

## COURSE OUTLINE

### GRAECO-ROMAN MYTHOLOGY: INFLUENCES ON GLOBAL CULTURE AND THE ARTS - EDUCATIONAL CONNECTIONS

#### 1. GENERAL

|   |   |                                |                     |
|---|---|--------------------------------|---------------------|
| <b>SCHOOL</b>   | CLASSICS AND HUMANITIES   |                                |                     |
| <b>DEPARTMENT/UPS</b>   | HUMANITIES / DIGITAL APPLICATIONS IN ARTS AND CULTURE                                       |                                |                     |
| <b>LEVEL OF STUDIES</b>   | UNDERGRADUATE – LEVEL 6   |                                |                     |
| <b>COURSE CODE</b>  | XXXXX   | <b>SEMESTER</b>                | 6 <sup>TH</sup>     |
| <b>COURSE TITLE</b>   | GRAECO-ROMAN MYTHOLOGY: INFLUENCES ON GLOBAL CULTURE AND THE ARTS - EDUCATIONAL CONNECTIONS |                                |                     |
| <b>TEACHING ACTIVITIES</b><br><i>If the ECTS Credits are distributed in distinct parts of the course e.g. lectures, labs etc. If the ECTS Credits are awarded to the whole course, then please indicate the teaching hours per week and the corresponding ECTS Credits.</i> |   | <b>TEACHING HOURS PER WEEK</b> | <b>ECTS CREDITS</b> |
|   |   | 3                              | 5                   |
| <i>Please, add lines if necessary. Teaching methods and organization of the course are described in section 4.</i>  |   |                                |                     |
| <b>COURSE TYPE</b><br><i>Background, General Knowledge, Scientific Area, Skill Development</i>  | SCIENTIFIC AREA<br>SKILL DEVELOPMENT  |                                |                     |
| <b>PREREQUISITES:</b>   | NO  |                                |                     |
| <b>TEACHING &amp; EXAMINATION LANGUAGE:</b>   | GREEK   |                                |                     |
| <b>COURSE OFFERED TO ERASMUS STUDENTS:</b>  |   |                                |                     |
| <b>COURSE URL:</b>  | <a href="https://eclass.duth.gr/courses/XXXXXX/">https://eclass.duth.gr/courses/XXXXXX/</a> |                                |                     |

#### 2. LEARNING OUTCOMES

##### Learning Outcomes

*Please describe the learning outcomes of the course: Knowledge, skills and abilities acquired after the successful completion of the course.*

After the successful completion of the course, students will be able to:

- Recognize the most significant mythological narratives and the main deities and figures of Greco-Roman mythology.
- Identify sources for studying Greco-Roman mythology, both printed and digital, within the framework of an exploratory literature review.
- Understand how myths reflect the cultural, religious, and social values of ancient Greece.
- Realize that Greco-Roman myths were adopted and evolved by other cultures, and investigate and explain the processes through which this cultural influence occurred.
- Combine knowledge from different scientific fields (e.g., History, Philosophy, Archaeology, Art) to interpret the influences of Greek mythology on global culture.
- Evaluate how Greco-Roman mythology has influenced culture and the arts on a global scale through the study of specific works from sculpture, painting, music, literature, performing arts (music, theater, opera, dance), cinema, and photography created during different time periods.
- Examine the influence of Greco-Roman mythology on modern pop culture, in movies, series, comics, and digital art, encouraging critical thinking.
- Identify and study mythological symbolism in artistic works and contemporary cultural expressions.
- Analyze contemporary interpretative approaches to Greco-Roman mythology and how these are applied in scientific fields such as Psychology, Sociology, and Political Sciences.
- Identify and compare the commonalities and differences between Greco-Roman mythology and the mythologies of other cultures, examining their interactions and influences.
- Utilize mythology as a teaching tool by developing educational activities related to culture and

the arts, leveraging modern digital tools.

- Participate in creating digital platforms and serious games with mythological themes.
- Develop and present digital projects (e.g., presentations, interactive platforms, short videos, podcasts) that interpret or reconstruct mythological themes, encouraging the use of new technologies and multimedia.

**General Skills**

*Name the desirable general skills upon successful completion of the module*

|  |  |
|--|--|
| <i>Search, analysis and synthesis of data and information,<br/>ICT Use</i> | <i>Project design and management</i>   |
| <i>Adaptation to new situations</i>  | <i>Equity and Inclusion</i>  |
| <i>Decision making</i>   | <i>Respect for the natural environment</i>   |
| <i>Autonomous work</i>   | <i>Sustainability</i>  |
| <i>Teamwork</i>  | <i>Demonstration of social, professional and moral responsibility and sensitivity to gender issues</i> |
| <i>Working in an international environment</i>                             | <i>Critical thinking</i>   |
| <i>Working in an interdisciplinary environment</i>                         | <i>Promoting free, creative and inductive reasoning</i>  |
| <i>Production of new research ideas</i>                                    |  |

