



Postgraduate Certificate Ancient Art

» Modality: online» Duration: 12 weeks

» Certificate: TECH Global University

» Credits: 12 ECTS

» Schedule: at your own pace

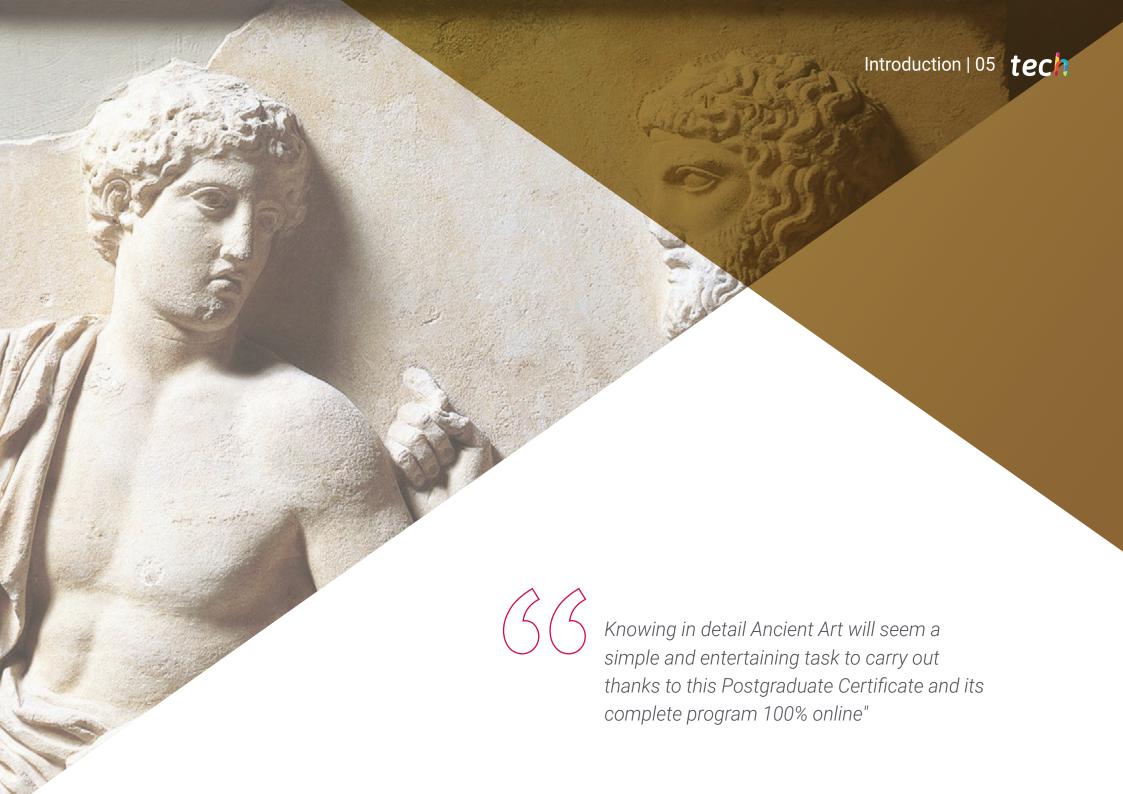
» Exams: online

Website: www.techtitute.com/us/humanities/postgraduate-certificate/ancient-art

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Years of exhaustive research have resulted in a comprehensive and detailed knowledge of the Art of Antiquity Today there are millions of sources of information full of data that allow us to interpret and study from the different prehistoric, Neolithic and Mesopotamian artistic manifestations to those of the Late Roman period.

The large amount of data, as well as the different cultural currents that have influenced the development of a broad knowledge on this subject, sometimes make it difficult for specialists who, nowadays, want to learn about ancient culture to study the subject. Based on this need, TECH has developed this Postgraduate Certificate in Ancient Art, a complete program that covers art stages from Prehistory to the 5th century AD.

This is a 100% online degree designed and developed by experts in Art History with extensive experience in research and teaching. Thanks to the exhaustive nature of its syllabus, the graduate will find in it the opportunity to generate a broad knowledge of Ancient Art in only 12 weeks. In addition, in order to offer an even more complete academic experience, you will have at your disposal complementary material in audiovisual format, readings and research articles with which you will be able to deepen each section in a personalized way and based on your needs.

This **Postgraduate Certificate in Ancient Art** contains the most complete and up-todate educational program on the market. The most important features include:

- Developing practical cases presented by experts in Art History
- The graphic, schematic, and eminently practical contents with which they are created, provide current 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



In the Virtual Classroom you will find additional material in audiovisual format with hundreds of images to contextualize the information developed throughout the syllabus"



In this Postgraduate Certificate, you will find sections dedicated exclusively to Babylonian and Assyrian art, from its origin to the fall of its empire"

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.

This degree will give you the tools to become an expert in Ancient Art in just 12 weeks.

Delving into the origin of art through the study of prehistory will allow you to acquire a more complete vision of the subject.







