

BA: Archaeology and History of Art and Architecture
For students entering Part 1 in 2006

UCAS code: VV64

Awarding Institution:	The University of Reading
Teaching Institution:	The University of Reading
Relevant QAA subject benchmarking group(s):	Archaeology and History of Art, Architecture and Design
Faculty of Science	Programme length: 3 years
Date of specification: April 2007	
Programme Director: Dr Mary Lewis	
Programme Advisers: Dr Paul Davies	
Board of Studies: Archaeology and History of Art	
Accreditation: Not appropriate	

[Http://www.rdg.ac.uk/Archaeology](http://www.rdg.ac.uk/Archaeology)

Summary of programme aims

The programme aims to provide a complementary balance of distinctive degree-level education in Archaeology and History of Art. The Archaeology element combines practical experience (in the field and in the laboratory) and the academic study of the archaeology of prehistoric, protohistoric, Roman and medieval Europe and the Mediterranean region. The History of Art element gives students a framework for examining changing categories of art, architecture and visual artefacts in different places and times. The programme will provide a basis for interpreting primary and secondary sources of evidence, and understanding methods of analysis, appreciate the changing nature of each discipline's priorities and approaches, and in History of Art it will promote a critical understanding of the relationship between contemporary conceptions of art and architecture and those of the past. All this will be achieved through the structured progression of the programme through Parts 1, 2 and 3.

Transferable skills

The University's Strategy for Teaching and Learning has identified a number of generic transferable skills which all students are expected to have developed by the end of their degree programme. In following this programme, students will have had the opportunity to enhance their skills relating to career management, communication (both written and oral), information handling, problem-solving, team working and use of information technology.

Archaeology and History of Art and Architecture are both disciplines that lend themselves to critical judgement and problem-solving, both through personal engagement with issues and through dialogue and group discussion. Students will learn to think historically, comparatively and cross-culturally, and will be skilled at visual analysis, learning how to describe evidence from visual sources in oral and written forms. They will learn how to organise their own work schedule, to become independent and self-motivating and to take independent initiatives to develop their studies. Students utilise the powerful tools of research, analysis, and presentation associated with information technology in several ways, such as in the location and retrieval of bibliographic and source material, the production and presentation of student work and, where appropriate, the use of more sophisticated databases and exploitation of the internet. Through practical and field work they will also have the opportunity to develop proficiency in decision-making, and a sense of personal and group responsibility. The programme will include opportunities to develop skills at making oral presentations and to use visual images to support an argument.

Programme content

The profile which follows states which modules must be taken (the compulsory part) together with one or more lists of modules from which the student must make a selection (the option modules) for each half of the combined degree. Students must choose such additional modules as they wish, in consultation with their programme adviser(s), to make 120 credits in each Part. The number of credits for each module is shown after its title. In Part 1 the remaining credits can be made up from any optional modules and/or from modules elsewhere in the University. In Parts 2 and 3, up to 20 credits can be taken from modules available elsewhere in the University.

Part 1 in Archaeology introduces the methods of the discipline of archaeology and reviews basic evidence for past lifestyles and human social development. Part 1 History of Art and Architecture provides different introductions to aspects of the study of history of art and architecture, in terms of art as part of the history of ideas or as part of the history of visual artefacts and their makers, or within a history of genres.

Part 2 Archaeology provides the opportunity to engage with primary archaeological data through participation on the Silchester Field School, to explore techniques, and approaches to interpretation, and to gain more detailed knowledge of the archaeology of the Mediterranean, Europe and Britain. In Part 2 History of Art through a compulsory core module, students engage with material on the historiography of history of art and its objects of study and includes a study trip abroad where works of art and architecture are studied at first hand. Optional modules in selected periods, approaches and distinctive media each provide a focus on broad aspects of visual culture.

In Part 3, there is an increasing specialisation and progression in both Archaeology and History of Art and Architecture to approach topics in greater depth through the provision of optional units and the opportunity to research a dissertation topic in depth.

Part 1 (three terms)

Students must take at least two Archaeology modules (40 credits) and two History of Art and Architecture modules (40 credits), and make up a further 40 credits chosen either from extra modules in Archaeology and/or History of Art and Architecture, or from modules available elsewhere in the University.

Credits Level

In the Department of Archaeology

Students must take at least two Archaeology modules (40 credits), including the compulsory module *Archaeological Practice*, and two History of Art and Architecture modules (40 credits), and make up a further 40 credits chosen either from other modules in Archaeology and/or History of Art and Architecture, or from modules available elsewhere in the University.

