



Postgraduate Certificate Greco-Roman Art

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/in/humanities/postgraduate-certificate/greco-roman-art

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tech 06 | Introduction

Ancient Greek art has exerted enormous influence on the culture of many Western countries from ancient times to the present, particularly in sculpture and architecture, evolving and linking with the society of the time.

A culture characterized by defending ideas such as that beauty was in perfection, proportion and harmony; where the reason that explains the sensory experience of aesthetics is present; or that man was the ideal measure of all things, as well as that the knowledge of the parts, and their relationship with the whole, is at the root of beauty and virtue. These are ideas that were embodied in architecture and sculpture with the application of the concepts of architectural order and the canon of beauty, which is conceived as a harmonious proportion between the parts and the whole, whether of a building or a body.

For art historians, it is necessary to interpret artistic objects and their forms of communication so that the essence of the culture itself is not lost. To promote critical reasoning with respect to historical facts and to assimilate information related to the different stages of the artistic history of Greece and Rome is what you will develop in this Postgraduate Certificate in Greco-Roman Art.

A training that lends itself to achieve the objective, through the most avant-garde methodology of the online university environment, powered by TECH. A total of 150 hours of learning based on *Relearning*, with a variety of multimedia resources and theoretical and practical content formats, available from the first day to facilitate and dynamize the learning process.

This **Postgraduate Certificate in Greco-Roman Art** is the most comprehensive and upto-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 the self-assessment process can be carried out to improve learning
- Its special emphasis on innovative methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Access to content from any fixed or portable device with an Internet connection.



It includes the decorative and pictorial styles of art in the times of the Flavians and the Antonines; of Augustus and their successors, among others of ancient Rome"

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An academic institution that is committed to teaching through the production of virtual content, so that the study method used by students is e-learning"

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

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

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

Possessing a degree as specific as this one will open doors in the demanding work environment of the art industry. Start now and stand out.

You will be able to develop a critical reasoning regarding the historical facts of Greco-Roman Art.







tech 10 | Objectives



General Objectives

- Obtain the necessary knowledge to understand fundamental aspects of the history of art, in the periods of Greek and Roman art
- Develop critical thinking with respect to historical events and current reality
- Know the characteristics of Greco-Roman Art and its application today
- Know the main styles and representatives of Greco-Roman Art







Specific Objectives

- 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



You will have access to a variety of multimedia resources through of multimedia resources through a virtual platform that is completely secure and easy to use"

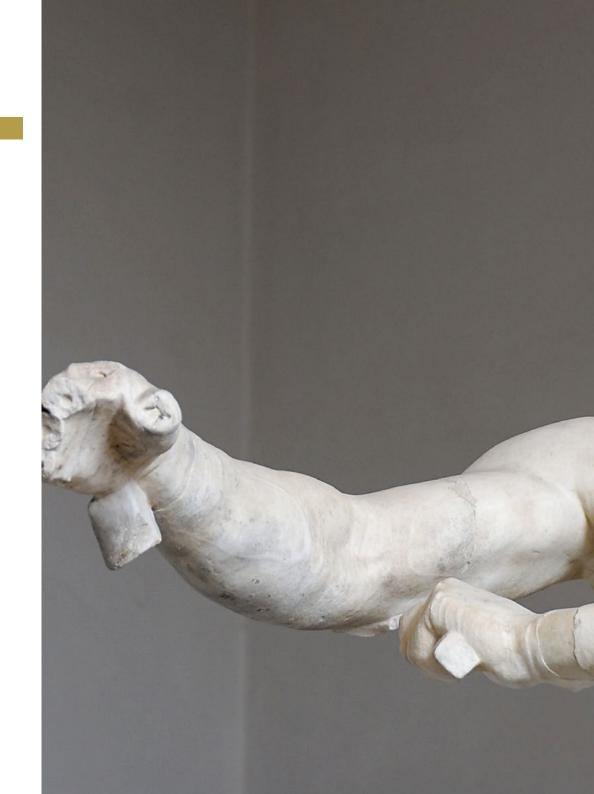




tech 14 | Structure and Content

Module 1. Ancient Art

- 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





Structure and Content | 15 tech

- 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
 - 1.9.1. 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



Enroll now and get your degree in Greco-Roman Art from the convenience of your favorite device and location"





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."



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

Methodology | 19 tech



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

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 20 | 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 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 re-learn). Therefore, we combine each of these elements concentrically.

This methodology has 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, and financial markets and 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.



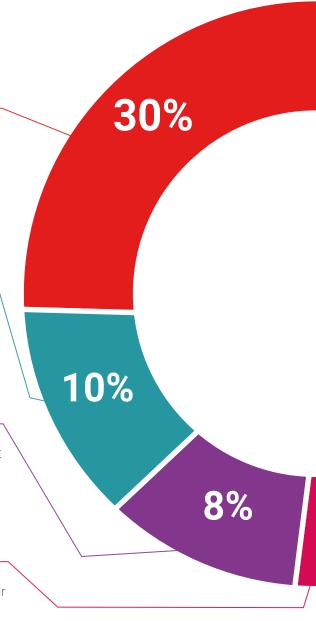
Practising Skills and Abilities

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%

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".



25%

Testing & Re-testing

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.



3%

4%





tech 26 | Certificate

This **Postgraduate Certificate in Greco-Roman Art** contains 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 Greco-Roman Art Official N° of Hours: 150 h.



in

Greco-Roman Art

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

Tere Guevara Navarro

is qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each countries.

rique TECH Code: AFWORD23S techtitute.com/certifii

^{*}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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