



Prehistoric, Egyptian and Mesopotamian Art

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

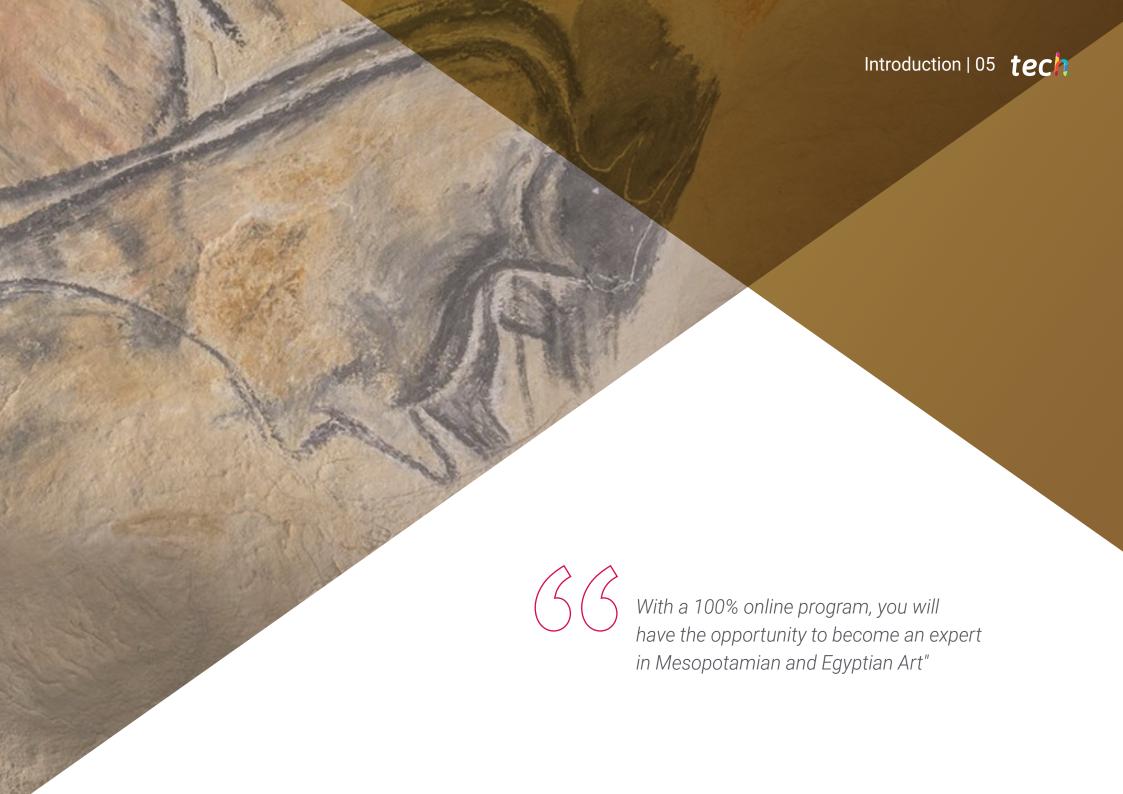
» Exams: online

We bsite: www.techtitute.com/in/humanities/postgraduate-certificate/prehistoric-egyptian-mesopotamian-art

Index

 $\begin{array}{c|c}
\hline
01 & 02 \\
\hline
\underline{\text{Introduction}} & \underline{\text{Objectives}} \\
\hline
03 & 04 & 05 \\
\underline{\text{Structure and Content}} & \underline{\text{Methodology}} & \underline{\text{Certificate}} \\
\hline
p. 12 & p. 16 & p. 24
\end{array}$





tech 06 | Introduction

The fortunate coincidence of the Tigris and Euphrates rivers led to the formation of an evolved and complex society for its time. Likewise, the development of agriculture and commerce established the bases of the social and political structure that would stand out for dividing power between the Church and the state, giving union and support to the community. From the artistic point of view, there is an element on which all civilizations of this period converge: the importance of artistic expression as a component of affirmation of the ideas of political and religious power.

Thus, today, we still continue to learn about the different elements that differentiated the Egyptians, Persians, Mesopotamians, Babylonians, among others. The presence of a specialized historian is required to carry out in-depth research work on the elements found in excavations, as well as to continue the work of analysis and restoration in museums and art exhibitions.

