





INDONESIAN INTERNATIONAL STUDENT MOBILITY AWARDS 2022

Course syllabus

	INTRODUCTION TO THE ANCIENT GREEK AND ROMAN WORLD
Credit points (ECTS):	6
Term:	Fall
Module leader:	András Kárpáti

Aims:

The purpose of this course is to provide students with the basic knowledge that will help them understand and appreciate the ever-changing and self-renewing relationships of Western culture to Greco-Roman World.

Learning outcomes:

Studends will have some basic knowledge about the most important notions of Greek and Roman religion, mythology, literature, theatre, music and art.

Studends will develop critical thinking skills within classroom, skills of interpreting pieces of texts and their relations to images, as well as of identifying essential relations between 'old' and 'new'.

Syllabus:

The schedule is tentative, and subject to change.

- 1. Introduction to the course
- 2. Myths & mythology 1. (key myths and motifs)
- 3. Myths & mythology 2. (parallel motifs and tales from different cultures)
- 4. Religion and cults (cross-cultural approach)
- 5. Greek and Roman literature (periods & genres)
- 6. Greek and Roman theatre
- 7. Greek and Roman music
- 8. Games and Festivals 1. (Delphi, Delos, Olympia)
- 9. Games and Festivals 2. (Athens)
- 10. Vase painting (periods, themes, functions, pictorial narratives)
- 11. Greek architecture (impacts on posterity)
- 12. Homeric epic and the Epic Cycle
- 13. Classics and Hollywood
- 14. Test (written)

Learning and teaching strategy:

frontal lectures, class discussions, in-class teamwork, students' presentations







Core learning materials:	James I. Porter, What is "Classical" About Classical
	Antiquity?, in James I. Porter (ed.) The Classical
	Traditions of Greece and Rome. Princeton University
	Press, 2006. 10–19.
	At least one Greek drama in modern translation
	At least one film based on Greek mythology
	Excerpts from Homer Iliad and Odyssey