Credits Level

Compulsory module

AR1TS3	<i>Practising Archaeology: methods and approaches</i>	20	C
--------	---	----	---

Choose one or two modules

AR1P2	<i>Primates to Pyramids: an introduction to world prehistory</i>	20	C
-------	--	----	---

AR1RM2	<i>From Rome to the Reformation: an introduction to historical archaeology</i>	20	C
--------	--	----	---

<i>Optional module</i>			
AR1TS2	<i>Bones, Bodies and Burials: the archaeology of death</i>	20	C
MC1AM	<i>Analysing Museum Displays</i>	20	C

In the Department of History of Art and Architecture

<i>Compulsory module in Art History (20 credits)</i>			
HA1AB	<i>History of Art and Architecture Workshop</i>	20	C

Optional modules in Art History

At least 20 credits to be made up from the following:

HA1AA	<i>Art's Histories: a survey</i>	20	C
HA1AC	<i>Makers and making: artist, architects and their practices</i>	20	C

Part 2 (three terms)

Credits Level

There are two compulsory modules in Archaeology (20 credits) and two (20 credits) in History of Art and Architecture, plus a number of optional modules, totalling 120 credits. However, those interested in a broader degree may substitute up to 20 credits chosen from University-wide special subjects. Of the 120 credits, 5 are taken up by Career Management Skills.

In the Department of Archaeology [60 credits]

Compulsory modules

AR2F4	<i>Silchester Field School Joint Honours (summer vacation)</i>	10	I
AR2F7	<i>Professional Careers in Archaeology (including Careers Management Skills - 5 credits)</i>	10	I

Modules (totalling 40 credits) to be chosen from:

AR2S1	<i>Archaeological Science</i>	20	I
AR2P5	<i>The Middle Palaeolithic of Europe and SW Asia</i>	20	I
AR2P6	<i>Later Prehistoric Europe</i>	20	I
AR2P9	<i>First Civilisations: culture & society in the East Mediterranean c.3500-1200 BC</i>	20	I
AR2P10	<i>From Collapse to Complexity: the Aegean in the first millennium BC and the origins of the classical polis</i>	20	I
AR2P11	<i>Pharaohs, Ptolemies & Caesars: Egyptian archaeology</i>	20	I
AR2R4	<i>Rome & the Mediterranean</i>	20	I
AR2M1	<i>Post-Roman & Early Medieval Europe</i>	20	I
AR2M2	<i>Later Medieval Europe</i>	20	I
AR2T1	<i>Archaeological Thought</i>	10	I
GG2P3	<i>Human Activity & Environmental Change</i>	10	I
GO2P5	<i>Crime Scene Analysis</i>	10	I
AR2F5	<i>Techniques in Artefact Interpretation</i>	10	I
AR2F6	<i>Techniques in Skeletal Interpretation</i>	10	I
AR2L2	<i>Study Abroad</i>	60	I
MC2OA	<i>Object Analysis and Museum Interpretation</i>	20	I

In the Department of History of Art and Architecture

Compulsory modules 40 credits

HA2ST	<i>Study Trip abroad</i>	20	I
HA2DD	<i>Distance and difference: perspectives on art, architecture and visual culture</i>	20	I

Optional module:

20 credits from the following: 20 credits

HA2AP	<i>Art and Power in fifteenth-century Italy</i>	20	I
HA2AA	<i>Altars, Aristocrats and Guillotines. Aspects of Baroque, Rococo and Neo-Classical art and architecture.</i>	20	I
HA2HH	<i>Heroes and Hero Worship</i>	20	I
HA2MA	<i>Modern Art, Architecture and its Discontents</i>	20	I

Part 3 (three terms)

Compulsory module jointly held between the Departments

Mod Code	Module Title		
AR3D1	<i>Dissertation (Archaeology)</i>	40	H
	<i>Or</i>		
HA3DI	<i>Dissertation (History of Art and Architecture)</i>	40	H

In the Archaeology Department

Two modules (totalling 40 credits) chosen from a list approved each year. Those currently approved include:

