

ITT Technical Institute

AR1440X

Art Appreciation

Onsite Course

SYLLABUS

Credit hours: 4.5

Contact/Instructional hours: 45 (45 Theory Hours)

Prerequisite(s) and/or Corequisite(s):

None.

Course Description:

This course is a basic introduction to visual art. Focus is on drawing, painting, printmaking, sculpture and architecture. Students study well-known works of art by examining content, technique, form and purpose.

Where Does This Course Belong?

Program Information

Program Scope and Core Content Areas

General Education courses include courses in the humanities, composition, mathematics, the sciences, and the social sciences.

Program Goals and Objectives

General Education courses are designed to provide ITT Tech students with a well-rounded education in the context of their technical programs. Each course emphasizes one or more of ITT Tech's General Education Student Learning Outcomes.

1. The student will be able to demonstrate personal responsibilities.
2. The student will be able to analyze information.
3. The student will be able to solve complex problems.
4. The student will be able to communicate effectively in oral, written and visual forms.
5. The student will be able to contribute as a member of a team.
6. The student will be able to pursue lifelong learning opportunities.

Career Impact

General Education courses provide breadth to a core technical program. Courses in General Education are intended to broaden a student's educational experience, and therefore, broaden his/her perspective.

Course Summary

Major Instructional Areas

1. Perceiving arts: visual literacy
2. Two- and three-dimensional media and methods
3. The media and methods of architecture
4. Historical influence on art and architecture

Detailed Topical Outline

1. The Concept of Art
 - 1.1. Contemporary two- and three-dimensional artwork
 - 1.2. The definition of art
 - 1.3. Controversy in the contemporary art world
 - 1.4. Multicultural imagery
2. The Purpose of Art
 - 2.1. Why public and private art are made
 - 2.2. Multicultural examples of self-decoration
 - 2.3. Private domestic space vs. public architectural space
 - 2.4. The role of fine arts and industrial arts
3. The Artist's Visual Language
 - 3.1. The visual elements of two- and three-dimensional art
 - 3.2. The basic elements of color theory
 - 3.3. The basic principles of design
 - 3.4. Various methodologies of art
4. Two-Dimensional Media and Techniques
 - 4.1. Wet and dry drawing media
 - 4.2. Types of painting media
 - 4.3. Historical styles of painting
5. Three-Dimensional Media and Techniques
 - 5.1. Craft and sculpture
 - 5.2. Forms of craft technique
 - 5.3. Forms of sculptural technique
 - 5.4. Systems of ancient and contemporary architecture
6. Art in History
 - 6.1. Examples of art and architecture from the ancient world
 - 6.2. Subject matter in art and architecture from the ancient world
 - 6.3. Styles of Roman, Christian, and Islamic contemporary art
7. The 14th-18th Centuries in Art History
 - 7.1. The historical contexts of Renaissance and Baroque art
 - 7.2. The artists and architects of the Renaissance and Baroque ages
 - 7.3. Examples of art and architecture in the Renaissance and Baroque ages
8. Art Beyond the West

- 8.1. Hindu and Buddhist influences on art
- 8.2. Asian art
- 8.3. Art and Architecture in Asian cultures

9. The Art of Africa, the Pacific, and the Americas
 - 9.1. Art and architecture in Africa, the Pacific, and the Americas
 - 9.2. The media of art and architecture in Africa, the Pacific, and the Americas
 - 9.3. The meaning of art and architecture in Africa, the Pacific, and the Americas
 - 9.3.3. Examples of art and architecture in Africa, the Pacific, and the Americas

10. The 19th Century to the Present in Art History
 - 10.1. Historical events of 19th century, 20th century, and contemporary art movements
 - 10.2. Examples of 19th century, 20th century, and contemporary art
 - 10.3. Comparing and contrasting examples from the 19th century, the 20th century, and the contemporary art world