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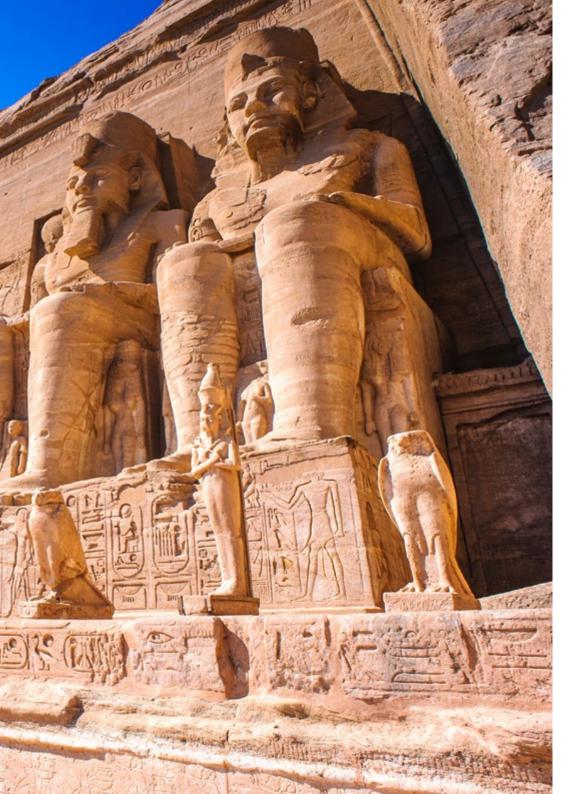
General Objectives

- Possess a level of knowledge necessary to master the most relevant aspects of the Ancient Art
- Develop critical thinking with respect to this topic
- Identify Ancient Art based on its historical and technical characteristics
- Know in depth the history and contextualization of Ancient Art



Possessing a level of knowledge such as the one this Postgraduate Certificate will give you, will allow you to master the most relevant aspects within Ancient Art"







Specific Objectives

- 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
- Learn the differences in each period of Greek art
- Understand the technical and historical differences between Greek and Roman art
- Assimilate information related to the various stages of the artistic history of Greece and Rome

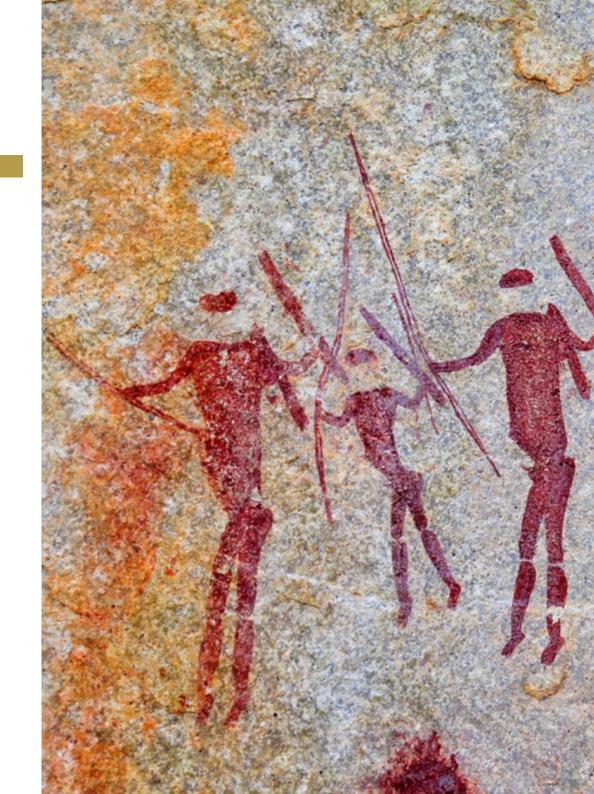


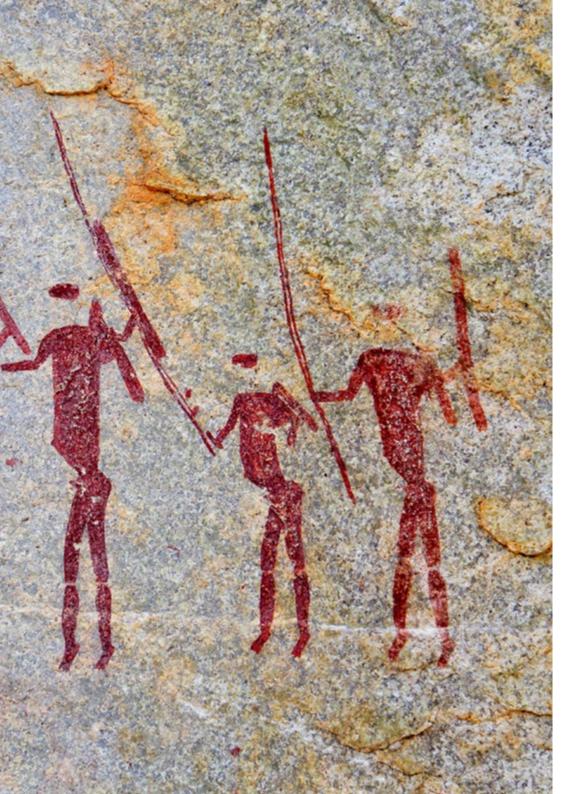


tech 14 | Structure and Content

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
 - 1.2.6. 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





