



Postgraduate Diploma Classical Archaeology

» Modality: online

» Duration: 6 months

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

We b site: www.techtitute.com/pk/humanities/postgraduate-diploma/postgraduate-diploma-classical-archaeology

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tech 06 | Introduction

The classical world has become a well-defined historical reality, which over the years has evolved to establish the essence of art under the concepts of beauty and perfection. In this way, we find Greek art, which marks a reference for Western civilization, taking its models and canons to be recreated over and over again throughout history.

For this reason, the iconography of this period is so well known and outstanding, being a point of reference for artists all over the world. Thus, the gods are the protagonists of the best-known fables, which have been captured throughout history in canvases, sculptures, medals, vases, among others. It will be these stories that help to explain any type of phenomenon, such as the birth of mountains, times of drought, and even falling in love.

All of the above is condensed in this program, which will be a source of knowledge for archaeology professionals who wish to explore, through art, the different approaches to classical history. Therefore, they will have a purely online program, which can be accessed at any place and at any time.

This **Postgraduate Diploma in Classical Archaeology** contains the 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



Classical myths are present in ancient art and their study is fascinating for modern archaeology"



You will train to be much more than a researcher; you will find a new career path upon completion of your degree"

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.

Discover every mystery behind the Greek myths through paintings and stories.

The Birth of the Venus de Milo, Michelangelo, are some of the works that you will be able to analyze in this program.







tech 10 | Objectives



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



You will have a group of specialized experts who will show you all the elements that make up the Greek myths and heroes"







Specific Objectives

Module 1. Ancient Art I

- 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

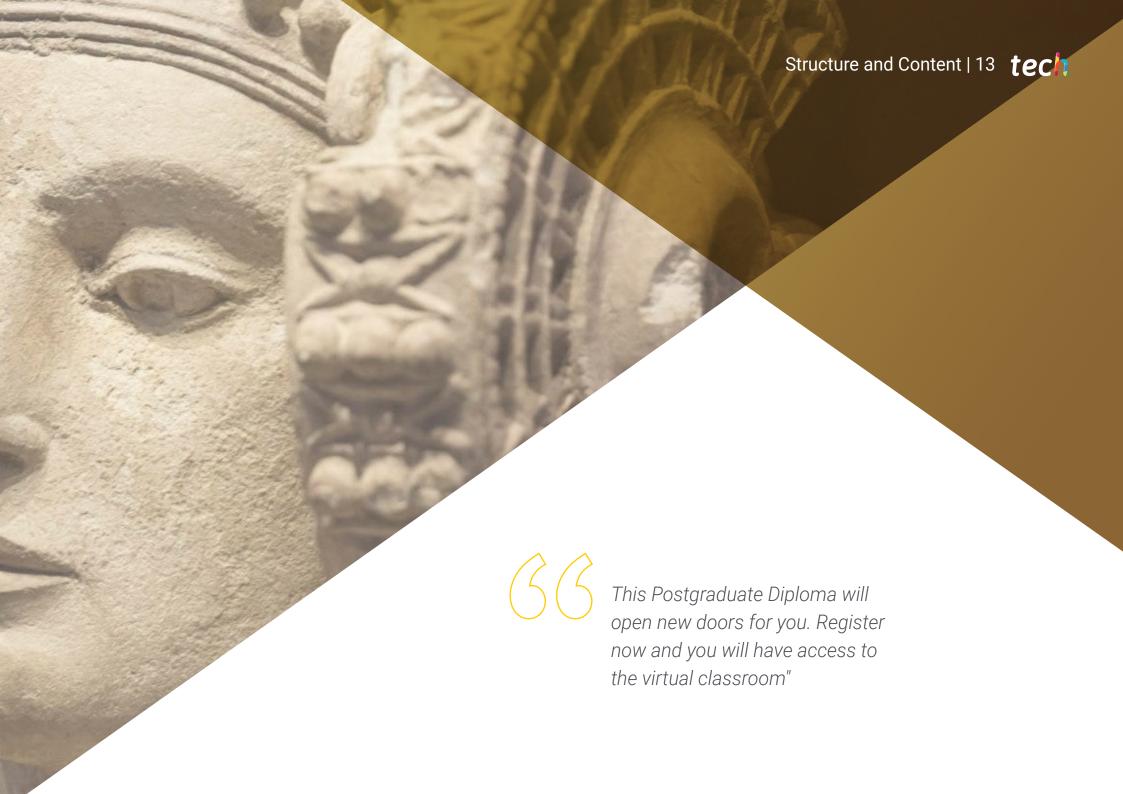
Module 2. Classical Iconography

- Identify the scene depicted in sculpture or painting thanks to its iconographic element
- Distinguish from the iconographic element to which period the artwork belongs
- Recognize characters of classical mythology in plastic arts through iconography
- * Know the iconographic elements that allow the identification of the artistic work