AR3V1	<i>Vikings of the West</i>	20	H
AR3S4	<i>Micromorphology & the study of early agricultural & urban settlements & landscapes</i>	20	H
AR3S6	<i>Palaeopathology</i>	20	H
AR3S10	<i>The Archaeology of Food and Nutrition</i>	20	H
AR3S11	<i>Information Molecules: biomolecular methods for the archaeologist</i>	20	H
AR3S9	<i>Coastal and Maritime Archaeology</i>	20	H
AR3T1	<i>Burial Archaeology</i>	20	H
MC3MT	<i>Museum Theory, History & Ethics</i>	20	H
AR3P4	<i>Early Agricultural Societies in the Mediterranean</i>	20	H
AR3P5	<i>Early Complex Societies in the Mediterranean</i>	20	H
AR3P9	<i>British Prehistory 1: the Age of Stonehenge</i>	20	H
AR3P10	<i>British Prehistory 2: the Age of Hillforts</i>	20	H
AR3P13	<i>The Emergence of Civilisation in Mesopotamia</i>	20	H
AR3P16	<i>Ancient Greek landscapes: the archaeology of human-landscape interactions in the prehistoric Aegean</i>	20	H
AR3P17	<i>Hominins, Hearths and Handaxes: studies in the Lower Palaeolithic of North-west Europe</i>	20	H
AR3R6	<i>Roman Britain</i>	20	H
AR3R4	<i>Roman Material Culture Studies</i>	20	H
AR3M8	<i>The Archaeology of Later Anglo-Saxon England</i>	20	H
AR3M7	<i>Archaeology of the Crusades</i>	20	H
AR3M6	<i>'Europe' in the Middle Ages?</i>	20	H
AR3M3	<i>Expansion or contraction in twelfth century England</i>	20	H

In the Department of History of Art

Optional modules

40 credits

A complete list of options is available from the BA Programme Coordinator, and a list of current options can be found in the BA Programme Handbook.

(Not all optional modules in German and History of Art will be available in any one year; all optional modules, including possible additions to the above list, are offered subject to availability of staff and will require a minimum number of participants)

Progression Requirements

In order to progress from Part 1 to Part 2 students must:

- a) Take a total of at least 40 credits in Part 1 Archaeology and at least 40 credits in History of Art and Architecture.
- b) Obtain an overall average of 40% in 120 credits taken in Part 1, including at least 40% in each of the compulsory Archaeology modules and an average of at least 40% over the two History of Art modules with no module mark below 30%.
- c) Obtain a mark of at least 30% in individual modules amounting to not less than 100 credits taken in Part 1.

In order to progress from Part 2 to Part 3 students must:

- a) Obtain at least 40% in each of the compulsory modules.
- b) Obtain an overall average of 40% in 120 credits taken in Part 2; and
- c) Obtain a mark of at least 30% in individual modules amounting to not less than 100 credits taken in Part 2.

Summary of teaching and assessment

Teaching is delivered by a mixture of lectures, seminars, and essay tutorials. Some Archaeology modules also involve workshops and practical sessions in the field and laboratory. Modules are assessed by a mixture of coursework and formal examination, with the proportion of coursework (including seminar performance) increasing as the degree progresses. The Silchester Field School is assessed by coursework (a self-assessment document) and an on-site examination. The dissertation in Part 3 comprises a piece of work based on supervised independent study supported by workshops and is assessed entirely by coursework.

The conventions for classification are included in the Programme Handbook but you should note that weighting between Part 2 and Part 3 for classification purposes is 33% and 67%.

Admission requirements

No previous experience of Archaeology or History of Art and Architecture is required for admission. Entrants to this programme are normally required to have obtained:

UCAS Tariff: 3 A levels 280pts. 3 A levels and 1 AS level 300pts, including at least one grade B at Advanced level.

International Baccalaureat: 31pts

Irish Leaving Certificate: BBBB

Scottish Highers 280pts

GNVQ 280pts

GCSE/O level Modern foreign language recommended

Applications from mature candidates are welcomed. A mature applicant is more likely to receive an offer of a place if he or she has undertaken or is undertaking recent study, for example one or more A levels or an Access course, but each case is assessed on its individual merits. You are

advised to contact an Admissions Tutor as soon as possible to discuss your individual circumstances.

Applications from international students are welcomed. If you are not offering A-levels or an International Baccalaureat, we advise you to contact an Admissions Tutor before applying in order to discuss the acceptability of your qualifications. IELTS Band 7 (or equivalent) will be required for those whose education has not been undertaken in English.

Admissions Tutor: Dr H Eckardt

Support for students and their learning

University support for students and their learning falls into two categories. Learning support includes IT Services, which has several hundred computers and the University Library, which across its three sites holds over a million volumes, subscribes to around 4,000 current periodicals, has a range of electronic sources of information and houses the Student Access to Independent Learning (S@IL) computer-based teaching and learning facilities. There are language laboratory facilities both for those students studying on a language degree and for those taking modules offered by the Institution-wide Language Programme. Student guidance and welfare support is provided by Personal Tutors, the Careers Advisory Service, the University's Special Needs Advisor, Study Advisors, Hall Wardens and the Students' Union. Support for students in their studies is provided through the University's Personal Academic Record (PAR) Scheme, in which students meet their personal tutors regularly to review their progress.

