

## **VISUAL CULTURE INTRO SYLLABUS**

ART-2-54652 VISUAL CULTURE INTRO | Fall 2019 | 08/12/19-12/13/19

Lecture: Internet Days to be Announced, Times to be Announced

Reedley College, Room WEB | Reedley 100% Online

INSTRUCTOR: THEODORE LYONS

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Office hours are by pre-scheduled appointment only (allow 48 hours for a response)

**\*\*The instructor reserves the right to adapt this contract should the need arise\*\***

**Course Description:** This is a course in basic Art Appreciation, including studying media (architecture, crafts, drawing, film, digital/electronic, painting, photography, printmaking, sculpture), the elements and principles of design, terminology and concepts, and art in multicultural/historical contexts (Africa and Oceania, the Americas, Asia, Australia, Europe) from pre-history to the present.

**Prerequisites:** This is a foundation class. No art background or prerequisites are necessary.

### **Student Learning Outcomes:**

Upon completion of the course, the student will be able to:

1. Recognize the functions and purposes of the visual arts in the everyday world, in one's own life, and in the life of people around the world.
2. Write about a work of art using appropriate art terminology.
3. Research and present a written analysis integrating and synthesizing sources to explain an artwork's aesthetic significance, its role as a transmitter of cultural values, and its role in the student's emotional and intellectual life.
4. Analyze, evaluate, and distinguish the processes and purposes of each art medium, including drawing, painting, printmaking, photography, sculpture, and architecture.
5. Identify the medium of a work of art and understand how each medium is distinguishable from another.
6. Identify major art movements and artists associated with those movements from the prehistoric time period to the present.
7. Identify the key stylistic features and historical contexts of art.
8. Demonstrate the ability to explore global/cultural diversity in art.
9. Evaluate and critique works of art and architecture based on the formal elements and principles of design.
10. Differentiate art historical methodologies.

**Academic Accommodation:** If you have a verified need for an academic accommodation or materials in alternate media per the Americans with Disabilities Act (ADA) or Section 504 of the Rehabilitation Act, please inform me as soon as possible. In addition, it is your responsibility to contact the Disabled Student Services Office to request Academic Accommodation. Documentation must be presented before accommodation can be provided.

**Attendance Policy:** The instructor's lectures of the course material will be available on Canvas with statistics tracking. Due to the online nature of the course, students will be expected to engage the course lectures in order to stay current with the corresponding exams. There will be an exam approximately every two weeks, and completion of the exams will also be how your attendance will be evaluated as present or absent. A student may be dropped for missing two exams. Submission of the class paper will constitute attendance during finals week.

**Conduct Policy:** Students are expected to demonstrate respect for the instructor, the course content, and themselves. Online/e-mail interaction must be conducted in a polite and professional manner.

**TEXTBOOK:** *Exploring Art: A Global Thematic Approach 5E* (Lazzari and Schlesier). You only need the book.

Students are required to use the 5th edition. No exceptions.

**ISBN-13:** 978-1285858166

**ISBN-10:** 1285858166

In addition to Canvas, **the course lectures** are available for your reference here: [ART 2 LECTURE SLIDES](#).

**Grading Policy:**

The class will complete the first 14 chapters of the course textbook.  
You may earn up to 240 points for your final grade.

140 points = 7 Short Examinations (20 points each)

100 points = 1 Art Report ([Art 2 Paper Guidelines, Requirements, and Grading Criteria](#))

**240 points TOTAL**

Grading Framework:

A = 240-216 points

B = 215-192 points

C = 191-168 points

D = 167-144 points

It is the student's responsibility to track his or her grade. Do not ask the instructor what your grade is. Grades can be calculated by keeping track of your point totals and dividing the points you have earned by the total number of points available at a given point of the semester.

For convenience, you can keep track of your grade with the following table:

Test 1: \_\_\_ / 20

Test 2: \_\_\_ / 20

Test 3: \_\_\_ / 20

Test 4: \_\_\_ / 20

Test 5: \_\_\_ / 20

Test 6: \_\_\_ / 20

Test 7: \_\_\_ / 20    Total \_\_\_ / 140

Art Report: \_\_\_ / 100

Total Points Earned: \_\_\_ / 240

**Exam Characteristics and Conditions:**

You will sign into Canvas and take the exams there, according to the Exam Schedule outlined below.

You may not use your book, notes, lecture slides, e-mail, or Internet websites to help you while you take any test. You must approach exams as if you had only a pencil and a Scantron.

The tests feature slides with multiple choice questions on the content of two chapters at a time, from both lecture and textbook info. Each test is timed and will take 10 minutes to complete, 1 minute per question. With proper study, 1 minute is enough time to identify the correct answer to a short question. After the 10th minute, the exam will close, and your score will be recorded in the course grading center.

