

Postgraduate Diploma Contemporary Visual Art



Postgraduate Diploma Contemporary Visual Art

- » Modality: **Online**
- » Duration: **6 months.**
- » Certificate: **TECH Global University**
- » Accreditation: **18 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Acceso web: www.techtute.com/us/humanidades/postgraduate-diploma/postgraduate-diploma-arte-visual-contemporaneo

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01

Introduction

Emerging in the mid-20th century, Contemporary Visual Art has explored new ways of seeing and experiencing the world, using a wide range of materials and techniques. From painting and sculpture to video art, the artists of this movement invite the viewer to participate in an aesthetic and reflective experience that transcends the merely visual. In this sense, TECH has designed a university program that allows professionals to deepen their critical analysis and in-depth understanding of the most recent artistic manifestations, from painting and sculpture to installations and digital art. All this, through a 100% online academic itinerary and the most innovative pedagogical methodology: Relearning.





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With this 100% online university diploma, you will master advanced technologies such as augmented reality and artificial intelligence to create cutting-edge art projects”

Contemporary Visual Art is an artistic expression that arises in response to the complexities and transformations of today's society. This movement is characterized by its break with the artistic traditions of the past, experimenting with new materials, techniques and concepts. Furthermore, unlike previous artistic movements that sought to establish aesthetic canons and defined styles, Contemporary Art is characterized by its diversity and its ability to adapt to the constant mutations of society. Given the complexity and constant evolution of this sector, the art market, cultural institutions and the media require experts who can analyze current trends, evaluate the value of artworks and effectively communicate their meaning.

It is in this context that this TECH program has been created, through which professionals will master the main techniques, media and trends that define artistic expression today, from experimental painting and urban art to new technologies such as augmented reality, artificial intelligence and generative art. In addition, they will acquire a deep understanding of the historical, social and cultural contexts of Contemporary Art, developing critical and creative skills to create innovative artworks that respond to the challenges and demands of today's global environment.

Thanks to the 100% online format in which this university program is delivered, together with the implementation of the Relearning method, exclusive to TECH, professionals will have a flexible, personalized and highly effective learning experience. Likewise, they will be able to access the content at any time and place, while acquiring an in-depth understanding of the most relevant concepts in the field. This unique combination will allow those enrolled to reconcile their studies with their professional and personal responsibilities.

This **Postgraduate Diploma in Contemporary Visual 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 with a deep knowledge of contemporary artistic theory, criticism and production
- ♦ The graphic, schematic and eminently practical contents with which it is conceived gather scientific and practical information on those disciplines that are indispensable 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
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



You will specialize in the conceptualization of immersive artworks, combining Digital Art and new narratives to transform the viewer's experience"

“

You will delve into the analysis of case studies by renowned artists and professionals, understanding the trends that are shaping the global art scene”

The program's teaching staff includes professionals from the sector who contribute their work experience to this specializing 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 prepare for 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 course. For this purpose, students will be assisted by an innovative interactive video system created by renowned and experienced experts.

You will address current issues such as Sustainability in Artistic Discourse and the impact of new technologies on cultural practices.

You will develop an interdisciplinary profile that combines creativity with mastery of cutting-edge technological tools.



02

Why Study at TECH?

TECH is the world's largest online university. With an impressive catalog of more than 14,000 university programs available in 11 languages, it is positioned as a leader in employability, with a 99% job placement rate. In addition, it relies on an enormous faculty of more than 6,000 professors of the highest international renown.

We give you more

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*Study at the world's largest online university
and guarantee your professional success. The
future starts at TECH”*

The world's best online university according to FORBES

The prestigious Forbes magazine, specialized in business and finance, has highlighted TECH as "the world's best online university" This is what they have recently stated in an article in their digital edition in which they echo the success story of this institution, "thanks to the academic offer it provides, the selection of its teaching staff, and an innovative learning method aimed at educating the professionals of the future"

Forbes
Mejor universidad
online del mundo

Plan
de estudios
más completo

The most complete study plans on the university scene

TECH offers the most complete study plans on the university scene, with syllabuses that cover fundamental concepts and, at the same time, the main scientific advances in their specific scientific areas. In addition, these programs are continuously being updated to guarantee students the academic vanguard and the most in-demand professional skills. In this way, the university's qualifications provide its graduates with a significant advantage to propel their careers to success.

A world-class teaching staff

TECH's teaching staff is made up of more than 6,000 professors with the highest international recognition. Professors, researchers and top executives of multinational companies, including Isaiah Covington, performance coach of the Boston Celtics; Magda Romanska, principal investigator at Harvard MetaLAB; Ignacio Wistumba, chairman of the department of translational molecular pathology at MD Anderson Cancer Center; and D.W. Pine, creative director of TIME magazine, among others.