The Departmental programme Handbooks provide extensive information on resources and study skills. Each student in the Department History of Art and Architecture is assigned a Course Adviser, normally their academic tutor, to advise on their choice of modules within the programme. The Archaeology Department occupies a purpose-built structure with further shared facilities providing a research laboratory, teaching laboratories, computer laboratories, and space for undergraduates to work in the Department (including a Reading Room). There are also traditional and digital drawing office facilities; geophysical and tacheometric survey equipment; excavation equipment; soil and sediment coring equipment; audio-visual resources. Within the Department History of Art and Architecture, additional support is provided through a subject-specific reading room containing essential course texts, reference works, some current periodicals and photocopying facilities. There is also a slide library containing 84,000 slides from all periods of art and architecture history which students will consult as part of their studies. It includes resources in video tapes and computers and in digital imaging and e-learning such as BlackBoard. First hand study of works of art is provided through particular classes taught in museums, art galleries or on architectural visits and by a period of study at a centre abroad, as well as through the department's own collections mainly of drawings. The University Library is well stocked with works relating to many different aspects of archaeology and history of art and architecture.

Career prospects

The degree in Archaeology and History of Art at Reading offers a firm foundation qualification in the humanities and social sciences, and a set of skills relevant to many careers and life-long learning. The interdisciplinary nature of the Archaeology and History of Art and Architecture programme, and the emphasis on development of transferable skills including teamwork, oral presentation, numeracy and IT, and essay/report writing, makes Reading Archaeology and History of Art graduates highly suitable for a wide range of professional careers in publishing, teaching, the arts, media, communication, business, and other fields. A number of specialised careers are open to Archaeology and History of Art graduates, such as jobs in field archaeology, museums, auction houses, and increasingly the heritage and leisure industries. Their visual skills also make them attractive to the advertising industry. Graduates in Archaeology and in History of Art have also gone onto postgraduate courses at Reading and elsewhere. Whether direct from a

BA degree, or following graduate study, a number of Archaeology graduates have found positions in UK and European archaeology.

Opportunities for study abroad

Students may spend a period of study abroad, normally during Part 2, through either the Department of Archaeology's exchange with the University of Lund, Sweden, or the Department of History of Art's Socrates scheme.

Educational aims of the programme

This is a multi-disciplinary programme which aims to provide students with subject-specific knowledge and more general skills, including knowledge of selected aspects of the archaeology of later prehistoric, proto-historic, Roman and medieval Europe and the Mediterranean region, and a critical understanding of the visual art, artistic and architectural practices, and aesthetic traditions in different places and times. It will relate the production and reception of works of art and other material culture to specific aspects of the culture and society in which they were produced. It will foster a critical understanding of the relationship between contemporary conceptions of art and architecture and those of the past. The programme aims to foster an independent approach to formulating problems and arguments, using the visual and analytical skills that are fundamental to both disciplines. The programme is distinctive in its emphasis on the application of archaeological techniques, through practical experience in the Silchester Field School and laboratory-based modules. The programme also provides for the development of the specific interests of students through independent study for the dissertation, in which a topic is approached from the perspectives of both disciplines.

Programme Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, qualities and other attributes in the following areas:

Knowledge and Understanding

A. Knowledge and understanding of:

1. the growth of archaeology as a discipline, and current practice within its wider political, social and institutional context;
2. the diverse sources of evidence used by archaeologists, their variability and reliability;
3. the main methods by which archaeologists acquire, date and analyse their primary evidence, including scientific methods;
4. the range of interpretative approaches applied to archaeological evidence in their historical, political and social context
5. the development of selected human societies from our earliest ancestors to the medieval period, particularly in Europe and the Mediterranean;
6. a broad range of art, architecture and visual culture from the Middle Ages to the present day both in the West and in comparison to selected cultures in other times and places;
7. specialist knowledge of certain chosen periods and issues in art history;
8. key issues and current priorities in art and architectural history including conflicting interpretations and specific methods of analysis germane to the historiography of the subject.;
8. advanced abilities to interpret visual artefacts, their function and meaning;
9. technical language of the subjects.

Teaching/learning methods and strategies

Basic knowledge is provided through formal lectures in Part 1, supported in History of Art by set tasks for practising the elementary analysis of visual artefacts. Feedback is initially through tutorials, seminars and through *formative?* assessed work. Specialist knowledge and deeper understanding is fostered in the guided selection of options at Part 2, where the teaching is increasingly seminar and discussion based. In later parts of the programme, and beginning at Part 2, students will take increasing responsibility for their own learning, fostered through the guided selection of increasingly specialised options and independent study, including a dissertation.