Course Objectives

1. Describe the concepts of art and the creative process.
2. Evaluate the visual elements of art present in a work of art or architecture for conformance to the standards of content, technique, form, and purpose.
3. Define the terminology relevant to standard analysis of visual elements in art.
4. Analyze the aspects of design in art and architecture.
5. Describe the various methodologies for understanding and evaluating works of art.
6. Apply artistic techniques and technical skills required to create two and three-dimensional wet and dry media.
7. Analyze the artistic or architectural techniques and the technical skills required to create three-dimensional works of art.
8. Analyze art and architecture in relation to art making in various cultures.
9. Critique key works of art and architecture.
10. Make an oral and visual presentation highlighting a key work of art or architecture.
11. Identify and use available resources on art and architecture using the ITT Tech Virtual Library to complete various assignments.

Learning Materials and References

Required Resources

Textbook Package	New to this Course	Carried over from Previous Course(s)	Required for Subsequent Course(s)
Adams, L. S. (2007). <i>The making and meaning of art</i> . Upper Saddle River, NJ: Prentice Hall.	■		■

Recommended Resources

Books, Professional Journals

- Harris, J. (2001). *The new art history: A critical introduction*. New York, NY: Routledge. Retrieved from http://ebookey.org/Jonathan-Harris-The-New-Art-History_224634.html

ITT Tech Virtual Library (accessed via Student Portal | (<https://studentportal.itt-tech.edu>))

- Periodicals> EbscoHost Academic Search Elite
 - Art in America
 - Art Bulletin
 - Art History
 - Art Journal
- Reference> Dictionaries
 - Art and Architecture Thesaurus Online
- Reference> Arts
 - Artcyclopedia
 - ArtLex: A Dictionary of Visual Art
 - The Great Buildings Collection

Other References

- See “Web Destinations” listed for each chapter of the textbook by visiting the following website: http://wps.prenhall.com/hss_adams_makingmeaning_1

NOTE: All links are subject to change without prior notice.

Information Search

Use the following keywords to search for additional online resources that may be used for supporting your work on the course assignments:

- - Art history
 - Painting techniques
 - Drawing techniques
 - Sculpture techniques
 - Printmaking techniques
 - Photographic techniques
 - Metal casting techniques
 - Contemporary art
 - Controversial art
 - Art of the ancient world
 - Architecture of the ancient world
 - Contemporary architecture
 - Documentary photography
 - Development of photography
 - Art criticism
 - The Italian Renaissance
 - Chinese art/architecture
 - Japanese art/architecture
 - African art/architecture
 - Southeast Asian art/architecture
 - Indian art/architecture
 - South American art/architecture
 - Art/architecture of the Pacific
 - History of cinema
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Suggested Learning Approach

In this course, you will be studying individually and within a group of your peers. As you work on the course deliverables, you are encouraged to share ideas with your peers and instructor, work collaboratively on projects and team assignments, raise critical questions, and provide constructive feedback.

Use the following advice to receive maximum learning benefits from your participation in this course:

DO	DON'T
<ul style="list-style-type: none"> ▪ Do take a proactive learning approach. ▪ Do share your thoughts on critical issues and potential problem solutions. ▪ Do plan your course work in advance. ▪ Do explore a variety of learning resources in addition to the textbook. ▪ Do offer relevant examples from your experience. ▪ Do make an effort to understand different points of view. ▪ Do connect concepts explored in this course to real-life professional situations and your own experiences. 	<ul style="list-style-type: none"> ▪ Don't assume there is only one correct answer to a question. ▪ Don't be afraid to share your perspective on the issues analyzed in the course. ▪ Don't be negative about the points of view that are different from yours. ▪ Don't underestimate the impact of collaboration on your learning. ▪ Don't limit your course experience to reading the textbook. ▪ Don't postpone your work on the course deliverables – work on small assignment components every day.