With this in mind, the following program is a perfect opportunity to take historians' careers to the next level: experts in Egyptian and Mesopotamian art. Thanks to the online program, students can learn at their own pace, following the schedule that best suits their daily work. Also, you will be able to access the information from anywhere in the world, just by having a device with internet access.

This **Postgraduate Certificate in Prehistoric, Egyptian and Mesopotamian Art**contains the most complete and up-to-date 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 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





Get ready to be part of a select group of historians who dedicate their careers to working as consultants in major museums"

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.

Access the virtual classroom right now, by enrolling in this Postgraduate Certificate.

You will have unlimited access to all course material and practical examples from anywhere in the world.







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







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
- Elaborate a critical reasoning about the different historical facts



Ancient Egyptian artists did not seek beauty in their works, they maintained a practical and utilitarian concept, when used in their funerary acts"



The structure of the content of this Postgraduate Certificate has been elaborated following the recommendations of a select group of experts in the art of Egypt and Mesopotamia. In addition, this team has been in charge of providing and developing the didactic material that will be used throughout the program, thus creating a unique content in the market. Upon completion of the syllabus, the student will immediately receive their Postgraduate Certificate, which accredits them to practice as an expert in any professional field.

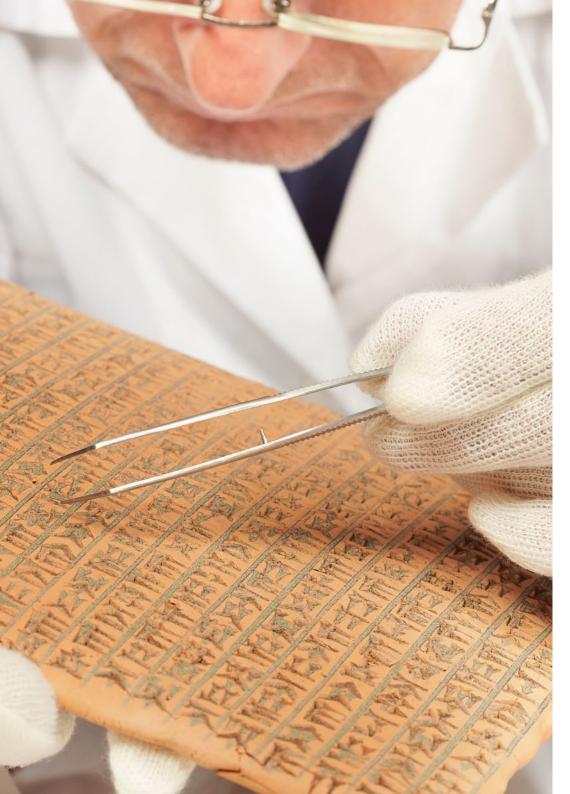


tech 14 | Structure and Content

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
- 1.4. Egyptian Art of the Middle and New Empires
 - 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
 - 1.6.3. 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
 - 1.6.7. The Importance of Lagash
 - 1.6.8. The Fall of Ur
 - 1.6.9. Elamite Art
- 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



Structure and Content | 15 tech

- 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



It has an innovative program adapted to your needs as a professional looking for new job challenges"





tech 18 | 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 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 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 | 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. 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.



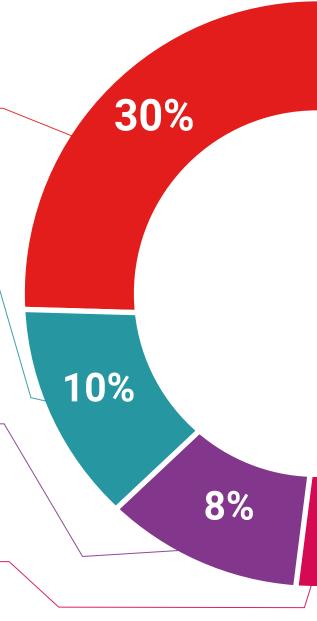
Practising Skills and Abilities

They will carry out activities to develop specific 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%





tech 26 | Certificate

This Postgraduate Certificate in Prehistoric, Egyptian and Mesopotamian Art contains the most complete 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 diploma 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 Prehistoric, Egyptian and Mesopotamian Art Official No of Hours: 150 h.



POSTGRADUATE CERTIFICATE

in

Prehistoric, Egyptian and Mesopotamian 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.

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

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Postgraduate Certificate

Prehistoric, Egyptian and Mesopotamian Art

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