This course supports the assessments for HVC1. The course covers 6 competencies and represents 3 competency units.

Introduction

Overview
Welcome to the Literature, Arts, and Humanities domain at Western Governors University! This course will provide a broad overview of the disciplines of the humanities, including visual art, literature, music, dance, theater, cinema, ethics, and philosophy. Ultimately, this course is designed for individuals in all areas of study to achieve a greater understanding and appreciation of what it means to be human.

Watch the following video for an introduction to this course:

Competencies
This course provides guidance to help you demonstrate the following 6 competencies:

- **Competency 112.1.1: Fundamentals of Humanities**
  The graduate recognizes various creative, philosophical, and linguistic artifacts and events in the humanities and applies approaches and methods of the humanities to address them.

- **Competency 112.1.2: Imagination, Values, and Emotions**
  The graduate examines concepts and modes of expression in human imagination, values, and emotions.

- **Competency 112.2.1: Connections across Disciplines**
  The graduate recognizes and analyzes relationships within the disciplines of the humanities; and how themes and concepts connect across individual disciplines of the humanities.

- **Competency 112.2.2: Humanities and Culture**
  The graduate recognizes and analyzes the interaction and integration of the humanities with cultures, and how specified cultural attitudes change over time.

- **Competency 112.3.1: Ethics, Belief Systems, and the Arts**
  The graduate examines the characteristics, historical origins, and roles of ethics and belief systems in human cultures, and applies this knowledge to explain human behavior.

- **Competency 112.3.2: Visual and Performing Arts**
  The graduate recognizes and defines concepts from the visual and performing arts, identifies and defines media and processes, and applies these concepts and knowledge in evaluating works of art.

Course Instructor Assistance
As you prepare to successfully demonstrate competency in this subject, remember that course instructors stand ready to help you reach your educational goals. As subject matter experts, mentors enjoy and take pride in helping students become reflective learners, problem solvers,
and critical thinkers. Course instructors are excited to hear from you and eager to work with you.

Successful students report that working with a course instructor is the key to their success. Course instructors are able to share tips on approaches, tools, and skills that can help you apply the content you're studying. They also provide guidance in assessment preparation strategies and troubleshoot areas of deficiency. Even if things don’t work out on your first try, course instructors act as a support system to guide you through the revision process. You should expect to work with course instructors for the duration of your coursework, and you are encouraged to contact them as soon as you begin. Course instructors are fully committed to your success!

**Preparing for Success**

The information in this section is provided to detail the resources available for you to use as you complete this course.

**Learning Resources**

The learning resources listed in this section are required to complete the activities in this course. For many resources, WGU has provided automatic access through the course. However, you may need to manually enroll in or independently acquire other resources. Read the full instructions provided to ensure that you have access to all of your resources in a timely manner.

**Automatically Enrolled Resources**

You can access the learning resources listed in this section by clicking on the links provided throughout the course. You may be prompted to log in to the WGU student portal to access the resources.

**MindEdge**

You will access MindEdge modules at the activity level within this course of study. Make sure to take the module pre-test and self-assessments within each of the modules to prepare for the actual assessment.

*Note: Within each MindEdge module under the “Summary of Key Module Concepts” Assignments you will find a summary of the concepts that you can download, print, and use as a study aide for gaining competency in the Humanities domain and for doing well on the assessment.*

**Other Learning Resources**

You will use the following learning resources for this course.

**WGU Library E-Reserves**

This course utilizes resources located in the WGU Library E-Reserves, with articles available for you to download. For instructions on how to access WGU Library E-Reserves, see the “Accessing WGU Library E-Reserves” page.

The following e-reserve materials will be used in this course:
  - chapter 2, pages 16–23
  - chapters 8 and 9, pages 120–140
  - chapter 12, pages 173–181

### Additional Preparations

**Whiteboards**

Whiteboards may be used to assist you as you complete the assessment for this course. Paper, or other note taking resources, may not be used during the assessment. For math assessments only, scratch paper can be used only when taking the assessment at an on-site testing center. Please view the following video for more information on how to use a whiteboard:

*Note: To download this video, right-click the following link and choose "Save as...": download video.*

### Introduction to the Humanities

The activities in this subject will introduce you to the various humanistic disciplines and how humanistic thought differs from other methods of looking at the world around us

**Humanistic Thought and Other Modes of Study**

In this topic of study, you will be introduced to several methods of interpreting the world and learn how these approaches shape perceptions of the world.

This topic addresses the following competency:

- **Competency 112.1.1: Fundamentals of Humanities**
  - The graduate recognizes various creative, philosophical, and linguistic artifacts and events in the humanities and applies approaches and methods of the humanities to address them.