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1.4.	Egyptian	Art of	f the	Middle	and Nev	w Empires
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- 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

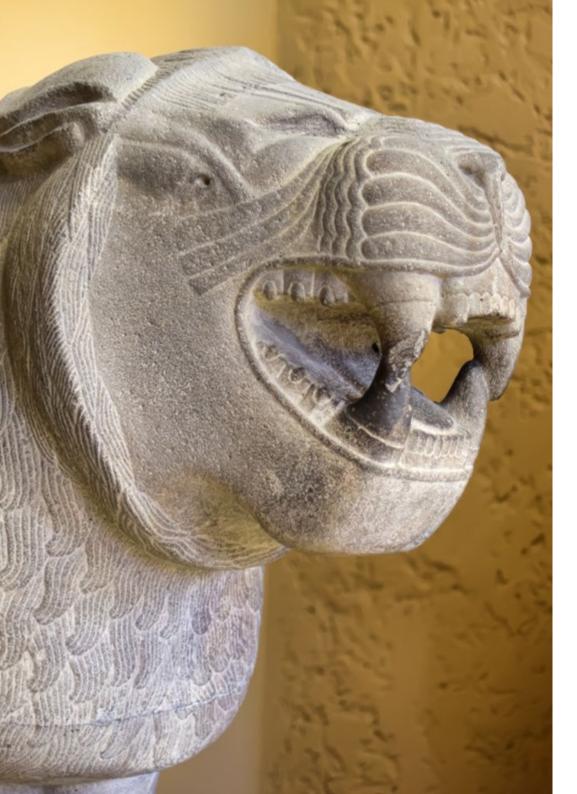
- 1.6.1. Introduction
- 1.6.2. Mesopotamian Protohistory
- The First Sumerian Dynasties
- 1.6.4. Architecture
 - 1.6.4.1. Introduction
 - 1.6.4.2. The Temple
- 1.6.5. Akkadian Art
- 1.6.6. The Period Considered Neo-Numerical
- The Importance of Lagash 1.6.7.
- The Fall of Ur 1.6.8.
- Elamite Art 1.6.9.

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- 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
 - 1.7.5. The Assyrian Empire
 - 1.7.6. Assyrian Palaces and Their Architecture
 - 1.7.7. Assyrian Fine Arts
 - 1.7.8. 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
 - 1.9.4. Influences from Egypt and Mesopotamia
 - 1.9.5. 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 II

- 2.1. Greece Pre-Hellenic Art
 - 2.1.1. Introduction The Different Writing Systems
 - 2.1.2. Cretan Art
 - 2.1.3. Mycenaean Art
- 2.2. Archaic Greek Art
 - 2.2.1. Greek Art
 - 2.2.2. The Origins and Evolution of 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



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- Hellenistic Art
 - 2.6.1. Hellenism
 - Pathos in Hellenistic Sculpture
 - Hellenistic Schools
 - 2.6.4. Painting and Applied Arts
- Etruscan Art
 - 2.7.1. Introduction Etruscan Tombs and Sepulchral Figurines
 - Etruscan Religion and Sculptural Production
 - Mural Painting and the Minor Arts
- 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
- 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
 - 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



Enroll now and start a Postgraduate Certificate in which you will be the one who will take the reins of learning"





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.

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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.



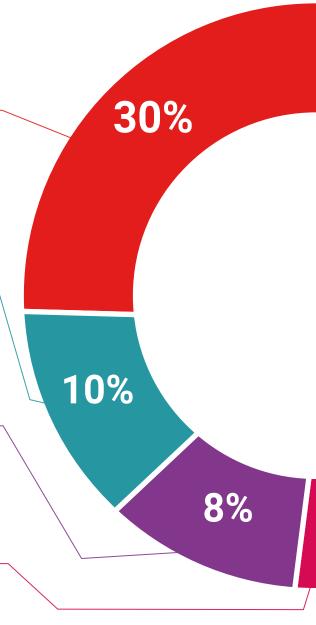
Practising Skills and Abilities

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 program will allow you to obtain your **Postgraduate Certificate in Ancient Art** endorsed by **TECH Global University**, the world's largest online university.

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

This **TECH Global University** title is a European program of 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 Certificate in Ancient Art

Modality: online

Duration: 12 weeks

Accreditation: 12 ECTS



Mr./Ms. _____, with identification document _____ has successfully passed and obtained the title of:

Postgraduate Certificate in Ancient Art

This is a program of 360 hours of duration equivalent to 12 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024



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