



# Postgraduate Certificate Art of Ancient Civilizations

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

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

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## tech 06 | Introduction

Art is one of the disciplines of human life that, over time, has undergone countless changes and influences of different kinds. Politics, religions, culture form the concept of art in each of the civilizations. To fully study the art of ancient civilizations is an art in itself; to understand the origin of African, Islamic, Hindu, Oceanic and Far Eastern art, to delve into the beauty of their works, their sculpture, their architecture, their people.

It forms an unquestionable intellectual and professional background for those who look towards careers in the humanities. To learn about the Middle Ages in Eastern countries or to distinguish which Chinese dynasty each artistic work belongs to, is part of what the spectator will find in this program. A training that meets the demands of a globalized world, which is gradually losing its depths and needs to rescue the origin of things.

A training developed in a methodological framework based on Relearning, the study system which allows the student to quickly learn and understand the concepts, so that they are able to develop critical and analytical thinking. A total of 150 Hour of analysis supported by a variety of multimedia resources and theoretical and practical content formats, available from the first day for consultation or download; thus, facilitating and energizing the process.

This **University Course in Art of Ancient Civilizations** is the most comprehensive and up-to-date 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 scientific and practical information on the disciplines that are essential for professional practice
- Practical exercises where self-assessment can be used to improve learningIts 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





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.

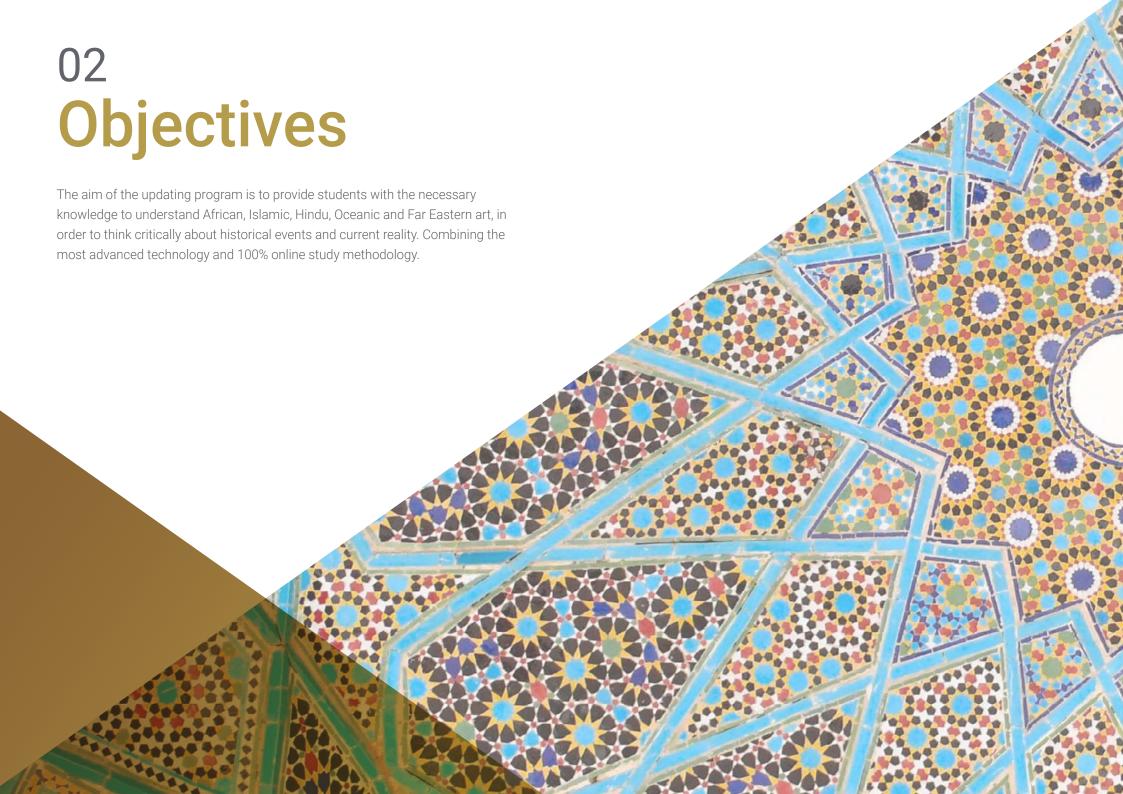
The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