Module 3. Artistic Techniques

- Acquire knowledge about the different materials that make up the works and their different artistic techniques
- Understand conservation problems due to the nature of the materials and their use
- * Learn the evolution of artistic techniques throughout the history of art
- Assimilate knowledge of different artistic materials and techniques





tech 14 | Structure and Content

Module 1. Ancient Art I

- 1.1. Greece Pre-hellenic Art
 - 1.1.1. Introduction The Different Writing Systems
 - 1.1.2. Cretan Art
 - 1.1.3. Mycenaean Art
- 1.2. Archaic Greek Art
 - 1.2.1. Greek Art
 - 1.2.2. The Origins and Evolution of the Greek Temple
 - 1.2.3. Architectural Orders
 - 1.2.4. Sculpture
 - 1.2.5. Geometric Ceramics
- 1.3. Early Classicism
 - 1.3.1. The Great Panhellenic Sanctuaries
 - 1.3.2. Free-Standing Sculpture in Classicism
 - 1.3.3. The Importance of Myron and Polyclitus
 - 1.3.4. Ceramics and Other Arts
- 1.4. Art During the Age of Pericles
 - 1.4.1. Introduction
 - 1.4.2. Phidias and the Parthenon
 - 1.4.3. The Acropolis of Athens
 - 1.4.4. Other Contributions by Pericles
 - 1.4.5. Pictorial Art
- 1.5. Greek Art of the 4th Century BC.
 - 1.5.1. The Crisis of the Classical Polis and Its Repercussions for Art
 - 1.5.2. Praxiteles
 - 1.5.3. Scopas Drama
 - 1.5.4. Lysippus' Naturalism
 - 1.5.5. Funerary Stelae and Greek Painting

- 1.6. Hellenistic Art
 - 1.6.1. Hellenism
 - 1.6.2. Pathos in Hellenistic Sculpture
 - 1.6.3. Hellenistic Schools
 - 1.6.4. Painting and Applied Arts
- 1.7. Etruscan Art
 - 1.7.1. Introduction Etruscan Tombs and Sepulchral Figurines
 - 1.7.2. Etruscan Religion and Sculptural Production
 - 1.7.3. Mural Painting and the Minor Arts
- 1.8. The Origins of Roman Art and Art in the Age of Augustus and His Successors
 - 1.8.1. Introduction The First Temples of Rome and the Origins of Roman Portraiture
 - 1.8.2. Greek Idealism and Latin Naturalism
 - 1.8.3. The Architecture of the Caesars and the Decoration of Roman Houses
 - 1.8.4. The Official Portrait and the Sumptuary Arts
- 1.9. Art During the Flavian and Antonine Periods, and the Late Roman Period I
 - 191 Rome's Great Monuments
 - 1.9.2. The Pantheon
 - 1.9.3. Sculpture
- 1.10. Art during the Flavian and Antonine Periods, and the Late Roman Period II
 - 1.10.1. Decorative and Pictorial Styles
 - 1.10.2. The Crisis of the Lower Empire
 - 1.10.3. The Dissolution of Classicism in Sculpture

Module 2. Classical Iconography

- 2.1. Study of Images in Figurative Art
 - 2.1.1. The Different Studies
 - 2.1.2. Iconography
 - 2.1.3. Iconographic Sources
- 2.2. Iconographic Repertoire I
 - 2.2.1. Zeus
 - 2.2.2. Hera
 - 2.2.3. Poseidon
- 2.3. Iconographic Repertoire II
 - 2.3.1. Aphrodite
 - 2.3.2. Eros
 - 2.3.3. Hephaestus
- 2.4. Iconographic Repertoire III
 - 2.4.1. Ares
 - 242 Athena
 - 2.4.3. Apollo
- 2.5. Iconographic Repertoire IV
 - 2.5.1. Artemis
 - 2.5.2. Hermes
 - 2.5.3. Dionysus
- 2.6. Iconographic Repertoire V
 - 261 Demeter
 - 2.6.2. Hades and Persephone
 - 2.6.3. Hecate
- 2.7. The Wives of Zeus
 - 2.7.1. Metis
 - 2.7.2. Temis
 - 2.7.3. Mnemosyne

