

Syllabus

Art History and Appreciation

Course Overview

Art has played a significant role in every major civilization throughout the history of man. The emergence of different art forms often reflects the values that a civilization deems important: religion, labor, love, political change, or even commerce. Since artwork and cultural values are so closely related, studying art is a compelling way to learn about the people who produced it.

Course Goals

By the end of this course, you will be able to do the following:

- Identify the concepts of art, expression, and creativity.
- Demonstrate an understanding of art vocabulary and the art evaluation process.
- Identify principles and characteristics of Egyptian, Classical Greek, and Roman art.
- Examine technological developments in Greek and Roman architecture.
- Identify and classify the main principles of Renaissance art.
- Identify and analyze key aesthetic principles of art around the world.
- Evaluate and characterize the relationship between art and science in the early modern world.
- Assess the relationship between art and politics in the early modern world.
- Recognize and describe the cultural importance of modern design in the world today.
- Analyze pre-digital visual culture from the 1950s to the end of the 20th century.

General Skills

To participate in this course, you should be able to do the following:

- Complete basic operations with word processing software, such as Microsoft Word or Google Docs.
- Perform online research using various search engines and library databases.
- Communicate through email and participate in discussion boards.

For a complete list of general skills that are required for participation in online courses, refer to the Prerequisites section of the Plato Student Orientation document, found at the beginning of this course.

Credit Value

Art History and Appreciation is a 0.5-credit course.

Course Materials

- Notebook
- Computer with Internet connection and speakers or headphones
- Microsoft Word or equivalent

Course Pacing Guide

This course description and pacing guide is intended to help you keep on schedule with your work. Note that your course instructor may modify the schedule to meet the specific needs of your class.

Unit 1: What is Art?: Creation and Communication

Summary

This unit explores the main concepts of art, expression and creativity. It answers questions like *what is art*, *what is creativity*, and explains how and why people respond to art. It also covers basic design principles such as emphasis, balance, and unity, and the art evaluation process. The discussion of art includes art vocabulary, and also elaborates on the different media, tools, techniques, and processes artists use. This unit focuses on how to analyze images and the meanings that the artists convey through their art, whether denotative, connotative, persuasive, or rhetoric.

Day	Activity/Objective	Type
2 days: 1–2	Syllabus and Plato Student Orientation <i>Review the Plato Student Orientation and Course Syllabus at the beginning of this course.</i>	Course Orientation
2 days: 3–4	Creativity and Expression in Art <i>Identify the main concepts of art, expression, and creativity</i>	Tutorial
2 days: 5–6	Understanding Design Principles <i>Identify and understand basic design principles</i>	Tutorial
2 days: 7–8	Understanding and Evaluating Art <i>Build an understanding of art vocabulary and the art evaluation process</i>	Exploration
2 days: 9–10	Understanding Tools and Techniques <i>Classify and understand art tools, techniques, and processes</i>	Tutorial
2 days: 11–12	Communicating Meaning through Art <i>Identify tools for analyzing an image and analyze how images communicate meaning</i>	Exploration
1 day: 13	Posttest—Unit 1	Assessment

Unit 2: Art, History, and Culture

Summary

Art in the form of sculptures, paintings, and tools from the Paleolithic and the Neolithic ages is explained in a way that reflects the lifestyle and advances of people during the Stone Age. The unit explores Egyptian art, including the famous Egyptian pyramids and funerary art. It also discusses Classical Greek and Roman art, including paintings, sculptures, and pottery. Greek and Roman architecture, such as temples and the monumental structures of the Acropolis and Coliseum are also highlighted.

Day	Activity/Objective	Type
2 days: 14–15	Prehistoric Art and Culture <i>Describe cultural functions of prehistoric art</i>	Tutorial
2 days: 16–17	Egyptian Culture and Art <i>Identify the form and function of Egyptian art in its cultural context</i>	Exploration
3 days: 18–20	Classical Greek Art <i>Identify and describe the main principles of classical Greek art</i>	Tutorial
3 days: 20–22	Roman Art <i>Identify the principal characteristics of Roman art</i>	Exploration
3 days: 23–25	Understanding Greek and Roman Architecture <i>Examine technological developments in Greek and Roman architecture</i>	Tutorial
1 day: 26	Posttest—Unit 2	Assessment

Unit 3: Western and World Art Appreciation

Summary

In this unit, you will explore the influence of the Church on art, including sacred images, architecture, paintings, sculptures, manuscripts, and mosaics. This unit will also discuss Islamic art and architecture and Renaissance art. It will explore art from Africa and from India, China, Japan, and other Asian countries. It concludes with art from the Americas, exploring the key features of American Indian art from different native civilizations and of Latin American art, including famous Latino artists such as Frida Kahlo and Diego Rivera.