Profesorado
TOP
Internacional

La metodología
más eficaz

A unique learning method

TECH is the first university to use *Relearning* in all its programs. It is the best online learning methodology, accredited with international teaching quality certifications, provided by prestigious educational agencies. In addition, this disruptive educational model is complemented with the "Case Method", thereby setting up a unique online teaching strategy. Innovative teaching resources are also implemented, including detailed videos, infographics and interactive summaries.

The world's largest online university

TECH is the world's largest online university. We are the largest educational institution, with the best and widest online educational catalog, one hundred percent online and covering the vast majority of areas of knowledge. We offer a large selection of our own degrees and accredited online undergraduate and postgraduate degrees. In total, more than 14,000 university degrees, in eleven different languages, make us the largest educational largest in the world.

nº1
Mundial
Mayor universidad
online del mundo

The official online university of the NBA

TECH is the official online university of the NBA. Thanks to our agreement with the biggest league in basketball, we offer our students exclusive university programs, as well as a wide variety of educational resources focused on the business of the league and other areas of the sports industry. Each program is made up of a uniquely designed syllabus and features exceptional guest hosts: professionals with a distinguished sports background who will offer their expertise on the most relevant topics.

Leaders in employability

TECH has managed to become the leading university in employability. 99% of its students obtain jobs in the academic field they have studied, within one year of completing any of the university's programs. A similar number achieve immediate career enhancement. All this thanks to a study methodology that bases its effectiveness on the acquisition of practical skills, which are absolutely necessary for professional development.



Google Premier Partner

The American technology giant has awarded to TECH the Google Premier Partner badge. This award, which is only available to 3% of the world's companies, highlights the efficient, flexible and tailored experience that this university provides to students. The recognition as a Google Premier Partner not only accredits the maximum rigor, performance and investment in TECH's digital infrastructures, but also places this university as one of the world's leading technology companies.



The official online university of the NBA

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The top-rated university by its students

Students have positioned TECH as the world's top-rated university on the main review websites, with a highest rating of 4.9 out of 5, obtained from more than 1,000 reviews. These results consolidate TECH as the benchmark university institution at an international level, reflecting the excellence and positive impact of its educational model. These ratings place TECH as the absolute international university reference.



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03 Syllabus

The program's syllabus offers a comprehensive and up-to-date overview of the most relevant artistic practices from the 1960s to the present day. Throughout this academic journey, the program covers everything from the historical transformations of disciplines such as Painting, Sculpture and Photography, to the impact of urban art and the use of advanced digital technologies. Each topic is complemented by an analysis of practical cases and outstanding examples, providing professionals with the tools necessary to understand and participate in the field of Contemporary Visual Art.



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You will analyze the impact of Urban Art and Graffiti, from its historical roots to its influence in contemporary public spaces”

Module 1. Contemporary Art I. Media and Techniques

- 1.1. Evolution of Artistic Disciplines since the 1960s
 - 1.1.1. Structural Changes in the Different Artistic Disciplines
 - 1.1.2. The Emergence of Video Art and Its Impact on Artistic Practices
 - 1.1.3. The Rise of Interdisciplinarity in the Visual Arts
- 1.2. Contemporary Painting: from Abstraction to the Experimental
 - 1.2.1. Use of Color and Abstraction in Painting since the 1960s
 - 1.2.2. Materialities and Hybrid Techniques in Contemporary Painting
 - 1.2.3. Main Exponents: Gerhard Richter, Cecily Brown and Katharina Grosse, Among Others
- 1.3. Contemporary Sculpture: New Materials and Spaces
 - 1.3.1. Transformations in Sculpture from Minimalism to Conceptual Art
 - 1.3.2. Site-Specific Sculpture and Monumental Artworks: From Richard Serra to Anish Kapoor
 - 1.3.3. New Materials and Technologies in Contemporary Sculpture
- 1.4. Contemporary Photography: Visual Narrative and Digital Manipulation
 - 1.4.1. Transformations in Photography from Documentary to Conceptual
 - 1.4.2. Key Exponents: Cindy Sherman, Wolfgang Tillmans and Zanele Muholi
 - 1.4.3. Use of Digital Technologies in Contemporary Photography
- 1.5. Video Art and its Evolution since the 60s
 - 1.5.1. Origins of Video Art: Nam June Paik and the First Explorations
 - 1.5.2. Video Art as a Medium for Visual and Sound Experimentation
 - 1.5.3. Interactive Video Art and New Technologies: Hito Steyerl
- 1.6. Performance: Body, Action and Memory. Other Languages of Contemporary Art
 - 1.6.1. Body Dynamics in Performance as an Artistic Medium
 - 1.6.2. Documentation and Recording: Video in Performance
 - 1.6.3. Iconic Performances: Marina Abramović, Tania Bruguera and Regina José Galindo
- 1.7. Installation: Space as Artistic Experience
 - 1.7.1. Influences and Evolution of Installation as an Art Form
 - 1.7.2. Immersive Exhibitions: Sensory Interaction and Audience Participation

