



Postgraduate Certificate Prehistoric to Gothic Art

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Global University

» Credits: 6 ECTS

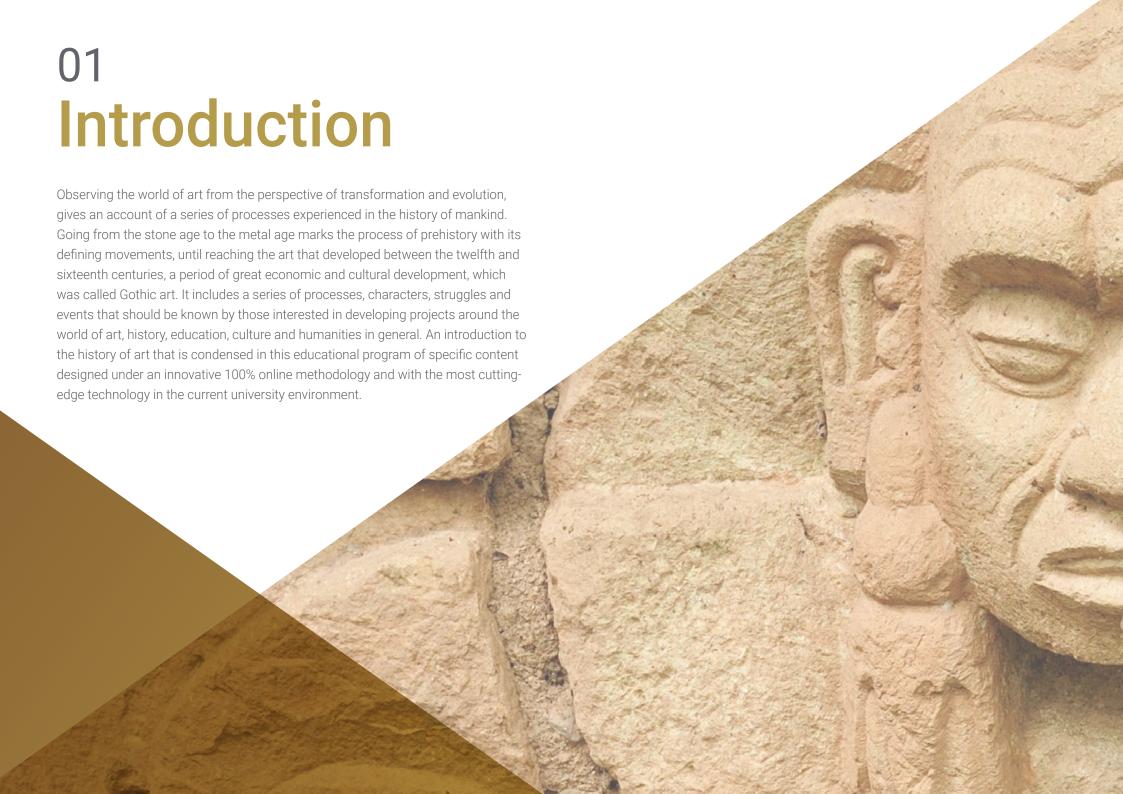
» Schedule: at your own pace

» Exams: online

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

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tech 06 | Introduction

The earliest traces of man-made objects appear in southern Africa, the western Mediterranean, Central and Eastern Europe, Siberia, India and Australia. There begins the art form that marks the beginning of the movement in the prehistoric period. The artistic creations of this first stage, which began with the invention of writing, are the hallmark of the great civilizations of the Near East: Egypt and Mesopotamia. It also encompasses the first artistic manifestations of most of the peoples and civilizations of all continents.

On the other hand, between the 12th and 15th centuries, with the end of the feudal era, it meant the consolidation of centralized states, with a greater predominance of cities over the countryside, while an increasing sector of society had access to culture, which ceased to be the exclusive patrimony of the Church. With the rise of the universities there was an increase in scientific, philosophical and literary studies, laying the foundations of modern culture, developing a movement called Gothic, marked by a great economic and cultural boom.