Day	Activity/Objective	Type
3 days: 27–29	Developments in Christian Art <i>Recognize and describe principal developments in early Christian art and architecture</i>	Tutorial
3 days: 30–32	Sacred Images and Christian Worship <i>Examine the relationship of sacred images and architecture to Christian worship</i>	Tutorial
3 days: 33–35	Islamic Art and Architecture <i>Analyze aspects of Islamic art and architecture</i>	Exploration
2 days: 36–37	Renaissance Art <i>Identify and classify the main principles of Renaissance art</i>	Exploration
2 days: 38–39	Exploring Asian Art <i>Identify and compare examples of Indian, Chinese, and Japanese art</i>	Tutorial
2 days: 40–41	African Art and Aesthetics <i>Identify and analyze key aesthetic principles of African art</i>	Exploration
2 days: 42–43	Appreciation of American Indian Art <i>Identify key features of American Indian art</i>	Exploration
2 days: 44–45	Appreciation of Latin American Art <i>Identify key features of Latin American art</i>	Exploration
1 day: 46	Posttest—Unit 3	Assessment

Unit 4: Art and the Modern World

Summary

Christian art and its influences were discussed in the previous unit. This unit explores art from the Reformation and Counter-Reformation periods, particularly the distinctions between secular and sacred art that occurred when the Church split. It goes on to cover the characteristics of baroque art and architecture and how it is distinct from work of the Renaissance period. This unit also focuses on how the printing press revolutionized post-Renaissance art. It proceeds to elaborate on the blurred distinction between art and science in the modern world and the new media available to artists, which combine to make art a multisensory experience. This unit concludes by exploring how art influences and is influenced by politics and culture in the modern world.

Day	Activity/Objective	Type
3 days: 47–49	Understanding Art and the Reformation <i>Describe the historical and cultural significance of the Reformation period on art</i>	Tutorial
3 days: 50–52	Principles of Baroque Art and Architecture <i>Identify and describe key principles of baroque art and architecture</i>	Exploration
3 days: 53–55	Visual Culture after the Renaissance <i>Evaluate how the development of visual technologies impacted art after the Renaissance</i>	Tutorial
2 days: 56–57	Art and Science in the Modern World <i>Evaluate and characterize the relationship between art and science in the early modern world</i>	Exploration
2 days: 58–59	Art and Politics in the Modern World <i>Assess the relationship between art and politics in the early modern world</i>	Tutorial
2 days: 60–61	Modern Art and Modern Culture <i>Describe the main principles of modern art in relation to modern culture</i>	Exploration
1 day: 62	Posttest—Unit 4	Assessment

Unit 5: Art in the 20th Century and Today

Summary

In this unit, you will explore modern architecture, new technologies, materials, and designs. The unit focuses on the relationship between form and function in architecture and famous architects, such as Louis Sullivan and Frank Lloyd Wright, their work, and their inspirations. This unit elaborates on modern design movements, such as the International Style, and modern industrial design and designers. It also focuses on developments in art after World War II. The unit examines contemporary art and artists and discusses newer careers in art, including animation and game design. To conclude, this unit looks at the visual culture that developed in the latter half of the 20th century, including photography, cinema, and television, as well as digital and computer-generated art.

Day	Activity/Objective	Type
3 days: 63–65	Developments in Modern Architecture <i>Identify and describe major developments in modern architecture in terms of technologies, form, and function</i>	Tutorial
3 days: 66–68	Modern Design for Today <i>Recognize and describe the cultural importance of modern design in the world today</i>	Tutorial
3 days: 69–71	Developments in Art after World War II <i>Assess major developments in art after World War II</i>	Exploration
3 days: 72–74	Understanding Contemporary Art <i>Consider new roles for art in the contemporary world</i>	Exploration
2 days: 75–76	Visual Culture after the 1950s <i>Analyze pre-digital (analog) visual culture from the 1950s to the end of the 20th century</i>	Exploration
2 days: 77–78	Developments in Visual Culture: Video Games and Animation <i>Analyze late twentieth-century and early twenty-first-century technological developments in visual culture and new media</i>	Tutorial
1 day: 79	Posttest—Unit 5	Assessment

Course Project: Art History and Appreciation

Summary

The course project is designed to take approximately eight days. Because the activities included in the project relate directly to many of the course objectives, it is possible for you to work on the project incrementally during the semester.

Day	Activity/Objective	Type
8 days: 80–87	Course Project	Offline
1 day: 88	Semester Review	
2 days: 89–90	End-of-Semester Test	Assessment