Instructional Methods

The curriculum is designed to encourage a variety of teaching strategies that support the course objectives while fostering higher cognitive skills. This course will employ multiple methods to deliver content and inspire and engage you, including lectures, collaborative learning options, and hands-on activities. This course is composed of theory components. Your progress will be regularly assessed through Assignments, Exercises, Quizzes, Exams and a Project.

Out-of-Class Work

For purposes of defining an academic credit hour for Title IV funding purposes, ITT Technical Institute considers a quarter credit hour to be the equivalent of: (a) at least 10 clock hours of classroom activities and at least 20 clock hours of outside preparation; (b) at least 20 clock hours of laboratory activities; or (c) at least 30 clock hours of externship, practicum or clinical activities. ITT Technical Institute utilizes a "time-based option" for establishing out-of-class activities which would equate to two hours of out-of-class activities for every one hour of classroom time. The procedure for determining credit hours for Title IV funding purposes is to divide the total number of classroom, laboratory, externship, practicum and clinical hours by the conversion ratios specified above. A clock hour is 50 minutes.

A credit hour is an artificial measurement of the amount of learning that can occur in a program course based on a specified amount of time spent on class activities and student preparation during the program course. In conformity with commonly accepted practice in higher education, ITT Technical Institute has institutionally established and determined that credit hours awarded for coursework in this program course (including out-of-class assignments and learning activities described in the "Course Outline" section of this syllabus) are in accordance with the time-based option for awarding academic credit described in the immediately preceding paragraph.

Course Outline

<p>Unit 1: THE CONCEPT OF ART</p> <p>Upon completion of this unit, students are expected to:</p> <ul style="list-style-type: none"> Identify examples of contemporary two- and three-dimensional artwork. Define the term “art.” Discuss controversy in the contemporary art world. Employ the visual metaphor to evaluate multicultural imagery. 			<p>Out-of-class work: 6 hours</p>
<p>READING ASSIGNMENT</p>	<p>GRADED ACTIVITIES / DELIVERABLES</p>		
	<p>Grading Category</p>	<p>Activity/Deliverable Title</p>	<p>Grade Allocation (% of all graded work)</p>
<ul style="list-style-type: none"> Adams, Introduction to Part 1: Creating and Defining Works of Art, (p. 1) Adams, Chapter 1 Adams, Chapter 2 	<p>Assignment</p>	<p>Unit 1 Assignment 1: The Landscape in Art</p>	<p>2.5%</p>
	<p>Exercise</p>	<p>Unit 1 Exercise 1: The Metaphoric Self-Portrait</p>	<p>2%</p>
<p>Unit 2: THE PURPOSE OF ART</p> <p>Upon completion of this unit, students are expected to:</p> <ul style="list-style-type: none"> Explain why public and private works of art are made. Interpret multicultural examples of self-decoration. Distinguish between private domestic space and public architectural spaces. Differentiate between the fine arts and the industrial arts. 			<p>Out-of-class work: 9 hours</p>
<p>READING ASSIGNMENT</p>	<p>GRADED ACTIVITIES / DELIVERABLES</p>		
	<p>Grading Category</p>	<p>Activity/Deliverable Title</p>	<p>Grade Allocation (% of all graded work)</p>
<ul style="list-style-type: none"> Adams, Introduction to Part II: Purposes of Art. (p. 35) Adams, Chapter 3 Adams, Chapter 4 	<p>Exercise</p>	<p>Unit 2 Exercise 1: Analyzing Public and Private Portraits</p>	<p>2%</p>
		<p>Unit 2 Exercise 2: Aesthetics vs. Utility</p>	<p>2%</p>
<p>Unit 3: THE ARTIST'S VISUAL LANGUAGE</p> <p>Upon completion of this unit, students are expected to:</p> <ul style="list-style-type: none"> Explain the visual elements of two- and three-dimensional art. Discuss the basic elements of color theory. Identify the basic principles of design. Compare the different methodologies of art. 			<p>Out-of-class work: 10 hours</p>