- 1.7.3. Outstanding Examples: Olafur Eliasson, Yayoi Kusama and Doris Salcedo
- 1.8. Art and Activism. Social and Political Explorations
 - 1.8.1. Art as a Tool for Social Change and Protest
 - 1.8.2. Main Exponents: Ai Weiwei, Guerrilla Girls and JR Among Others
 - 1.8.3. Art and Climate Change. Sustainability in Artistic Discourse: Tomás Saraceno
- 1.9. Women and Artists Underrepresented in Contemporary Art
 - 1.9.1. Women Artists in Disciplines Historically Dominated by Men
 - 1.9.2. Contributions by Artists of African Descent, Indigenous People and Migrants
 - 1.9.3. Emerging Artists Redefining Current Artistic Trends
- 1.10. Emerging Artists in Contemporary Art
 - 1.10.1. Emerging Artists in Painting and Sculpture
 - 1.10.2. Emerging Artists in Installation and New Technologies
 - 1.10.3. Galleries and Other Exhibition Spaces

Module 2. Contemporary Art II. Urban Art and Art in the Public Space

- 2.1. Art in the Public Space. Terminology, Context and Chronologies
 - 2.1.1. Art in the Public Space
 - 2.1.2. Urban Art
 - 2.1.3. Urban Art Tactics and Techniques
- 2.2. Urban Art Before Urban Art
 - 2.2.1. Precursors of Urban Art
 - 2.2.2. Situationism and its Conception of Public Space
 - 2.2.3. French Urban Artists in the 60s and 70s
- 2.3. Territorial Use by Gangs: From Marking Territory to a Political Tool
 - 2.3.1. Territorial Use of Graffiti by Gangs
 - 2.3.2. Graffiti Explosion of May 68
 - 2.3.3. Presence in Subculture: Punk
- 2.4. New York Graffiti and its Expansion. "It's All About Your Name"
 - 2.4.1. Pioneers of New York Graffiti Tagging
 - 2.4.2. Stylistic Evolution of New York Graffiti. From Getting Up to Blockbuster

- 2.4.3. New York Graffiti in the Galleries
- 2.5. Alternative Creativity in New York in the 70s and 80s: Artists Take the Streets
 - 2.5.1. Street Interventions in New York in the 70s and 80s
 - 2.5.2. Artists Connected to the World of Graffiti
 - 2.5.3. The Rise of Exhibitions
- 2.6. The Rise of Postgraffiti in the 2000s: The Decade That Changed Everything
 - 2.6.1. Postgraffiti and Culture Jamming
 - 2.6.2. Leading Postgraffiti Artists of the Late 90s and 2000s
 - 2.6.3. Media Overexposure of Postgraffiti: Exhibitions and Auctions
- 2.7. Muralism as a Tool for Identity (I). Social Construction of Heritage
 - 2.7.1. Mexican Muralism, a Global Benchmark
 - 2.7.2. Awareness of the Neighborhood through Muralism in the Second Half of the 20th Century
 - 2.7.3. Muralism in the First Two Decades of the 21st Century
- 2.8. Muralism (II). Ownership and Protection of Urban Art Forms
 - 2.8.1. Ownership of Interventions in Public Space
 - 2.8.2. Muralism in the Auction Market. If it Belongs to Everyone, it Belongs to No One
 - 2.8.3. Protection of Urban Art Forms
- 2.9. Urban Art and Gentrifying Dynamics
 - 2.9.1. Festivals: The Patina of Urban Art
 - 2.9.2. Dynamics and Counter-Dynamics of an Irreversible Process?
 - 2.9.3. Revitalization and Repositioning in the Rural Environment. Other Routes
- 2.10. Urban Art and Social Media
 - 2.10.1. Urban Art Influencers: Genesis of Viral Art
 - 2.10.2. Viral Art vs. *Art Hunting*
 - 2.10.3. Artists in Virtual Spaces: Painting a Lot for the Few or Painting Little for the Many