Knowing the works of this period of art history, understanding its origins and its most outstanding expressions is part of what is shown in the syllabus of this Postgraduate Certificate in Prehistoric to Gothic Art It will introduce the characteristics, functions and basic lines of the History of Art in its different manifestations, the Mesopotamian and Egyptian Art; the art of the East: India and China; the Art of Ancient America: Olmec, Mayan and Chavin; the Art of Greece and Rome; Paleochristian, Byzantine, Islamic and Romanesque Art, and finally Gothic Art.

All this, distributed in a syllabus designed under the *Relearning* methodology, of which TECH is a leader and has revolutionized the current university environment. 180 hours, where the student will be able to appreciate a quick learning and understanding of the concepts, in order to be able to develop a critical and analytical thinking. Training with a variety of multimedia resources and theoretical and practical content formats, available from day one for consultation or downloading from any device.

This **Postgraduate Certificate in Prehistoric to Gothic Art** contains 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 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





You will be able to differentiate the characteristics, functions and basic lines of Art History in its different manifestations"

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.

Learn all about Art from Prehistoric to Gothic and get your degree in just 6 weeks 100% online.

You will have a personalized educational itinerary guided by experts.







tech 10 | Objectives



General Objectives

- Possess a level of knowledge necessary to master all aspects of Art History and its influence on the present
- Develop critical thinking with respect to the different Artistic Movements and Stages
- In-depth knowledge of the influence of Classical and Christian Iconography and its projection in the Contemporary Era
- Know how to identify reliable historical and artistic sources
- Integrate the Conceptual Foundations of the Art History
- Identify the most relevant figures and iconographies of universal and Christian history





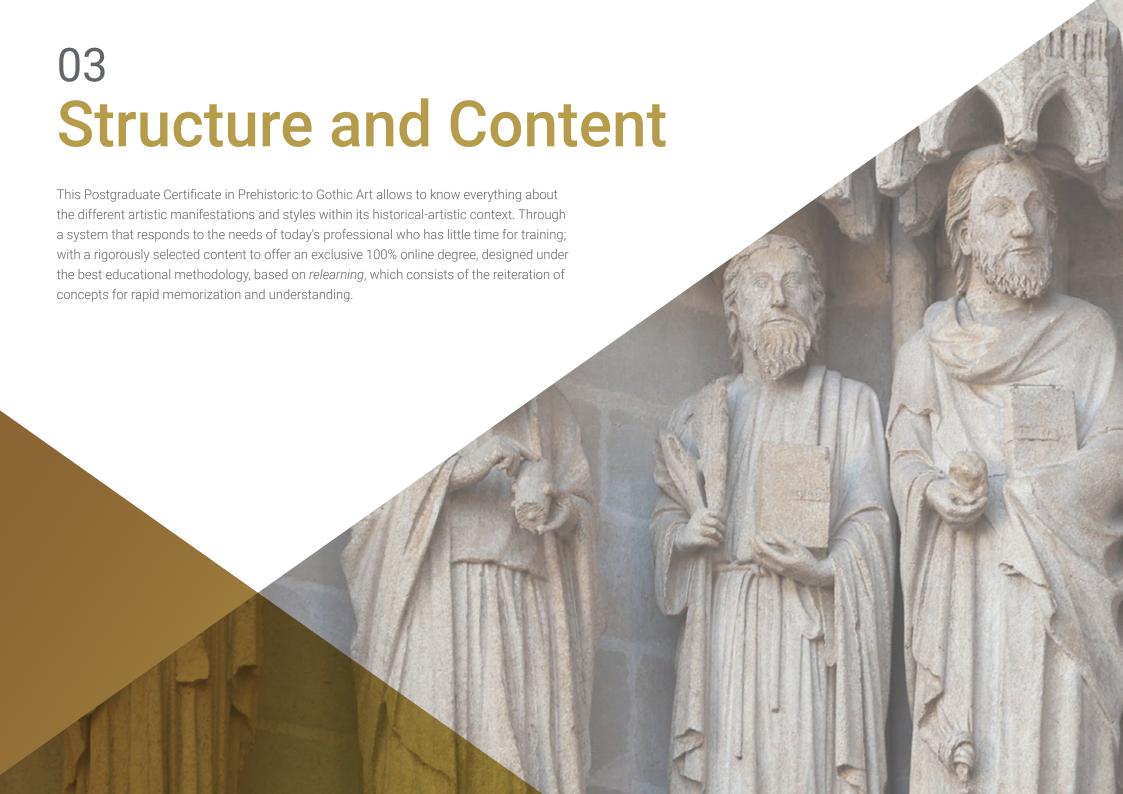


Specific Objectives

- Know the characteristics, functions and basic lines of the history of art in its different manifestations
- · Analyze, appreciate and place in context artistic manifestations
- Know the major themes of the arts and the processes of interaction between them and across borders, thus opening the perspective for intercultural dialogue
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- Analyze, appreciate and place in context artistic manifestations
- Know the major themes of the arts and the processes of interaction between them and across borders, thus opening the perspective for intercultural dialogue