READING ASSIGNMENT	GRADED ACTIVITIES / DELIVERABLES		
	Grading Category	Activity/Deliverable Title	Grade Allocation (% of all graded work)
<ul style="list-style-type: none"> Adams, Introduction to Part III: The Artist's Visual Language (p. 75) Adams, Chapter 5 Adams, Chapter 6, pp. 108-126 Adams, Chapter 7 	Exercise	Unit 3 Exercise 1: Analyzing Edvard Munch's <i>The Scream</i>	2%
	Assignment	Unit 3 Assignment 1: Using Visual Elements in Artwork	2.5%
	Quiz	Unit 3 Quiz 1 (covers Units 1-3)	3.33%

Unit 4: TWO-DIMENSIONAL MEDIA AND TECHNIQUES OF ART

Upon completion of this unit, students are expected to:

- Distinguish between wet and dry drawing media.
- Employ wet and dry drawing techniques.
- Identify types of painting media.
- Identify historical styles of painting.
- Identify types of printmaking media.
- Identify types of photographic media.

Out-of-class work:
10 hours

READING ASSIGNMENT	GRADED ACTIVITIES / DELIVERABLES		
	Grading Category	Activity/Deliverable Title	Grade Allocation (% of all graded work)
<ul style="list-style-type: none"> Adams, Introduction to Part IV: Two-Dimensional Media and Techniques of Art (p. 145) Adams, Chapter 8 Adams, Chapter 9 Adams, Chapter 10 Adams, Chapter 11 	Exercise	Unit 4 Exercise 1: The Artist as Draughtsman	2%
	Assignment	Unit 4 Assignment 1: Cell Phone Formal Portraiture	2.5%

Unit 5: THREE-DIMENSIONAL MEDIA AND TECHNIQUES OF ART

Upon completion of this unit, students are expected to:

- Compare the fields of craft and sculpture.
- Distinguish between the different forms of craft technique.
- Distinguish between the different forms of sculptural technique.
- Identify systems of architecture from the ancient world to the contemporary age.
- Apply two-dimensional art concepts in a final project proposal.

Out-of-class work:
10 hours

READING ASSIGNMENT	GRADED ACTIVITIES / DELIVERABLES		
	Grading Category	Activity/Deliverable Title	Grade Allocation (% of all graded work)
<ul style="list-style-type: none"> Adams, Introduction to Part V: Three-Dimensional Media and Techniques of Art (p. 231) Adams, Chapter 12 Adams, Chapter 13 Adams, Chapter 14 	Exercise	Unit 5 Exercise 1: Mining the Museum Field Trip	2%
	Assignment	Unit 5 Assignment 1: Investigating Architectural Design	2.5%
	Quiz	Unit 5 Quiz 2 (covers Units 4-5)	3.33%

<p>Unit 6: ART IN HISTORY</p> <p>Upon completion of this unit, students are expected to:</p> <ul style="list-style-type: none"> Identify examples of art and architecture from the ancient world. Describe the subject matter in art and architecture from the ancient world. Compare the styles of early Roman, Christian, and Islamic contemporary art. Create original artwork inspired by Ancient Rome and early Christianity. <p style="text-align: right;">Out-of-class work: 16 hours</p>			
READING ASSIGNMENT	GRADED ACTIVITIES / DELIVERABLES		
	Grading Category	Activity/Deliverable Title	Grade Allocation (% of all graded work)
<ul style="list-style-type: none"> Adams, Introduction to Part VI: Art in History (p. 293) Adams, Chapter 15 Adams, Chapter 16 Adams, Chapter 17 	Exercise	Unit 6 Exercise 1: Architectural Propaganda	2%
	Assignment	Unit 6 Assignment 1: Creating a Reliquary	2.5%
	Exam	Unit 6 Exam 1: Take-Home Midterm	10%
	Project	Final Project Part I: Selection of Project Topic with Sketch of Proposed Art Work (Due)	5%