Module 3. Contemporary Art (III). Digital Art and New Technologies

- 3.1. Precedents of Digital Art and their Impact on Contemporary Art. Historical Context
 - 3.1.1. Origins of Digital Art: From Electronic Art to the First Artworks of Computational Art
 - 3.1.2. Pioneers of Digital Art and Their Impact on Contemporary Art
 - 3.1.3. Evolution and Trends in Digital Art up to the 21st Century
- 3.2. Digital Photography in Contemporary Art
 - 3.2.1. Transition from Analog to Digital Photography: Transformation in Technique and Concept
 - 3.2.2. Digital Manipulation in Artistic Photography: Tools and Aesthetics
 - 3.2.3. Conceptual Photography in the Digital Age: Themes and Critical Approaches
- 3.3. Virtual Reality in Current Artistic Practices
 - 3.3.1. Virtual Reality in Artistic Creation: Tools and Applications
 - 3.3.2. Immersive Experience in Art: Virtual Exhibitions and Interactive Narratives
 - 3.3.3. Examples of Artworks in Virtual Reality: Analysis of Notable Artists and Projects
- 3.4. Augmented Reality and its Application in Art
 - 3.4.1. Augmented Reality Tools in Art
 - 3.4.2. Augmented Reality in Public Spaces: Urban Art and Augmented Art Experiences
 - 3.4.3. Examples of Artworks in Augmented Reality. Case Studies and Critical Analysis of Current Artworks
- 3.5. Generative Art and Algorithms in Contemporary Art
 - 3.5.1. Generative Art: Algorithms, Code and Creativity
 - 3.5.2. Languages and Tools for Generative Art: Processing, TouchDesigner P5.js
 - 3.5.3. Examples of Generative Art and Analysis of Relevant Projects
- 3.6. Artificial Intelligence Applied to Art. Ethics and Technology
 - 3.6.1. Artificial Intelligence in Artistic Creation: Types and Applications in Visual Art
 - 3.6.2. Neural Networks and Art: GANs, Deep Learning and Visual Creation

- 3.6.3. Ethics, Aesthetics and Criticism of AI-Created Art: "Authorship" in Generative Art
- 3.7. Sound Art: Exploring the Auditory Dimension in Digital Art
 - 3.7.1. Evolution of Sound Art in the Context of New Technologies
 - 3.7.2. Digital Tools for the Creation of Sound Art: Synthesis, Sampling and Sound Design
 - 3.7.3. Sound Exhibitions and Immersive Auditory Experiences: Sound as an Artistic Space
- 3.8. New Narratives and Immersive Experiences in Contemporary Art
 - 3.8.1. The Role of Interactivity and Immersion in the Digital Artwork
 - 3.8.2. Non-Linear and Participatory Narratives: Creating Stories in Digital Media
 - 3.8.3. Examples of Immersive Experiences in Contemporary Art: Interactive Exhibitions
- 3.9. Digital art in Public Space and Social Media
 - 3.9.1. The Digitalization of Public Space: Projections, Mapping and Digital Urban Art
 - 3.9.2. Art on Social Media: Virality, Accessibility and the Role of the Spectator
 - 3.9.3. Digital Art Platforms and Communities: The Impact of Instagram, TikTok and Other Media
- 3.10. Future of Digital Art and New Technologies
 - 3.10.1. New Technologies Emerging in Art: Blockchain, NFTs and Their Possibilities
 - 3.10.2. Projections for Digital Art: The Role of Technology in the Art of the Future
 - 3.10.3. Intersection of Art and Technology





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You will delve into the latest trends in the Contemporary Art market, including galleries, auctions and digital platforms such as NFTs”

04

Teaching Objectives

This TECH university program provides professionals with key skills in critical analysis, interdisciplinary creation and the management of innovative technologies applied to art. In this way, and in just six months of intensive study, they will acquire skills to interpret artistic trends, apply contemporary techniques in their projects and generate works that integrate a creative, technical and conceptual approach, responding to the current demands of the artistic sector.