Students are responsible to review and keep track of the exam schedule below. If you fail to take a scheduled exam, then you will receive a score of ZERO points. Due to the generous window of time that the exams are open, there will be no make-up opportunities if you miss a test (The only exception to this rule will be in the case of very strong illness or surgery, which requires a note from a doctor that specifies the amount of time and the degree to which you were incapacitated. In other words, the doctor's note must *clearly* state that your condition was so severe that it prevented you from taking a ten-minute test online within the window designated by the exam schedule). The instructor reserves the right to refuse make-up exams for all other student reasons. If you miss an exam deadline, you will get a zero score on that test.

Moreover, part of taking an online class is using the proper tools to take the class. It assumes you have access to a reliable computer or appropriate digital device and a reliable Internet connection. Not having access to these items would be like a student trying to take a painting class, but the student refuses to acquire the paints, the canvas, and the brushes. That stated, I do not allow retake opportunities in the case of technological failure of any kind that occurs during the middle of a test. You must begin every test on a reliable computer or digital device with a reliable Internet connection. All requests to re-take or make-up a test will be denied.

**EXAM SCHEDULE:**

Exam 1 (Chapters 1 and 2, 5 questions from each chapter):  
OPENS: Monday, Aug 26 at 8:00am. CLOSES: Friday, Aug 30 at 11:59pm.

Exam 2 (Chapters 3 and 4, 5 questions from each chapter):  
OPENS: Monday, Sept 16 at 8:00am. CLOSES: Friday, Sept 20 at 11:59pm.

Exam 3 (Chapters 5 and 6, 5 questions from each chapter):  
OPENS: Monday, Sept 30 at 8:00am. CLOSES: Friday, Oct 4 at 11:59pm.

Exam 4 (Chapters 7 and 8, 5 questions from each chapter):  
OPENS: Monday, Oct 21 at 8:00am. CLOSES: Friday, Oct 25 at 11:59pm.

Exam 5 (Chapters 9 and 10, 5 questions from each chapter):  
OPENS: Monday, Nov 11 at 8:00am. CLOSES: Friday, Nov 15 at 11:59pm.

Exam 6 (Chapters 11 and 12, 5 questions from each chapter):  
OPENS: Monday, Nov 25 at 8:00am. CLOSES: Friday, Nov 29 at 11:59pm.

Exam 7 (Chapters 13 and 14, 5 questions from each chapter):  
OPENS: Monday, Dec 9 at 8:00am. CLOSES: Friday, Dec 13 at 11:59pm.

**Art 2 Term Paper:**

The requirements for the course paper: [Art 2 Paper Guidelines](#).

You can also find the Paper Guidelines document in the "Files" category on the Art 2 Canvas page.

Students must abide by the rules therein.

Plagiarism will not be tolerated and will result in a failing grade for the class.

The paper must be submitted by e-mail as a Word or PDF attachment.

Send the paper to both addresses: [theodore.lyons@reedleycollege.edu](mailto:theodore.lyons@reedleycollege.edu) | [diranlyonsp12@gmail.com](mailto:diranlyonsp12@gmail.com)

Paper Submission Deadline:  
OPENS: December 9 at 8:00am. CLOSES: December 13, 11:59pm.

**DROP DEADLINE: TBA**

**FINAL EXAMINATION: See schedule above. It will be Exam #7, worth the same amount of points as the other exams.**

## **TOPICAL OUTLINE:**

### **Part I: INTRODUCTION TO ART**

CHPTR 1. Art and Art Making. Definition(s) of Art. Art within Visual Culture. About Artists.

CHPTR 2. The Language of Art and Architecture. Formal Elements. Principles of Composition. Structural Systems.

CHPTR 3. Media. The Importance of Materials. 2D Media. Methods and Media in 3D Art. Technology-Based Media.

CHPTR 4. Deriving Meaning. Formal Analysis. Content Analysis. Historical Context. Surroundings. Writings on Art.

### **Part II: WHY DO WE MAKE ART?**

SECTION 1. Survival and Beyond.

CHPTR 5. Food and Shelter. Timeline. Food Supply. Storage. Glorification of Food. The Act of Eating.

CHPTR 6. Reproduction and Sexuality. Promise of Fertility. Primordial and Human Couples. Lovemaking. Western Culture. The Gaze. Politics. Abstraction. Pregnancy, Childbirth, Progeny.

SECTION 2. Religion.

CHPTR 7. Deities and Places of Worship. Deities. Places of Worship. Images. Holy Beings. Human Response.

CHPTR 8. Mortality and Immortality. Tombs. Cemeteries. Mausoleums. Reliquaries.

SECTION 3. The State.

CHPTR 9. Power, Politics, Glory. The Glory of the Ruler. Power of the State. Warriors, Weapons. Scenes. Memorials.

CHPTR 10. Social Protest/Affirmation. Protests Against Military Action. Fighting for the Oppressed. The Status Quo.

SECTION 4. Self and Society.

CHPTR 11. Mind and Body. Portraiture. The Limits of the Self. Sickness and Death. The Psychological Dimension of Art.

CHPTR 12. Race, Gender, Clan, and Class.

CHPTR 13. Nature, Knowledge, and Technology.

CHPTR 14. Entertainment and Visual Culture. Architecture. Leisure. Film, Television, Video Games.