<p>Unit 7: THE 14TH TO 18TH CENTURIES IN ART HISTORY</p> <p>Upon completion of this unit, students are expected to:</p> <ul style="list-style-type: none"> Explain the historical contexts of the Renaissance and Baroque ages. Identify the central artists and architects of the Renaissance and Baroque ages. Analyze examples of art and architecture from the Renaissance and Baroque ages. Contrast the Renaissance and Baroque styles. <p style="text-align: right;">Out-of-class work: 9 hours</p>			
READING ASSIGNMENT	GRADED ACTIVITIES / DELIVERABLES		
	Grading Category	Activity/Deliverable Title	Grade Allocation (% of all graded work)
<ul style="list-style-type: none"> Adams, Chapter 18 Adams, Chapter 19 	Assignment	Unit 7 Assignment 1: Capturing the Panoramic Landscape	2.5%
	Exercise	Unit 7 Exercise 1: Analyzing the Symbolism in Johannes Vermeer's <i>The Astronomer</i>	2%

<p>Unit 8: ART BEYOND THE WEST</p> <p>Upon completion of this unit, students are expected to:</p> <ul style="list-style-type: none"> • Explain the central tenets of the Hindu and Buddhist faiths. • Analyze examples of art and architecture throughout Asia. • Distinguish between examples of art and architecture throughout Asia. 			<p>Out-of-class work: 6 hours</p>
READING ASSIGNMENT	GRADED ACTIVITIES / DELIVERABLES		
	Grading Category	Activity/Deliverable Title	Grade Allocation (% of all graded work)
<ul style="list-style-type: none"> • Adams, Introduction to Part VII: Art Beyond the West, p. 424 • Adams, Chapter 20, pp. 425-439 • Adams, Chapter 21, pp. 440-454 	Assignment	Unit 8 Assignment 1: Eastern Spirituality in Art and Architecture	2.5%
	Exercise	Unit 8 Exercise 1: Making a Relief Print Inspired by Hokusai's Work	2%

<p>Unit 9: THE ART OF AFRICA, THE PACIFIC, AND THE AMERICAS</p> <p>Upon completion of this unit, students are expected to:</p> <ul style="list-style-type: none"> • Identify examples of art and architecture from Africa, the Pacific, and the Americas. • Analyze the different media used to create art and architecture from Africa, the Pacific, and the Americas. • Interpret the meaning present in the art and architecture of Africa, the Pacific, and the Americas. • Distinguish between examples of art and architecture from Africa, the Pacific, and the Americas. 			<p>Out-of-class work: 8 hours</p>
READING ASSIGNMENT	GRADED ACTIVITIES / DELIVERABLES		
	Grading Category	Activity/Deliverable Title	Grade Allocation (% of all graded work)
<ul style="list-style-type: none"> • Adams, Chapter 22 • Adams, Chapter 23 	Exercise	Unit 9 Exercise 1: Designing a Full-Body Costume	2%
	Assignment	Unit 9 Assignment 1: An Explanation of Your Costume Design	2.5%
	Quiz	Unit 9 Quiz 3 (covers Units 6-9)	3.34%

<p>Unit 10: THE 19TH CENTURY TO THE PRESENT IN ART HISTORY</p> <p>Upon completion of this unit, students are expected to:</p> <ul style="list-style-type: none"> • Explain the major historical events central to the 19th-century, the 20th-century, and contemporary art movements. • Identify examples of art from the 19th-century, the 20th-century, and contemporary art movements. • Analyze examples of art from the 19th-century, the 20th-century, and contemporary art movements. • Contrast examples of art from the 19th-century, the 20th-century, and contemporary art movements. 			<p>Out-of-class work: 4 hours</p>
READING ASSIGNMENT	GRADED ACTIVITIES / DELIVERABLES		
	Grading Category	Activity/Deliverable Title	Grade Allocation (% of all graded work)