Having a technology and methodology that facilitates the learning process is only possible at TECH, the largest digital university in the world"





tech 14 | Structure and Content

Module 1. Introduction to Art History I

- 1.1. Prehistoric Art
 - 1.1.1. First Artistic Manifestations
 - 1.1.2. Furniture Art
 - 1.1.3. Parietal (Cave) Art
 - 1.1.4. Megalithism
- 1.2. Mesopotamian and Egyptian Art
 - 1.2.1. Historical Framework of Mesopotamia
 - 1.2.2. Sumerian and Akkadian Art
 - 1.2.3. Assyrian and Neo-Babylonian Art
 - 1.2.4. Historical Background of Egypt
 - 1.2.5. Architecture
 - 1.2.6. Sculpture and Painting
- 1.3. The Art of the Orient: India and China
 - 1.3.1. Historical Background of India
 - 1.3.2. Architecture
 - 1.3.3. Sculpture and Painting
 - 1.3.4. Historical Background of China
 - 1.3.5. Architecture
 - 1.3.6. Sculpture and Painting
- 1.4. The Art of Ancient America: Olmec, Maya and Chavín
 - 1.4.1. Historical Background of Olmec
 - 1.4.2. Architecture and Sculpture
 - 1.4.3. Maya Historical Background
 - 1.4.4. Architecture and Sculpture
 - 1.4.5. Chavín Historical Background
 - 1.4.6. Architecture and Sculpture





Structure and Content | 15 tech

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- 1.5.1. Historical Background of Greece
- 1.5.2. Sculpture: from Archaism to Hellenism
- 1.5.3. Historical Background of Rome
- 1.5.4. Architecture and Urbanism
- 1.5.5. Mural Painting
- 1.6. Paleochristian Art
 - 1.6.1. Historical Background
 - 1.6.2. The Paintings of the Catacombs
 - 1.6.3. The Basilica and the New Christian Iconography

1.7. Byzantine Art

- 1.7.1. Historical Background
- 1.7.2. Architecture
- 1.7.3. Painting: Mosaics and Icons

1.8. Islamic Art

- 1.8.1. Historical Background
- 1.8.2. Architectural Typologies
- 1.8.3. Mudejar Art

1.9. Romanesque Art

- 1.9.1. Historical Background
- 1.9.2. Pre-Romanesque Antecedents
- 1.9.3. Architecture Romanesque in Europe
- 1.9.4. Sculpture.
- 1.9.5. Painting

1.10. Gothic Art

- 1.10.1. Historical Background
- 1.10.2. Architecture
- 1.10.3. Sculpture.
- 1.10.4. Painting





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.



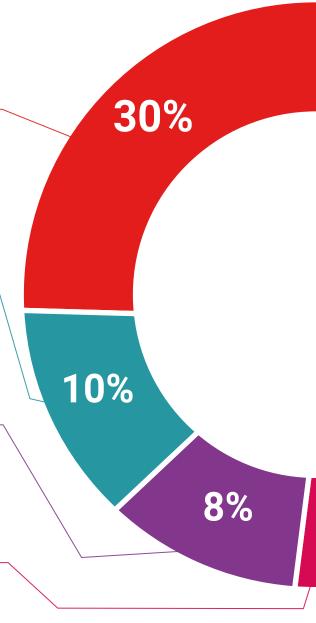
Practising Skills and Abilities

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 program will allow you to obtain your **Postgraduate Certificate in Prehistoric to Gothic 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 Prehistoric to Gothic Art

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



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

Postgraduate Certificate in Prehistoric to Gothic Art

This is a program of 180 hours of duration equivalent to 6 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



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

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