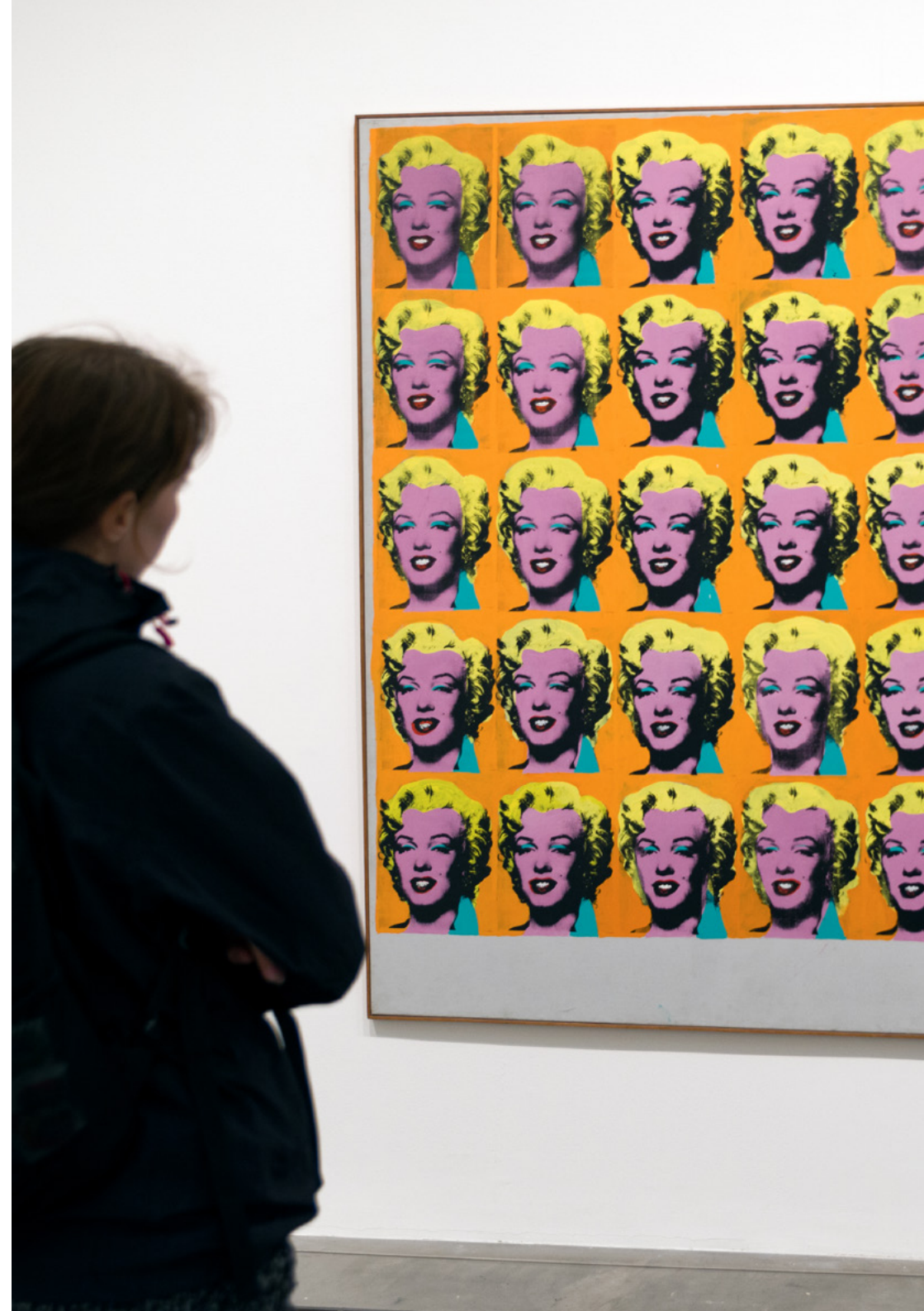
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You will develop key skills in critical analysis, cultural project management and the application of both traditional and digital artistic techniques”



General Objectives

- ◆ Understand the evolution of contemporary artistic disciplines from the 1960s to the present day, identifying their main trends and transformations
- ◆ Analyze the impact of urban art and art in the public space as tools of cultural, political and social expression
- ◆ Address the emerging techniques, media and technologies that have redefined contemporary artistic practices
- ◆ Identify the role of digital technologies, such as virtual reality, artificial intelligence and generative art, in the creation and dissemination of Contemporary Art
- ◆ Develop strategies for the critical interpretation of contemporary works, considering their historical, social and cultural context
- ◆ Delve into the dynamics of the Contemporary Art market, including galleries, auctions and digital platforms
- ◆ Promote the use of art as a means for sustainability, social activism and cultural transformation
- ◆ Reflect on the ethical, aesthetic and technological challenges posed by Contemporary Art in its interaction with society





Specific Objectives

Module 1. Contemporary Art I. Media and Techniques

- ♦ Define the modes of production and technical approaches that characterize disciplines such as painting, sculpture, video art and performance
- ♦ Evaluate the impact of digital technologies in disciplines such as photography and video art, identifying how they have transformed visual narrative and contemporary artistic languages
- ♦ Compile and present emblematic examples of artists such as Joseph Beuys, Marina Abramović, Olafur Eliasson and Hito Steyerl
- ♦ Identify and compile the contributions of women artists and other creators underrepresented in the history of Contemporary Art

Module 2. Contemporary Art II. Urban Art and Art in the Public Space

- ♦ Compare different trends and movements within urban art, establishing the differences and similarities in their evolution in different geographical and temporal contexts
- ♦ Analyze the techniques and materials most used by contemporary urban artists, explaining how these decisions impact the aesthetics and the message of the artworks
- ♦ Evaluate specific cases of artistic intervention in public space, analyzing the role of local policies and the response of communities to these interventions
- ♦ Develop critical proposals that argue how urban art can contribute to social cohesion or generate a change in the perception of certain public spaces