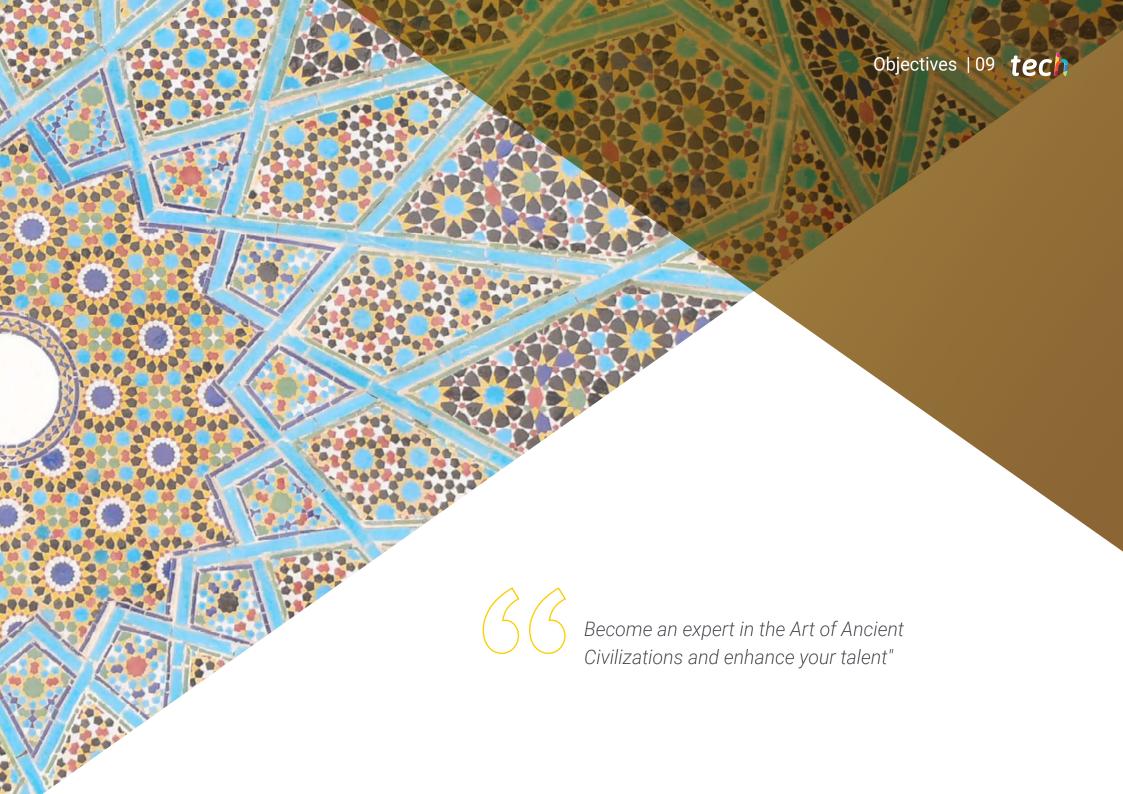
This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

You will be able to differentiate Asian art from each other, identifying the differences between Japan and China.

Learn about the art of India, delving into the beauty of its architecture.







