



ARTH 101 - Introduction to Visual Culture Course Outline

Approval Date: 03/12/2020

Effective Date: 08/16/2021

SECTION A

Unique ID Number CCC000615970

Discipline(s) Art History (Master's Required)

Division Arts and Humanities

Subject Area Art History

Subject Code ARTH

Course Number 101

Course Title Introduction to Visual Culture

TOP Code/SAM Code 1002.00 - Art/Art Studies, General / E - Non-Occupational

Rationale for adding this course to the curriculum This course would provide an opportunity for students to examine critically the surfeit of visual culture they encounter daily. In its freedom to explore diverse materials, not tied to a specific chronology, this course would complement well our current art history surveys.

Units 3

Cross List N/A

Typical Course Weeks 18

Total Instructional Hours

Contact Hours

Lecture 54.00

Lab 0.00

Activity 0.00

Work Experience 0.00

Outside of Class Hours 108.00

Total Contact Hours 54

Total Student Hours 162

Open Entry/Open Exit No

Maximum Enrollment

Grading Option Letter Grade or P/NP

Distance Education On-Campus

Mode of Instruction Hybrid

SECTION B

General Education Information:

NVC General Education:

Area C - Humanities

Approved on:Fall 2021

CSU Transferable:

CSU Transferable

Approved on:Fall 2021

CSU GE Area C: Arts, Literature, Philosophy and Foreign Languages:

C1 - Arts, Dance, Music, Theater

Approved on:Fall 2021

UC Transferable:

UC Transferable

Approved on:Fall 2021

IGETC Area 3: Arts and Humanities:

A: Arts95 Tm0 g0 G[l]-4(G)-4(E)1.A8 2.16 37.2 reW79.96 Tf1 0 0 1 5/MC79 Tm0 g0 G[

works are displayed throughout the campus.

Projects: Students will be assigned topics to develop into a slide presentation or original work of art. Example: In a 10-minute presentation discuss how gender determines the making of art, using examples from European tradition, Tahitian culture, and the Navajo.

Online Adaptation: Activity, Discussion, Group Work, Lecture

4. Methods of Evaluation: Describe the general types of evaluations for this course and provide at least two, specific examples.

Typical classroom assessment techniques

Exams/Tests -- Tests will contain objective questions related to course content, as well as image-based questions of known works, attribution of unknown works and essay questions. Sample essay question: Choose two uses of medieval culture used in contemporary culture--this can be video games, alt-right posters, or Live Action Role Playing. First describe carefully what aspect of the Middle Ages is being visually invoked and then explain fully the function of the past in this context.

Quizzes -- Image identification with accompanying question. For example: Explain why John Berger takes a scalpel to this painting (Botticelli's Venus) in the opening scene of Ways of Seeing.

Research Projec

Author: Sturken, M
Title: Practices of Looking: An Introduction to Visual Culture
Publisher: Oxford University Press
Date of Publication: 2017
Edition: 3rd

Book #2:

Author: Mirzoeff, N.
Title: How to See the World: An introduction to images
Publisher: Basic Books
Date of Publication: 2016
Edition: 1st

Book #3:

Author: Howells, R. and Negreiros, J.
Title: Visual Culture
Publisher: Polity
Date of Publication: 2019
Edition: 3rd