Module 3. Contemporary Art (III). Digital Art and New Technologies

- ♦ Examine the advanced methods and tools used in the creation of digital works, the complexity made possible by new technologies and tools such as artificial intelligence
- ♦ Establish critical connections between digital art theories and their practical application in specific projects, considering their impact in the current artistic and cultural context
- ♦ Generate knowledge that helps us understand experimental art projects that integrate technologies such as artificial intelligence and augmented reality, exploring new languages and visual narratives in the digital realm
- ♦ Evaluate the expressive and technical potential of each digital technology in terms of its applications in Contemporary Art, proposing innovative approaches to enrich their own artistic development



You will gain a comprehensive overview of contemporary visual art, standing out in a market that values innovation and artistic diversity"

05

Career Opportunities

This university program prepares professionals to work in Curatorship, Art Project Management, Exhibition Curating and the Creation of Interdisciplinary Artworks. They will also be able to work in innovative areas such as Digital Art and Art Market Consultancy. Thanks to its comprehensive approach, this academic pathway will open the doors to job opportunities in museums, galleries, digital platforms and cultural organizations worldwide.





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You will position yourself as a digital art consultant, advising on the use of emerging technologies and their integration into art projects”

Graduate Profile

Graduates of this TECH program will be professionals with a solid understanding of current trends in the arts sector, capable of combining creativity, critical analysis and mastery of advanced technologies. This profile integrates interdisciplinary skills that enable graduates to lead innovative art projects, manage cultural initiatives and contribute to the development of Art as a tool for social and cultural transformation in diverse contexts.

You will obtain a highly competitive professional profile, which will allow you to work as an exhibition curator, designing artistic displays that integrate innovative perspectives.

- ♦ **Critical and Analytical Thinking:** Ability to interpret, evaluate and contextualize contemporary artistic trends from a reflective approach that allows for an understanding of the connections between disciplines, social changes and cultural transformations of visual art.
- ♦ **Innovation and Creativity:** Ability to generate original ideas and implement innovative solutions in the creation of artistic artworks and projects, integrating traditional techniques with the use of emerging technologies, and exploring new forms of interdisciplinary expression.
- ♦ **Effective Communication:** Ability to transmit artistic concepts in a clear, structured and persuasive way, adapting language and the media to different audiences and professional contexts, including presentations, publications and exhibition projects.
- ♦ **Management of Cultural projects:** Competence to plan, coordinate and lead artistic and cultural initiatives in diverse environments, ensuring the viability of projects, optimizing resources and promoting a positive impact in the social, cultural and professional spheres.



After completing the program, you will be able to use your knowledge and skills in the following positions:

- 1. Interdisciplinary Art Project Manager:** Responsible for coordinating and directing cultural initiatives that integrate different artistic disciplines and technological approaches
Responsibilities: Plan, implement and supervise art projects, ensuring their technical and conceptual viability, and managing the resources necessary for their development
- 2. Specialist in Urban Art and Public Space:** Responsible for the conceptualization and execution of artistic interventions in urban environments, promoting connection with communities and the revitalization of public spaces.
Responsibilities: Design urban art projects that combine creativity, social impact and sustainability, managing the associated permits and logistics
- 3. Curator specialized in Contemporary Art:** Responsible for selecting and organizing exhibitions of contemporary art in galleries, museums and alternative spaces
Responsibilities: Research, select and conceptualize works for exhibitions, design mounting and communication strategies, and collaborate with artists and sponsors
- 4. Producer of Immersive Experiences:** Develops art projects based on technologies such as virtual and augmented reality and generative art for cultural, commercial or educational environments
Responsibilities: Design interactive experiences that combine artistic and technological elements, coordinating development teams and supervising their implementation
- 5. Consultant in Digital Art and Technology:** Offers advice to companies, cultural institutions and artists on the integration of new technologies in the creation and dissemination of art
Responsibilities: Propose strategies for technological innovation in artistic projects, considering both the creative possibilities and the technical and ethical challenges
- 6. Coordinator of Educational Programs in Contemporary Art:** Designs and manages training activities for cultural institutions, focusing on current trends and techniques in visual art
Responsibilities: Create educational programs adapted to different audiences, organizing workshops, seminars and practical activities related to Contemporary Art

- 7. Specialist in Art Communication and Promotion:** Deals with disseminating artistic projects through digital platforms and social networks, maximizing their reach and connection with the public
Responsibilities: Develop communication campaigns, manage the presence of projects on social networks and create content that connects with the target audience
- 8. Independent Artist:** Dedicated to the creation of original works that integrate conceptual, interdisciplinary and technological approaches, exhibiting them in galleries, fairs and digital platforms
Responsibilities: Produce, manage and promote visual artworks, collaborating with institutions, curators and collectors to expand the visibility and impact of their work



You will be able to work in key sectors such as Curatorship, Urban Art and Cultural Project Consultancy”

Academic and Research Opportunities

In addition to all the jobs you will be qualified for by studying this TECH Postgraduate Diploma, you will also be able to pursue a solid academic and research career. After completing this university program, you will be ready to continue your studies associated with this field of knowledge and thereby progressively achieve other scientific merits.