## 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 the art of different countries
- Integrate the conceptual foundations of history as a function of art and archaeology
- Identify the most relevant figures and iconographies of ancient civilizations







## **Specific Objectives**

- Learn about the art of India, delving into the beauty of its architecture
- Differentiate Asian art from each other, identifying the differences between Japan and China
- Learn about the Middle Ages in Eastern countries
- Distinguish which Chinese dynasty each artwork belongs to



Learn about the methodology that is revolutionizing today's university environment. Start now with this program"





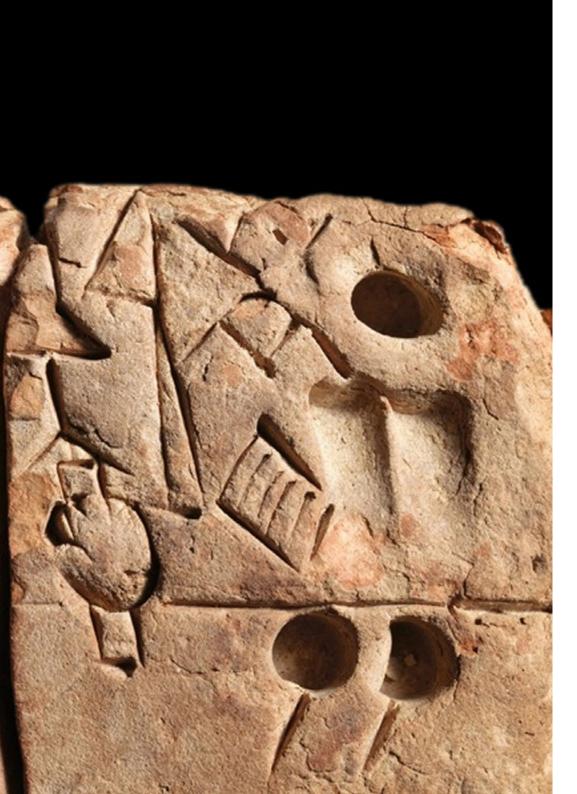


### tech 14 | Structure and Content

#### Module 1. African, Islamic, Hindu, Oceanic and Far Eastern Art

- 1.1. African Art I
  - 1.1.1. The First Settlers
  - 1.1.2. Discovery and Development of African Art
  - 1.1.3. The Civilizations of Nok and Ife and the Art of the Kingdom of Benin
- 1.2. African Art II
  - 1.2.1. African Wood Carvings
  - 1.2.2. Ceramic Techniques
  - 1.2.3. Owo's Style and Afro-Portuguese Art
- 1.3. Oceanic Art
  - 1.3.1. Melanesia and New Guinea
  - 1.3.2. Art in the Sepik Basin and the Massim Area and the Trobriand Islands
  - 1.3.3. The Island of New Zealand, Micronesia and Polynesia
  - 1.3.4. New Zealand, the Hawaiian and Easter Islands, and the Art of the Australian Aborigines
- 1.4. Islamic Art
  - 1.4.1. Introduction
  - 1.4.2. The Expansion of the Islamic Empire and Its Art
  - 1.4.3. Islam in Persia, Turkey and India
  - 1.4.4. Decorative Arts in the Islamic World
- 1.5. The Art of Ancient and Classical India
  - 1.5.1. Historical Context
  - 1.5.2. Buddhism and Hellenism
  - 1.5.3. The Gupta Era
- 1.6. Medieval Indian Art
  - 1.6.1. Historical Context Pala Art
  - 1.6.2. Medieval Architecture
  - 1.6.3. The Temples According to Their Roof
  - 1.6.4. The Importance of Doors
  - 1.6.5. Mysore Style





### Structure and Content | 15 tech

- 1.7. The Plastic Arts of India
  - 1.7.1. Sculpture
  - 1.7.2. Painting
  - 1.7.3. Brahma, the Creator and Shiva, the Destroyer
- 1.8. The Art of Southeast Asia
  - 1.8.1. Khmer Culture and Art
  - 1.8.2. The Importance of Angkor Wat
  - 1.8.3. Java and Tailandia
- 1.9. The Art of China
  - 1.9.1. The First Dynasties
  - 1.9.2. Medieval China and T'ang Classicism
  - 1.9.3. Song, Yuan, Ming and Tsing Dynasties
- 1.10. The Art of Japan
  - 1.10.1. Historical Context
  - 1.10.2. The Nara and Heian Periods
  - 1.10.3. From Samurai Culture to Modern Japan



Continue towards the goal, it is time to make the best decision for your preparation. Enroll now and study comfortably 100% online"





## tech 18 | Methodology

#### At TECH we use the Case Method

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



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



Our university is the first in the world to combine Harvard Business School case studies with a 100% online learning system based on repetition.