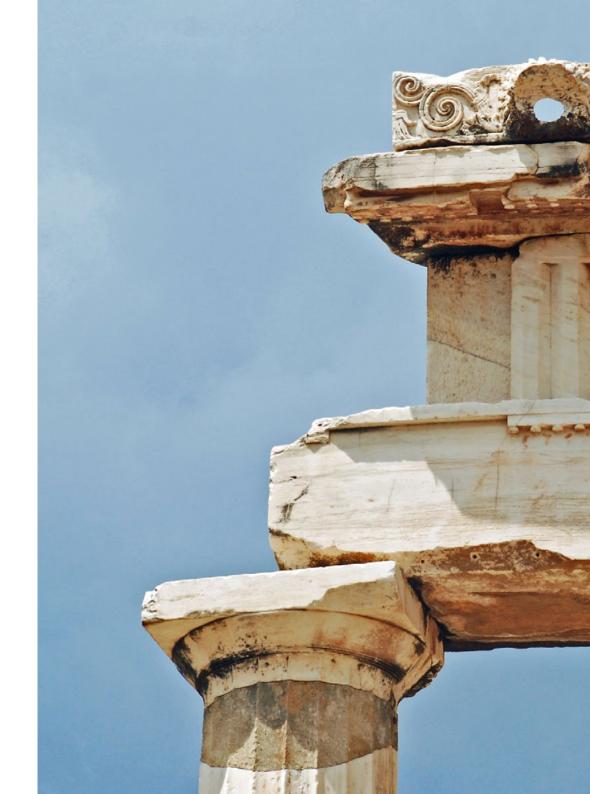
- 2.8. Descendants of Zeus
 - 2.8.1. The Moiras
 - 2.8.2. The Hours
 - 2.8.3. The Thanks
 - 2.8.4. The Muses
- 2.9. Myths in Art
 - 2.9.1. Greek Mythology
 - 2.9.2. Venus and Adonis
 - 2.9.3. Cephalus and Procris
- 2.10. Representation in Art
 - 2.10.1. Genre Paintings, Medieval Calendars and Flemish Primitives
 - 2.10.2. Quinten Massys and Pieter Brueghel the Elder
 - 2.10.3. Dutch Painters and Landscape Paintings
 - 2.10.4. Joaquim Patinir, Brueghel the Elder, Meindert Hobbema, Jacob Van Ruisdael and Caspar David Friedrich