- Search, analysis and synthesis of data and information, using the appropriate technologies
- Adaptation to new circumstances
- Decision making
- Individual work
- Teamwork
- Working in an interdisciplinary environment
- Respect for diversity and multiculturalism
- Demonstration of social, professional and moral responsibility and sensitivity to gender issues
- Promotion of free, creative, and inductive thinking

**3. COURSE CONTENT**

|          |  |
|----------|--|
| <b>1</b> | Introduction and organization of the Course  |
| <b>2</b> | Introduction to Greco-Roman Mythology:<br>– Basic concepts of mythology.<br>– The influence of Greek mythology in ancient Greek culture.<br>–Literature review of sources, both print and digital, for the study of Greek mythology.   |
| <b>3</b> | Theoretical approaches to myth interpretation<br>– Symbolic and allegorical approaches.<br>– Sociological approach.<br>– Psychological and psychoanalytic approach.<br>– Structuralist approach.<br>– Evolutionary and anthropological approach.<br>– Feminist approach.   |
| <b>4</b> | Olympian gods, heroes, and mythical figures; myths of world creation:<br>– Their symbolism and functions in Greco-Roman culture.<br>– The concept of the hero in Greek society and its timeless significance.<br>– The influence of myths on the religious traditions of ancient Greece and Rome.<br>– Comparisons of Greco-Roman mythology with the mythologies of other cultures (e.g., Egyptian, Scandinavian). |
| <b>5</b> | Greco-Roman mythology in ancient greek art:<br>– Presentation of mythological themes in ancient Greek art.<br>– Presentation, study, and analysis of specific works.   |
| <b>6</b> | Greco-Roman mythology: Influences on the visual arts of the modern and contemporary era on a global scale (timeless and contemporary perspective).<br>Presentation, study, and analysis of specific works created in different time periods.   |
| <b>7</b> | Greco-Roman mythology: Influences on music and musical theater of the modern and contemporary era on a global scale (timeless and contemporary perspective).<br>Presentation, study, and analysis of specific works created in different time periods.   |
| <b>8</b> | Greco-Roman mythology: Theater and cinema on a global scale (timeless and contemporary perspective).<br>Presentation, study, and analysis of specific works created in different time periods.   |
| <b>9</b> | Greco-Roman mythology and literature: From Homer to the works of modern greek and  |

|           |  |
|-----------|--|
|           | foreign writers (timeless and contemporary perspective).   |
| <b>10</b> | Greco-Roman mythology in contemporary art and pop culture:<br>– Mythological references in cinema, comics, and fantasy literature.<br>– Exploitation of myths in the arts and entertainment industries.<br>– Contemporary expressions of mythology through music and digital media.  |
| <b>11</b> | Greco-Roman mythology and education: Utilizing mythology in education:<br>– The role of myths in critical thinking and skill development.<br>– Examples of educational (digital) activities based on mythology (e.g., <a href="https://mythotopia.eu/">https://mythotopia.eu/</a> ).<br>– Utilization of digital tools in designing educational activities focused on teaching mythology-based topics. |
| <b>12</b> | Developing digital platforms, educational games (Gamified learning), and serious games based on mythology with practical examples and activities (e.g., designing a prototype).  |
| <b>13</b> | Presentation of projects and creation of educational plans using mythological themes. Feedback from students and evaluative assessment of the course.  |

#### 4. LEARNING & TEACHING METHODS - EVALUATION

|   |   |                          |
|---|---|--------------------------|
| <b>TEACHING METHOD</b><br><i>Face to face, Distance learning, etc.</i>  | <ul style="list-style-type: none"> <li>• Face-to-face/Lectures</li> <li>• Differentiated teaching</li> <li>• Online communication for guidance and feedback during lesson plan development</li> <li>• Laboratory teaching/applications</li> </ul> |                          |
| <b>USE OF INFORMATION &amp; COMMUNICATIONS TECHNOLOGY (ICT)</b><br><i>Use of ICT in Teaching, in Laboratory Education, in Communication with students</i>   | Use of ICT in<br>– teaching<br>– laboratory training<br>– communication with students   |                          |
| <b>TEACHING ORGANIZATION</b><br><i>The ways and methods of teaching are described in detail.<br/>Lectures, Seminars, Laboratory Exercise, Field Exercise, Bibliographic research &amp; analysis, Tutoring, Internship (Placement), Clinical Exercise, Art Workshop, Interactive learning, Study visits, Study / creation, project, creation, project. Etc.<br/><br/>The supervised and unsupervised workload per activity is indicated here, so that total workload per semester complies to ECTS standards.</i>                  | <b>Activity</b>   | <b>Workload/semester</b> |
|   | Lectures  | 26                       |
|   | Study and analysis of bibliography  | 53                       |
|   | Laboratory training/applications  | 13                       |
|   | Development of lesson plans   | 55                       |
|   | Examinations  | 3                        |
|   | <b>Total</b>  | <b>150</b>               |
| <b>STUDENT EVALUATION</b><br><i>Description of the evaluation process<br/><br/>Assessment Language, Assessment Methods, Formative or Concluding, Multiple Choice Test, Short Answer Questions, Essay Development Questions, Problem Solving, Written Assignment, Essay / Report, Oral Exam, Presentation in audience, Laboratory Report, Clinical examination of a patient, Artistic interpretation, Other/Others<br/><br/>Please indicate all relevant information about the course assessment and how students are informed</i> | Lesson plans: 40%<br>Final examinations: 60%  |                          |

