7.2. Artistic Manifestos
 - 2.7.3. Italian Futurism

- 2.8. Historical Vanguards II
 - 2.8.1. Dadaism
 - 2.8.2. Surrealism
 - 2.8.3. Mexican Muralism
 - 2.8.4. Brazilian Anthropophagous
- 2.9. Bauhaus
 - 2.9.1. What Was the Bauhaus Movement?
 - 2.9.2. Walter Gropius, Hannes Meyer and Ludwig Mies van der Rohe
 - 2.9.3. Workshop Structure
 - 2.9.4. Architecture and the Matter of Social Housing
- 2.10. Art in the Second Half of the 20th Century
 - 2.10.1. Historical Framework
 - 2.10.2. Abstract Expressionism
 - 2.10.3. *Pop Art*
 - 2.10.4. Minimalism
 - 2.10.5. Conceptual Art

Module 3. Museology and Heritage

- 3.1. The Origins of Museums
 - 3.1.1. Near East
 - 3.1.2. Far East
 - 3.1.3. Ancient Greece
 - 3.1.4. Ancient Rome
 - 3.1.5. Middle Ages
 - 3.1.6. Renaissance, Mannerism and Baroque
 - 3.1.7. The 16th century
 - 3.1.8. The 17th Century
 - 3.1.9. The 18th Century

- 3.2. Exhibitions
 - 3.2.1. Introduction
 - 3.2.2. Exhibition Limitations and Intricacies
 - 3.2.3. Types of Exhibition
 - 3.2.4. Processions
- 3.3. Heritage
 - 3.3.1. Ecclesiastical Heritage
 - 3.3.2. Institutional Frameworks, Cultural Identification Sectors and Cultural Policies
 - 3.3.3. Cultural Assets and Cultural Management
- 3.4. French Museums
 - 3.4.1. Old System
 - 3.4.2. The Enlightenment
 - 3.4.3. The National Assembly
 - 3.4.4. French Museums before and after the Revolution
- 3.5. Museum Typologies Promoted by the French National Constituent Assembly
 - 3.5.1. The French National Museum of Natural History
 - 3.5.2. The Musée des Monuments Français
 - 3.5.3. The Louvre
 - 3.5.4. Luxembourg Palace
- 3.6. From Napoleon I to the Second World War
 - 3.6.1. Napoleon I or Napoleon Bonaparte
 - 3.6.2. Covered Passages
 - 3.6.3. Palace of Versailles
 - 3.6.4. The 19th Century
 - 3.6.5. The 20th century
 - 3.6.6. Germany, Italy, Russia and the United States
 - 3.6.7. The Second World War Disruption
- 3.7. Museology and Museography
 - 3.7.1. Museology and Museography
 - 3.7.2. New Museology
 - 3.7.3. Expanding the Concept of Museum
- 3.7.4. Museum Strategies
 - 3.7.4.1. Anglo-Saxon Strategy
 - 3.7.4.2. Mediterranean Strategy
- 3.8. North American Museums
 - 3.8.1. Features of North American Museums
 - 3.8.2. Funding System
 - 3.8.3. Trust-Forming Museums
- 3.9. Museums and Relevant Figures
 - 3.9.1. Whitney Museum of American Art
 - 3.9.2. Isabella Stewart Gardner Museum
 - 3.9.3. Albright-Knox Art Gallery
 - 3.9.4. Key Sponsorship Figures
 - 3.9.4.1. Gertrude Stein
- 3.10. Museums in History
 - 3.10.1. Ancient Art Museums
 - 3.10.2. Middle Ages Art Museums
 - 3.10.3. Modern Age Art Museums
 - 3.10.4. Contemporary Art Museums



This program will mark a turning point in your career. It's become true for many already: Enroll now and start to grow"

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



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

This **Postgraduate Diploma in Art and Museums** contains the most complete and up-to-date academic 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 Art and Museums**

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 quality
development language
virtual classroom

tech technological
university

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