Feedback is provided through tutorials, written reports on seminar presentations and in formative assessed work. Knowledge of practical techniques and methodologies are further developed through participation in the Silchester Field School, and in dedicated modules by problem-oriented class work.

Assessment

Most knowledge is tested through a combination of coursework and unseen formal examinations. A dissertation and oral presentation also contribute.

Skills and other attributes

B. Intellectual skills – able to:

1. to assess the character and quality of archaeological data;
2. to analyse and interpret visual artefacts;
3. to synthesise and integrate evidence from multiple and diverse sources, including visual resources;
4. transfer appropriate skills and methods from one topic within the subject to another;
5. to recognise and critically evaluate past and current theoretical approaches and competing interpretations;
6. to think comparatively and cross-culturally;
7. to think critically and independently;
8. to locate, extract and assemble data and information;
9. to organise material in order to synthesise and articulate an argument effectively.

Teaching/learning methods and strategies

These skills are developed throughout the programme. Modules at all levels deal with questions of evidence and interpretation in lectures, seminars, and practicals. How to analyse and interpret visual artefacts is constantly exemplified in formal lectures and in seminars from the start of Part 1. Lectures and seminars will also demonstrate how to use visual evidence in the construction of arguments and students will develop advanced skills in this through seminar presentations and coursework tasks. Such skills are additionally fostered through opportunities to study visual artefacts at first hand including in the compulsory module in History of Art involving study abroad. The ability to transfer knowledge from one area of the programme to another is evidence of high level performance. The ability to organise and structure arguments is emphasised throughout but particularly in compulsory modules and through modules in independent study and the dissertation. Awareness of current approaches is encouraged as options are often linked to lecturers' research interests. Individual feedback is provided on content and organisation of essays.

Assessment

These skills are assessed in all Parts of the programme by a combination of coursework, essays, oral presentations, dissertation and unseen examinations. Examinations in History of Art also include compulsory questions analysing visual artefacts.

C. Practical skills – able:

1. to gather, organise and deploy evidence and information, including visual sources, and to show awareness of the consequences of the unavailability of evidence;
2. to memorise and be able to recall key features of different visual resources;
3. to identify, excavate, record and analyse archaeological stratigraphy, features and deposits, and to recognise and interpret archaeological traces in the landscape;
4. to develop the capacity for critical judgement in the light of evidence and argument;
5. to select and apply appropriate methodologies in assessing the meaning and significance of evidence or data
6. to have effective bibliographical, internet and library research skills;
7. to plan and carry out a primary research project, working independently.

Teaching/learning methods and strategies

Identifying visual artefacts and sources is taught in History of Art from Part 1, including assessed tasks which test the student's ability to find and select appropriate visual evidence for analysis and comparison. Such skills are additionally fostered in Part 2 where greater emphasis is placed on increasingly complex and sophisticated analyses, including the ability to recall and use visual and other data from often disparate and widely separated sources and locations. Technical skills in archaeology are primarily taught through participation in the Field School and by problem-oriented class work in dedicated modules in Part 2, following preliminary lectures in Part 1. 4 to 7 are taught throughout the course but particularly emphasised in the independent study tasks in Part 2 and dissertation in Part 3.

Assessment

These skills are assessed in all Parts of the programme by a combination of coursework, practicals, essays, oral presentations, dissertation and examination.

D. Transferable skills – able:

1. to communicate clearly and effectively in speech and in a variety of types of writing, including the description of evidence from visual sources, showing discrimination and lucidity in the use of language, professional referencing, and clear layout;
2. to deal effectively with a variety of visual material and numerical data;
3. to evaluate evidence and use reasoned arguments
4. to identify and devise strategies for solving problems;
5. to work effectively in a team;
6. to locate information and use a range of information technology effectively;
7. to organise their own time purposefully and work independently;
8. to make informed career plans.

Teaching/learning methods and strategies

In lectures and seminars and applied in self-study and the writing of assignments and the dissertation, as well as through the Field School and in the practical elements of several Archaeology modules and in the compulsory module *Study Trip Abroad* in History of Art. The use of IT is embedded throughout the programme. Time management is essential for the effective completion of the programme. Career management is taught through a distinct Part 2 module linked with other professional skills in Archaeology.

Assessment

These skills are assessed by a combination of coursework, practical performance, essays, oral presentations, dissertation and examinations.

Please note - This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes, content and teaching, learning and assessment methods of each module can be found in the module description and in the programme handbook. The University reserves the right to modify this specification in unforeseen circumstances, or where the process of academic development and feedback from students, quality assurance processes or external sources, such as professional bodies, requires a change to be made. In such circumstances, a revised specification will be issued.