06

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 groundbreaking 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 academic process and gives 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.

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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 or 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.

These results consolidate TECH as the benchmark university institution at an international level, reflecting the excellence and positive impact of its educational model." Not surprisingly, the institution has become 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.

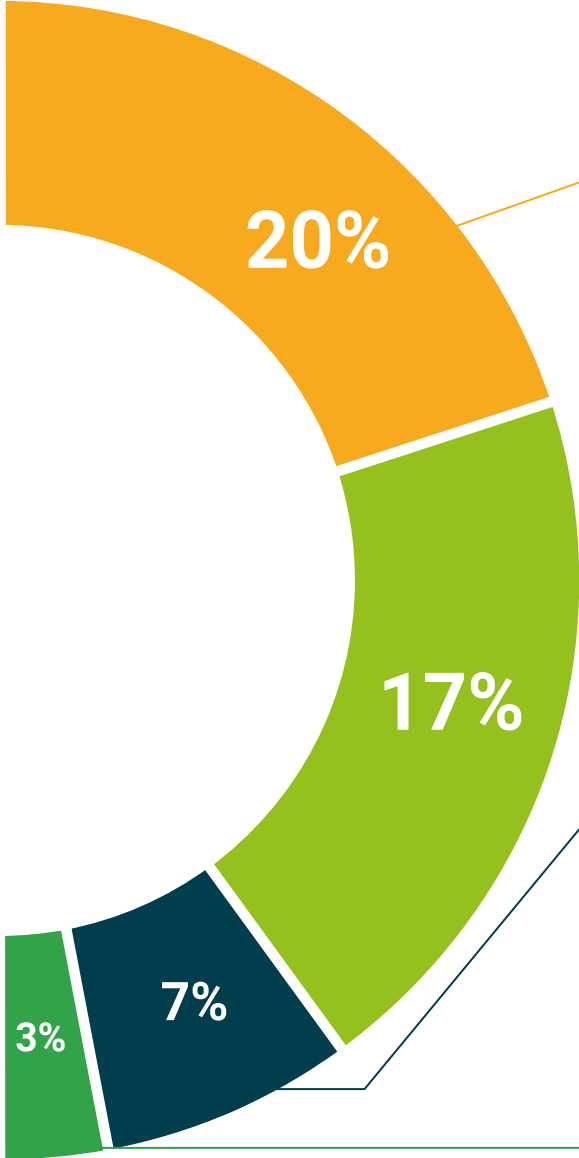
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

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





Case Studies

Students will complete a selection of the best *case studies* in the field. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We do this on 3 of the 4 levels of Miller's Pyramid.



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 for future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical and effective way to help students progress in their learning.



07

Teaching Staff

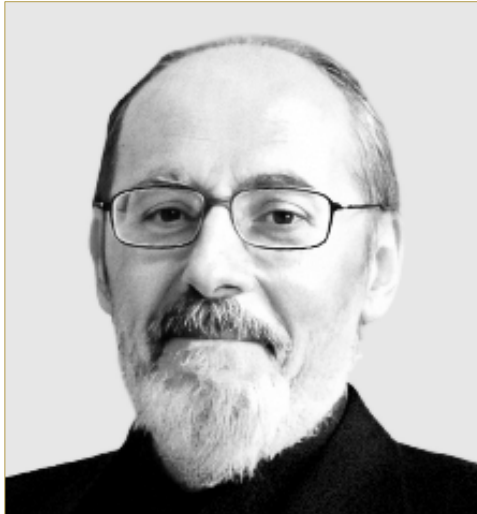
The teaching staff of this program is made up of renowned professionals from the artistic field, with experience in traditional disciplines and innovative technologies. Their experience includes collaborations with galleries, cultural institutions and international projects, which guarantees a practical and up-to-date approach. In addition, thanks to their interdisciplinary vision, they will guide students in their deep understanding of Contemporary Art and in the application of creative tools to address the challenges of the sector.



