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## SECTION HEADING

### ART 2240: Art History I

#### Description

Art History I provides an overview of the history of painting, sculpture and architecture from the Stone Age to the Early Renaissance.

#### Credits

3

#### Prerequisite

None

#### Corequisite

None

#### Topics to be Covered

1. Prehistoric art
2. Ancient art from a global perspective
3. Religious and Medieval art
4. Art of the early European Renaissance

#### Learning Outcomes

1. Recognize the artwork of different historical eras.
2. Relate art as a record of history, religion, and culture.
3. Recognize the importance of influences on the stylistic development of individual artists.
4. Utilize the vocabulary of the history of art.
5. Identify the historical development of artistic techniques.
6. Express informed personal responses to works of art.

#### Credit Details

Lecture: 3

Lab: 0

OJT: 0

MnTC Goal Area(s): Goal Area 06 - Humanities/Fine Arts, Goal Area 08 - Global Perspective

#### Minnesota Transfer Curriculum Goal Area(s) and Competencies

Goal 6: The Humanities and Fine Arts

1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
2. Understand those works as expressions of individual and human values within an historical and social context.
3. Respond critically to works in the arts and humanities.
4. Engage in the creative process or interpretive performance.
5. Articulate an informed personal reaction to works in the arts and humanities

Goal 8: Global Perspective

1. describe and analyze political, economic, and cultural elements which influence relations of states and societies in their historical and contemporary dimensions.
2. demonstrate knowledge of cultural, social religious and linguistic differences.
3. analyze specific international problems, illustrating the cultural, economic, and political differences that affect their solution.
4. understand the role of a world citizen and the responsibility world citizens share for their common global future.