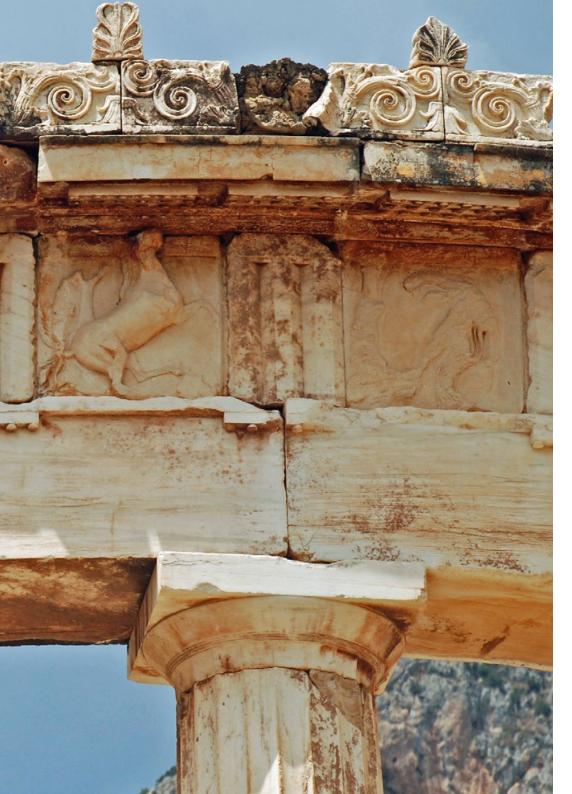
Module 3. Artistic Techniques

- 3.1. Sculpture
 - 3.1.1. Wood Sculpture
 - 3.1.1.1. Materials and Instruments
 - 3.1.1.2. Conservation and Restoration
 - 3.1.2. Stone Sculpture
 - 3.1.2.1. Materials and Instruments
 - 3.1.2.2. Techniques
 - 3.1.3. Ivory Sculpture
 - 3.1.4. Metal Sculpture
 - 3.1.4.1. Introduction
 - 3.1.4.2. Used Metals
 - 3.1.4.3. Metalworking Techniques
 - 3.1.4.4. Restoration and Conservation of Bronzes

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3.2.	The Glyptic and Other Works	
	3.2.1.	Introduction
	3.2.2.	Incision, Seals and Cameos
	3.2.3.	Chemical Incision, Cutting and Diamond
	3.2.4.	Rock Crystal, Jades, and Amber, Ivory and Coral
3.3.	Ceramics	
	3.3.1.	Introduction
	3.3.2.	Terracotta and Ceramic Tile
	3.3.3.	Porcelain
	3.3.4.	Stoneware, Earthenware and Stucco
3.4.	Glass	
	3.4.1.	The Origins of Glass
	3.4.2.	Ancient Techniques for the Production of Glass Object
	3.4.3.	Blown Glass
3.5.	Drawing	
	3.5.1.	The First Graphic Manifestations
	3.5.2.	Drawing on Parchment and Paper
	3.5.3.	Pastel
3.6.	Engraving and Stamping	
	3.6.1.	Introduction
	3.6.2.	Woodcutting and Lithography
	3.6.3.	Copper Engraving
		3.6.2.1. Copper Engraving Techniques
	3.6.4.	Direct Engraving of the Metal Plate
	3.6.5.	Indirect Etching of Sheet Metal with Mordant
	3.6.6.	Lithography and Other Techniques





Structure and Content | 17 tech

- 3.7. Painting
 - 3.7.1. Ancient Mural Painting
 - 3.7.2. The Fresco
 - 3.7.2.1. Introduction
 - 3.7.2.2. The Restoration of the Frescoes
 - 3.7.3. The Temple
 - 3.7.4. The Miniature
 - 3.7.5. Oil Painting
 - 3.7.6. Watercolor and Gouache
- 3.8. Mosaic and Inlay
 - 3.8.1. Lithostrate
 - 3.8.2. Mosaics in Vitreous Paste
 - 3.8.3. Embedding
- 3.9. The Showcase
 - 3.9.1. General Problems and Elaboration Techniques
 - 3.9.2. The Color, Grisaille and Silver Yellow
 - 3.9.3. The Problem of Light
- 3.10. Fabrics
 - 3.10.1. Fabrics and Textiles
 - 3.10.2. Upholstery
 - 3.10.3. Carpets



You will be able to identify each artistic technique presented in this program, thanks to multiple examples and case studies"





tech 20 | Methodology

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



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

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method has been the most widely used learning system among the world's leading Humanities schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

tech 22 | Methodology

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



Methodology | 23 tech

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically. With this methodology we have trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, markets, and financial instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

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

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



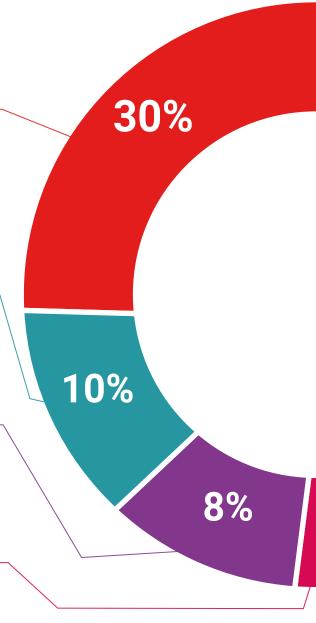
Practising Skills and Abilities

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



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.



20%

Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.



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



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.



4%





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This **Postgraduate Diploma in Classical Archaeology** contains the 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 certificate 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 Classical Archaeology

Official No of hours: 450 h.



^{*}Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

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