“

You will be guided by an interdisciplinary teaching team, made up of artists, curators and specialists in cultural management”

Guest Director



Dr. Quiles García, Fernando

- ♦ Art History Expert
- ♦ Art History Specialist at the Pablo de Olavide University
- ♦ PhD in Art History from the University of Sevilla
- ♦ Master's Degree in Architecture and Historical Heritage from the University of Sevilla
- ♦ Bachelor's Degree in Geography and History, Art History from the University of Sevilla

Management



Dr. Díaz Mattei, Andrea

- ♦ Expert in Museology and Museography at the Museum of the History of the Carthusian Horse
- ♦ Art History Specialist at the Pablo de Olavide University
- ♦ Museology and Museography at the Museum of the History of the Carthusian Horse
- ♦ PhD in Society and Culture from the University of Barcelona
- ♦ Art History Specialist, Theory and Criticism: Catalan Art and International Relations
- ♦ Expert in Art Direction
- ♦ Degree in Psychology from the University of Buenos Aires
- ♦ Member of: Globalization Interculturality Art Research Network and Latin American Network of Visual Studies



Professors

Dr. Navarro Morcillo, Pablo

- ◆ Documentalist and Cartographer in the Provincial Delegation of Culture of the Regional Government of Andalucía
- ◆ Protection Technician in the Regional Ministry of Culture of the Regional Government of Andalusia
- ◆ PhD in History and Humanistic Studies from the Pablo de Olavide University
- ◆ Bachelor's Degree in Art History from the University of Sevilla
- ◆ Master's Degree in Art, Museums and Historical Heritage Management from the Pablo de Olavide University
- ◆ Master's Degree in Cultural Management from the University of Sevilla
- ◆ Expert in Historical Heritage Management

Mr. Sánchez Pineda, Jesús Manuel

- ◆ Visual and Sound Artist
- ◆ Master's Degree in Art, Idea and Production from the University of Sevilla
- ◆ Master's Degree in Philosophy and Modern Culture from the University of Sevilla
- ◆ Degree in Fine Arts from the University of Sevilla
- ◆ Expert in Music Production and Sound

Ms. Bonafé Carrasco, Isabel

- ◆ Visual Artist
- ◆ Lecturer and collaborator at the CSM Digital Culture Festival
- ◆ Master of Fine Arts from the Central Saint Martins School of Art
- ◆ Degree in Fine Arts from the University of Sevilla

08

Certificate

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



“

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

This private qualification will allow you to obtain a **Postgraduate Diploma in Contemporary Visual Art** endorsed by **TECH Global University**, the world's largest online university.

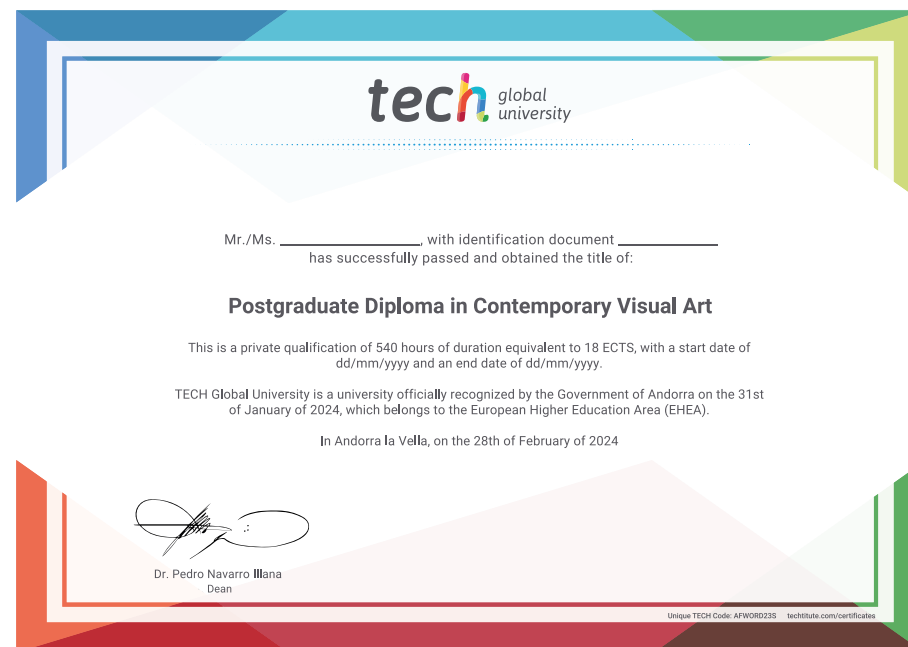
This **TECH Global University private qualification**, is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma in Contemporary Visual Art**

Modality: **online**

Duration: **6 months**.

Accreditation: **18 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University 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
development language
virtual classroom



Postgraduate Diploma Contemporary Visual Art

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

Postgraduate Diploma Contemporary Visual Art

