



FAKULTI TEKNOLOGI DAN KEJURUTERAAN

PROGRAM	DIPLOMA IN GRAPHIC DESIGN
COURSE NAME	HISTORY OF ART AND DESIGN
COURSE CODE	DPH 1012
CREDIT HOUR	2
SYNOPSIS	<p>Students will study the creation of Mechanism that fostered the Industrial Revolution. They will see how the discovery of new materials, process and invention stimulated this movement and it's conflicts. Students will follow the emergence of the consumer based economy and how the profession of furniture design came about. They will follow the continue redesign of products from their early beginning to the days of retrofuturism(the future as seen from the past and the past as seen from the future.). They will see how style and technologies drive better consumer products through out the world. This course includes the study of visual elements, design principles, various techniques and media. Examples of Western painting, artcraft and architecture from prehistoric to present times will be examined. Local museum excursions are required.</p>
COURSE STRUCTURE	
CHAPTER	TOPICS
1	Pre-historic Art
2	Ancient Egypt Art
3	The Ancient Near East/Mesopotamia
4	The Aegean Art
5	The Aegean Art
6	The Ancient Greece Art
7	The Ancient Greece Art
8	The Etruscans Art
9	The Etruscans Art
10	Ancient Rome Art
11	Ancient Rome Art
12	Early Christian Art
13	Byzantine Art
14	Islamic Art



References:	<ol style="list-style-type: none">1. Azmi, Badrul & Rosli, Muhamad Farizuan & Effenfi, M. S. M. & Afizi Shuaib, Norshah (2014). SEJARAH DAN APRESIASI SENILUKIS DAN SENIREKA.2. Drucker, Johanna. (2012). Graphic Design History: A Critical Guide. 2nd ed. New Jersey: Pearson Education, Inc.3. 3. Roslind Ormiston. (2018). 50 Art Movements You Should Know : From Impressionism to Performance Art. PRESTEL.
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