



**LIBE130 – Art and Design**  
**2023 Fall**

**Dr. Burcu ASENA-SALMAN**

	Monday	Tuesday	Wednesday	Thursday	Friday
09:00	Office Hour			LIBE130_02 DB20	
10:00					
11:00					
12:00					
13:00	LIBE130_03 K084	LIBE 130_01 DB18	LIBE130_04 D032		
14:00					
15:00					
16:00					
17:00					

### INSTRUCTOR INFORMATION

Burcu ASENA-SALMAN burcu.asena@tedu.edu.tr

Office Hours: Monday 09:00-11:00.

For Office Hours please take an appointment via e-mail in advance.

Office: A 127

### IMPORTANT NOTE

Dear student, some details in the syllabus (weekly content, deadlines, etc.) may change during the semester. You will be notified of any change via e-mail which you are expected to check regularly.

### GENERAL INFORMATION

**Course Credit Hours and Workload** (3+0+0) 3 Credits / 5 ECTS = 150 hours of workload

**Course Materials** Students are expected to follow the must and optional sources (texts, videos, news, etc.) shared on LMS. PowerPoints or class notes will not be shared by the instructor. Students are expected to take handwritten notes during the class.

### Course Overview and Objectives

This course aims to demonstrate that theories, practices and historical narratives of arts and design

participate in the shaping of the aesthetic, ideological and industrial fabric of societies. It aims to introduce the key concepts in the works of such fundamental historians, theorists and practitioners of art and design. Finally, this course aims to motivate the students to apply the historical, theoretical, and practical knowledge gained in class into critical analyses in written form and creative outputs in visual and/or multisensory forms.

## **Learning Outcomes**

Upon successful completion of this course students will be able to:

1. Outline the basic historical narratives and the fundamental theoretical paradigms of arts and design,
2. Identify key artworks and design artifacts from the global history of arts and design,
3. Explain the interactions and intersections between arts and design on the one hand and other fields of human, social and life sciences on the other.
4. Describe the aspects of form, function, and user interaction of an object in an analytical way,
5. Compare different types of artworks and designed artifacts with their predecessors, contemporaries, and successors,
6. Apply their growing knowledge of terms and concepts in critical discussions and analyses on the contemporary significance of arts and design,
7. Apply their growing awareness of key issues in arts and design to practical visual assignments.

**Grading** We will follow the TEDU catalogue grading scale and system

Percentage	Letter Grades	Grade
90-100	AA	4.00
85-89	BA	3.50
80-84	BB	3.00
75-79	CB	2.50
70-74	CC	2.00
60-69	DC	1.50
50-59	DD	1.00
49 and below	F	0.00

## **Evaluation**

Details of the following partition, as well as rubrics (grading criteria) for each task will be shared during the related classes.

- Attendance 5%
- Photography Homework 15%
- Attic Pottery Drawing 10%
- Midterm 35%
- Final Exam 35%

## **Attendance**

- Attendance is required, 11 hours of absence is allowed. A student who exceeds 11 hours of absenteeism will be required to retake the course by receiving an "FX" grade.
- You are expected to keep track of your absences yourself.
- Please be on time for classes!

## **Submissions**

- Submission deadlines are final, late submissions are not accepted except for officially documented excuses.

## **Make-up**

- Arrangements for make-up exams and/or submissions will be made only in officially documented circumstances.

## **IMPORTANT**

- **If you miss an exam, you have to present a health report (that covers at least 4 days) to be allowed to take a make-up exam.**
- **Please submit the original of your health report to your faculty secretary.**

## **Plagiarism / Academic Dishonesty**

- All tasks, essays, papers, etc. that you submit for evaluation must be your work. Copy-paste-collage works are unacceptable. No percentage of plagiarism will ever be acceptable, no matter how minimal.
- All types of tasks that can be checked with Turnitin will be submitted to Turnitin.
- The use of AI in all forms of tasks counts as cheating unless the use of AI is specifically requested by the instructor.

### A note on quotes and references:

It is okay and expected that you use quotes and references. However, there is a clear difference between referencing and plagiarizing. If you are not familiar with the rules of citing, quoting, and referencing, do not hesitate to contact me for detailed guidelines. In the meantime, please read the explanations in the following site about what counts as plagiarism: <https://www.plagiarism.org/article/what-is-plagiarism>

## PLANNED COURSE SCHEDULE

- Please note that this is a skeletal outline of the course content. Must and optional sources (texts to read and/or videos to watch before or after class), as well as any announcements on tasks and exams will be shared on LMS. You are expected to follow the LMS updates regularly.
- You can use the extra space on this sheet to fill in your own notes.

## REFERENCES

- **The weekly plan of the course follows the book below:**  
**Honour, H. & Fleming, J. (2009). *A World History of Art : A History*. London: Laurence King**
- You can consult this book at TEDU library or online via the following link:  
<https://archive.org/details/worldhistoryofar0000hono/page/n1/mode/2up>
- Some must and optional readings will be extracted from the books listed below.  
Barnet, S. (2015). *A short guide to writing about art* (Eleventh edition). Pearson Education Inc.  
[Analysis]  
D'Alleva, A. (2012). *Methods & theories of art history* (2nd ed). Laurence King. [Analysis & Theory]  
Grzymkowski, E. (2014). *Art 101: From Vincent Van Gogh to Andy Warhol, key people, ideas, and moments in the history of art*. Adams Media. [Art and Design History]  
Hall, S. (2014). *This means this, this means that: a user's guide to semiotics*. Laurence King.  
[Semiotics]  
Lees-Maffei, Grace. (2020). *Iconic Designs: 50 Stories about 50 Things*. Bloomsbury Visual Arts.  
[Design History]  
Sayre, H. M. (2013). *A World of Art*. Prentice Hall / Pearson Education. [General - Fundamental]  
Sturken, M., & Cartwright, L. (2018). *Practices of looking: An introduction to visual culture* (Third edition). Oxford University Press. [Visual Culture, Theory]

## WEEKLY SCHEDULE

1	Introduction: What is art? How it functions? What is the drive for making art?
2	Composition
3	Composition
4	Announcement of Photograph Homework Paleolithic, the beginning of art; Neolithic, the beginning of settled life
5	Sumerians, Akkadians, Babylonians, Assyrians
6	Persians and elements of propaganda, semiotics
7	Egyptian, Minoan Arts
8	Mycenaeae and Hittite Art
9	Completion and midterm review
10	Midterm questions overview; Homework overview-a must come to the class week; Greek Pottery Drawing Activity will be announced
11	"Greek Pottery Drawing Activity" Greek art, contributions to sculpture and architecture.
12	Roman and Byzantine arts
13	Islamic art, iconoclasm in Christian art
14	Gothic, Renaissance and popular themes in religious representation
15	Completion and final review