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

### A Rlearning method that is different and innovative.

This intensive program in Humanities at TECH Technological University prepares you to face all the challenges in this area, both nationally and internationally. Its main objective is to promote personal and professional growth by, helping you achieve success. For this purpose, we rely on Harvard Business school case studies with which we have a strategic Convention that allows us to use the materials used in the most prestigious university in the world.



We are the only online university that offers Harvard materials as teaching materials on its courses"

The case method has been the most widely used learning system among the world's leading humanity 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 20 | Methodology

### **Relearning Methodology**

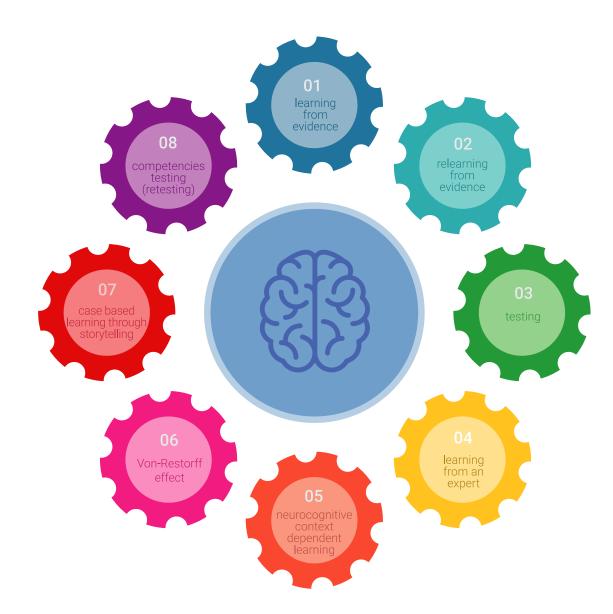
Our university is the first in the world to combine the Harvard University case studies method with a 100% online learning system based on repetition, combining 8 different didactic elements in each lesson.

We enhance Harvard case studies with the best 100% online teaching method: Relearning.

In 2019 we obtained the best learning results of all Spanish-language 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 Spanish-speaking university qualified to employ this successful method. In 2019, we have managed to improve the overall satisfaction levels of our students (teaching quality, quality of teaching materials, course structure, objectives...) as far as the indicators of the best online university in Spanish are concerned.



## Methodology | 21 tech

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and relearn). 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.

## tech 22 | Methodology

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.



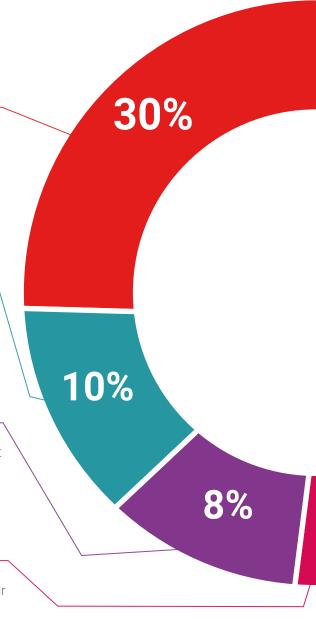
#### **Practising Skills and Abilities**

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



#### **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%

25%

#### **Case Studies**

They will complete a selection of the best case studies in the field used at Harvard. Cases that are presented, analyzed, and supervised by the best senior management specialists in Latin America.



**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 multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".



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 your goals.



4%





## tech 26 | Certificate

This **Postgraduate Certificate in Art of Ancient Civilizations** the most comprehensive and up-to-date program on the market.

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

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

Title: Postgraduate Certificate in Art of Ancient Civilizations
Official N° of Hours: 150 h.



This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

<sup>\*</sup>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.

technological university Art of Ancient Civilizations

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