### Modes of Study Activity

Work through the following assignments in MindEdge [Module 1: Humanities Fundamentals](#):

- 1.01 ("Learning Outcomes")
- 1.02 ("Module Pre-Test")
- 1.03 ("Central Concepts")
- 1.04 ("Video: The Classical Ideal")
- 1.05 ("Humanities and the Disciplines")
- 1.06 ("Humanities, Natural Sciences, and Social Sciences")

### Humanities Fundamentals

In this topic of study you will be introduced to the basic disciplines and areas of study in the humanities, the characteristics found in humanistic work and some major concepts necessary to become acquainted with these basic fundamentals.
This topic addresses the following competency:

- **Competency 112.1.1: Fundamentals of Humanities**
  The graduate recognizes various creative, philosophical, and linguistic artifacts and events in the humanities and applies approaches and methods of the humanities to address them.

### Humanities Fundamentals Activity

Work through the following assignments in MindEdge [Module 1: Humanities Fundamentals]:

- 1.07 (“Shared Terms in the Humanities”)
- 1.08 (“Exercise: Shared Terms in the Humanities”)

### Origins of Humanism

The activities in this subject will introduce you to origins of humanism including the earliest writings and works, the development of language and symbolic systems for communication, and the roles myth, tradition, and storytelling played in the origins of humanistic thought.

### Language and Symbolic Systems

In this topic of study, you will be introduced to some of the earliest uses of symbols in humanistic works from different cultures and gain an understanding of how these works influenced the development of language systems.

This topic addresses the following competency:

- **Competency 112.1.1: Fundamentals of Humanities**
  The graduate recognizes various creative, philosophical, and linguistic artifacts and events in the humanities and applies approaches and methods of the humanities to address them.

### Language and Symbolic Systems Activity

Work through the following assignment in MindEdge [Module 1: Humanities Fundamentals]:

- 1.09 (“The Humanities, Language, and Symbols”)

### Myth, Tradition, and Storytelling

In this topic area, you will study myths, traditions, and stories that have formed the basis for much of the creative expression in the humanities.

This topic addresses the following competency:

- **Competency 112.1.1: Fundamentals of Humanities**
  The graduate recognizes various creative, philosophical, and linguistic artifacts and events in the humanities and applies approaches and methods of the humanities to address them.

### Myth and Storytelling Activity
Work through the following assignment in MindEdge Module 1: Humanities Fundamentals:

- 1.10 (“Myth and Storytelling”)

**Themes of the Humanities**
In this topic, you will be introduced to these different themes and study how they are developed in humanistic works.

This topic addresses the following competency:

- **Competency 112.1.1: Fundamentals of Humanities**
  The graduate recognizes various creative, philosophical, and linguistic artifacts and events in the humanities and applies approaches and methods of the humanities to address them.

**Themes in the Humanities Activity**

Work through the following in MindEdge Module 1: Humanities Fundamentals:

- 1.11 (“Humanisms and Universal Themes”)
- 1.12 (“Some Recurring Universal Themes”)
- 1.13 (“Video: Myth and Symbolism”)

**Western and Non-Western Concepts of Humanism**
In this topic area, you will study Western and non-Western concepts of humanism and learn the different cultural and historical approaches that these societies advanced in their search for understanding.

This topic addresses the following competency:

- **Competency 112.1.1: Fundamentals of Humanities**
  The graduate recognizes various creative, philosophical, and linguistic artifacts and events in the humanities and applies approaches and methods of the humanities to address them.

**Concepts of Humanism Activity**

Work through the following assignments in MindEdge Module 1: Humanities Fundamentals:

- 1.14 (“The Importance of the Renaissance”) through 1.26 (“Feedback”)

**Artistic Purpose**

The activities in this subject will introduce you to the purposes and functions of art within the humanities and the roles creative works serve in the larger context of society and human history.

**Purpose of Art**
In this topic area you will study the different purposes and functions of art and gain an understanding of how these purposes influence the type and style of works produced.
This topic addresses the following competency:

- **Competency 112.2.2: Humanities and Culture**
  The graduate recognizes and analyzes the interaction and integration of the humanities with cultures and how specified cultural attitudes change over time.