#### 5. SUGGESTED BIBLIOGRAPHY

1. Burkert, W. (1997). *Ελληνική μυθολογία και τελετουργία* (2η έκδ.). Αθήνα: Μορφωτικό Ίδρυμα Εθνικής Τραπέζης.
2. Diel, P. (2011). *Ο συμβολισμός στην ελληνική μυθολογία*. Αθήνα: Εκδόσεις Χατζηνικολή.
3. Dowden, K., & Livingstone, N. (Eds.). (2011). *A companion to Greek mythology*. Wiley-Blackwell.

4. Graf, F. (2011). *Εισαγωγή στη μελέτη της ελληνικής μυθολογίας*. Ηράκλειο: Πανεπιστημιακές εκδόσεις Κρήτης.
5. McDonald, M. (2005). *Η ελληνική μυθολογία στην κλασική όπερα*. Αθήνα: Εκδόσεις Περίπλους - Διονύσης Βίτσος.
6. Woodard, R. D. (2022). *Ελληνική μυθολογία. The Cambridge Companion to Greek Mythology*. Αθήνα: Ψυχογιός Αθανάσιος & ΣΙΑ Ο.Ε.
7. Βλαβιανού, Α., κ.ά. (επιμ.) (2023). *Μύθος / μύθοι στη λογοτεχνία*. Εκδόσεις ΕΑΠ.
8. Βουτυράς, Μ. & Γιουλάκη-Βουτυρά, Α. (2011). *Η αρχαία ελληνική τέχνη και η ακτινοβολία της*. Θεσσαλονίκη: ΑΠΘ-Ίδρυμα Μ. Τριανταφυλλίδη.
9. Κακριδής, Ι. (1987). *Ελληνική μυθολογία*. Αθήνα: Εκδοτική Αθηνών.
10. Μήττα, Η. (2002). *Μύθος και τέχνη. Διάλογος για τη διάχυση των ορίων*. Θεσσαλονίκη: UNIVERSITY STUDIO PRESS.
11. Πετρόπουλος, Η. (2021). *Το μεγάλο ταξίδι των μύθων. Ανάμεσα στον αρχαίο ελληνικό κόσμο και την εγγύς ανατολή*. Αθήνα: Κλειδάριθμος.
12. Διαδικτυακός τόπος: <https://mythotopia.eu/>

## ANNEX OF THE COURSE OUTLINE

### Alternative ways of examining a course in emergency situations

|   |   |
|---|---|
| <b>Teacher (full name):</b>             | XXXXXX  |
| <b>Contact details:</b>                 | XXXXXX  |
| <b>Supervisors: (1)</b>                 | YES   |
| <b>Evaluation methods: (2)</b>          | Lesson plans: 40%<br>Final examinations: 60%  |
| <b>Implementation Instructions: (3)</b> | The submission of assignments and the final exam will take place via e-Class on a predetermined date. |

(1) Please write YES or NO

(2) Note down the evaluation methods used by the teacher, e.g.

➤ *written assignment* or/and exercises

➤ written or oral examination with distance learning methods, provided that the integrity and reliability of the examination are ensured.

(3) In the **Implementation Instructions** section, the teacher notes down clear instructions to the students:

a) in case of **written assignment and / or exercises**: the deadline (e.g. the last week of the semester), the means of submission, the grading system, the grade percentage of the assignment in the final grade and any other necessary information.

b) in case of **oral examination with distance learning methods**: the instructions for conducting the examination (e.g. in groups of X people), the way of administration of the questions to be answered, the distance learning platforms to be used, the technical means for the implementation of the examination (microphone, camera, word processor, internet connection, communication platform), the hyperlinks for the examination, the duration of the exam, the grading system, the percentage of the oral exam in the final grade, the ways in which the inviolability and reliability of the exam are ensured and any other necessary information.

c) in case of **written examination with distance learning methods**: the way of administration of the questions to be answered, the way of submitting the answers, the duration of the exam, the grading system, the percentage of the written exam of the exam in the final grade, the ways in which the integrity and reliability of the exam are ensured and any other necessary information.

There should be an attached list with the Student Registration Numbers only of students eligible to participate in the examination.