<ul style="list-style-type: none"> Adams, Chapter 24 Adams, Chapter 25 Adams, Chapter 26 	N/A	None	N/A
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<p>Unit 11: PROJECT PRESENTATIONS AND FINAL EXAM</p> <p>Upon completion of this unit, students are expected to:</p> <ul style="list-style-type: none"> Compose an oral and visual presentation highlighting a key work of art or architecture. Complete a 30-question multiple-choice final exam drawn from material covered throughout the quarter. 			<p>Out-of-class work: 5 hours</p>
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READING ASSIGNMENT	GRADED ACTIVITIES / DELIVERABLES		
	Grading Category	Activity/Deliverable Title	Grade Allocation (% of all graded work)
<ul style="list-style-type: none"> No reading assignment 	Project	Final Project Part II (Due) (Portfolio)	15%
	Presentation	Final Project Presentation (Due) (Portfolio)	10%
	Exam	Final Exam	10%

Note: Your instructor may add a few learning activities that will change the grade allocation for each assignment in a category. The overall category percentages will not change.

Evaluation and Grading

Evaluation Criteria

The graded assignments will be evaluated using the following weighted categories:

Category	In Class	Out of Class	Weight
Assignment		20%	20%
Exercise		20%	20%
Project		20%	20%
Presentation	10%		10%
Quiz	10%		10%
Exam	20%		20%
TOTAL	40%	60%	100%

Grade Conversion

The final grades will be calculated from the percentages earned in the course, as follows:

Grade	Percentage	Credit
A	90–100%	4.0
B+	85–89%	3.5
B	80–84%	3.0
C+	75–79%	2.5
C	70–74%	2.0
D+	65–69%	1.5
D	60–64%	1.0
F	<60%	0.0

Academic Integrity

All students must comply with the policies that regulate all forms of academic dishonesty or academic misconduct, including plagiarism, self-plagiarism, fabrication, deception, cheating, and sabotage. For more information on the academic honesty policies, refer to the Student Handbook and the Course Catalog.

Out of Class Work

Unit Number	Title of Activity (for work completed OUTSIDE of class)	Type of Activity	Estimated Time of Activity (minutes)
1	Chapters 1-2	Reading	160
	The Landscape in Art	Assignment	100
	The Metaphoric Self-Portrait	Assignment	100
2	Chapters 3-4	Reading	160
	Analyzing Public and Private Portraits	Writing	180
	Aesthetics v Utility	Writing	180
3	Chapters 5-7	Reading	240
	Analyzing Edvard Munch's <i>The Scream</i>	Writing	180
	Using Visual Elements in Artwork	Assignment	100
	Unit 3 Quiz 1	Quiz Prep	90
4	Chapters 8-11	Reading	320
	The Artist as Draughtsman	Writing	180
	Cell Phone Formal Portraiture	Assignment	100
5	Chapters 12-14	Reading	240
	Mining the Museum Field Trip	Writing	180
	Investigating Architectural Design	Assignment	100
	Unit 5 Quiz 2	Quiz Prep	90
6	Project Parts I&II	Project	360
	Chapters 15-17	Reading	240
	Architectural Propaganda	Assignment	100
	Creating a Reliquary	Assignment	100
	Take Home Midterm	Exam prep	180
7	Chapters 18-19	Reading	160
	Capturing the Panoramic Landscape	Assignment	180
	Analyzing the Symbolism of Vermeer's <i>The Astronomer</i>	Writing	180
8	Chapters 20-21	Reading	160
	Eastern Spirituality in Art and Architecture	Assignment	100
	Making a Relief Print Inspired by Hokusai's Work	Assignment	100
9	Chapters 22-23	Reading	160
	Designing a Full-Body Costume	Assignment	100
	An Explanation of Your Costume Design	Assignment	100
	Unit 9 Quiz 3	Quiz Prep	90
10	Chapters 24-26	Reading	240
11	Final Exam	Exam prep	300

(End of Syllabus)