**Purpose of Art Activity**

Work through the following assignments in MindEdge Module 2: The Purposes of Art and the Visual Arts:

- 2.01 ("Learning Outcomes")
- 2.02 ("Module Pre-Test")
- 2.03 ("Video: What is Art?")
- 2.04 ("Defining Art and the Arts")
- 2.05 ("Video: The Purpose of Art")
- 2.06 ("The Purposes of Art")
- 2.07 ("Exercise: The Purposes of Art")
- 2.08 ("Some Functions of Art")
- 2.09 ("Art, Religion, and Society")

**Visual Art Disciplines**

The activities in this subject will introduce you to the disciplines of two-dimensional art, three-dimensional art, techniques used to make two-dimensional art look three-dimensional, and the various color relationships found in works of art.

**Two-Dimensional Visual Art**

In this topic area you will study the different artistic media and techniques used to create two-dimensional works of art as well as the elements and principles of visual art.

This topic addresses the following competencies:

- **Competency 112.2.2: Humanities and Culture**
  The graduate recognizes and analyzes the interaction and integration of the humanities with cultures and how specified cultural attitudes change over time.
- **Competency 112.3.2: Visual and Performing Arts**
  The graduate recognizes and defines concepts from the visual and performing arts, identifies and defines media and processes, and applies these concepts and knowledge in evaluating works of art.

**Two-Dimensional Visual Art Activity**

Work through the following assignments in MindEdge Module 2: The Purposes of Art and the Visual Arts:

- 2.10 ("Overview: Two-Dimensional Art")
- 2.11 ("Visual Elements: Line")
- 2.12 ("Visual Elements: Form")
2.13 (“Visual Elements: Color”)
2.14 (“Visual Elements: Space and Texture”)
2.15 (“Visual Principles: Repetition, Balance, Unity, and Focal Area”)
2.16 (“Perspective”)
2.17 (“Vocabulary Game – Two Dimensional Art”)
2.18 (“Self-Assessment”)

Artistic Media Activity

Work through the following assignments in MindEdge Module 2: The Purposes of Art and the Visual Arts:

2.19 (“Video: Artistic Media”)
2.20 (“Drawing”)
2.21 (“Painting”)
2.22 (“Printmaking”)
2.23 (“Photography”)
2.24 (“Vocabulary Game”)
2.25 (“Self-Assessment”)

Three-Dimensional Visual Art

In this topic area you will study the different artistic media and techniques used to create three-dimensional works of art, architecture, landscape design, and city planning.

This topic addresses the following competencies:

- **Competency 112.2.2: Humanities and Culture**
  The graduate recognizes and analyzes the interaction and integration of the humanities with cultures and how specified cultural attitudes change over time.

- **Competency 112.3.2: Visual and Performing Arts**
  The graduate recognizes and defines concepts from the visual and performing arts, identifies and defines media and processes, and applies these concepts and knowledge in evaluating works of art.

Three-Dimensional Visual Art Activity

Work through the following assignments in MindEdge Module 2: The Purposes of Art and the Visual Arts:

- 2.26 (“Overview: Three-Dimensional Art”)
- 2.27 (“Sculpture and Elements of Sculpture”)
- 2.28 (“Architecture and Elements of Architecture”)
- 2.29 (“Architectural Design”)
- 2.30 (“The Landscape”)
- 2.31 (“Vocabulary Game”)
- 2.32 (“Self-Assessment”)
- 2.33 (“Vocabulary Flashcards”)
- 2.34 (“Summary of Key Module Concepts”)
- 2.35 (“Review of Key Module Concepts”)
2.35 (“Feedback”)

**Art History and Criticism**

The activities in this subject will introduce you to the history of art, characteristics of major art historical periods, the artwork and artists who influenced creativity and imagination through the ages, and the various methods used in art criticism to critique works of art.

**History of Art**

In this topic you will study the major artistic historical periods and the characteristics of these periods.

This topic addresses the following competency:

- **Competency 112.2.2: Humanities and Culture**
  The graduate recognizes and analyzes the interaction and integration of the humanities with cultures and how specified cultural attitudes change over time.

**History of Art Activity**

Work through the following assignments in MindEdge Module 3: History of Art and Art Criticism:

- 3.01 (“Learning Outcomes”) through 3.25 (“Subjective and Objective Criticism of Art”)

You should familiarize yourself with the major characteristics of the following art historical periods discussed in MindEdge Module 3:

- Prehistoric Eras: Paleolithic, Mesolithic, Neolithic
- Ancient Civilizations: Babylonian art, Egyptian art, Persian art
- Classical Civilizations: Greek and Roman art
- The Middle Ages (Medieval Art): Romanesque art, Gothic art
- Renaissance through Art Nouveau: Renaissance, Art of the Reformation, Mannerism, Baroque, Rococo, Neoclassicism, Romanticism, Realism, Impressionism, Post-Impressionism, Art Nouveau
- Modernism: Fauvism, Cubism, Geometric abstraction, Dada, Expressionism, Surrealism, Bauhaus, Abstract expressionism, Minimalism, Pop art

Be able to identify major works of art from the art historical periods by sight and be able to place them in the correct historical art period. Familiarization with major artists from the art historical period can aid you in this understanding.

**Art Criticism**

By the end of this topic, you will have a greater understanding of the different approaches used in art criticism, the ways this process can enhance the viewing experience, and the differences between objective and subjective responses when analyzing works of art.

This topic addresses the following competency:

- **Competency 112.2.2: Humanities and Culture**
The graduate recognizes and analyzes the interaction and integration of the humanities with cultures and how specified cultural attitudes change over time.

Art Criticism Activity

Work through the following assignments in MindEdge Module 3: History of Art and Art Criticism:

- 3.26 (“Listing of Major Artists”)
- 3.27 (“Exercise #1: Formal Criticism”)
- 3.28 (“Exercise #2: Contextual Criticism”)
- 3.29 (“Vocabulary Game”)
- 3.30 (“Vocabulary Flashcards”)
- 3.31 (“Summary of Key Module Concepts”)
- 3.32 (“Self-Assessment”)

Performing Art: Theater and Cinema

The activities in this subject will introduce you to the performing arts of theater (drama) and cinema (film).

Theater

In this topic area you will study the genres of theater, discover how these genres have their own characteristics and structures, and study the basic elements or building blocks for how a work of drama is constructed.

This topic addresses the following competency:

- **Competency 112.3.2: Visual and Performing Arts**
  The graduate recognizes and defines concepts from the visual and performing arts, identifies and defines media and processes, and applies these concepts and knowledge in evaluating works of art.

Theater Activity

Work through the following assignments in MindEdge Module 4: Theater (Drama), Film, Music, and Dance:

- 4.01 (“Learning Outcomes”)
- 4.02 (“Module Pre-Test”)
- 4.03 (“Theater and Drama”)
- 4.04 (“The Elements of the Theater”)
- 4.05 (“The Genres of Theater”)
- 4.06 (“Vocabulary Game”)
- 4.07 (“Vocabulary Flashcards”)
- 4.08 (“Self-Assessment”)

You should be able to recognize, define, and describe all elements of theater and drama and the characteristics of each term.

Cinema
By the end of studying this topic you will be able to define and describe the various elements of film, understand how these elements and conventions combine to create a finished piece, and understand various techniques that add to the plot, setting, and characterizations found in the movies.

This topic addresses the following competency:

- **Competency 112.3.2: Visual and Performing Arts**
  The graduate recognizes and defines concepts from the visual and performing arts, identifies and defines media and processes, and applies these concepts and knowledge in evaluating works of art.

**Cinema Activity**

Work through the following activities in MindEdge Module 4: Theater (Drama), Film, Music, and Dance:

- 4.09 (“The Elements of Cinema”)
- 4.10 (“Video: Film Language”)
- 4.11 (“Elements of Film”)
- 4.12 (“Video: The Classical Hollywood Style”)
- 4.13 (“Screenwriting”)
- 4.14 (“Vocabulary Game”)
- 4.15 (“Vocabulary Flashcards”)

**Performing Art: Music and Dance**

The activities in this subject will introduce you to the performing arts of music and dance. In the discipline of music, you will be introduced to the different forms of music.

**Music**

At the end of this topic, you should be able to define and describe these elements of music and analyze a musical selection based on how it is constructed using the elements of music.

This topic addresses the following competency:

- **Competency 112.3.2: Visual and Performing Arts**
  The graduate recognizes and defines concepts from the visual and performing arts, identifies and defines media and processes, and applies these concepts and knowledge in evaluating works of art.

**Music Activity**

Work through the following activities in MindEdge Module 4: Theater (Drama), Film, Music, and Dance:

- 4.16 (“Self Assessment”)
- 4.17 (“Music”)
- 4.18 (“Video: Sound, Music, and Environment”)

Dance

Upon completion of this topic, you will be able to recognize the way that dance relates to space and time, the characteristics of different forms of dance, the elements of dance, and the way that dancers use the body to create expression.

This topic addresses the following competency:

- **Competency 112.3.2: Visual and Performing Arts**
  The graduate recognizes and defines concepts from the visual and performing arts, identifies and defines media and processes, and applies these concepts and knowledge in evaluating works of art.

Dance Activity

Work through the following activities in MindEdge Module 4: Theater (Drama), Film, Music, and Dance:

- 4.24 (“Vocabulary Game”)
- 4.25 (“Vocabulary Flashcards”)
- 4.26 (“Self Assessment”)
- 4.27 (“Dance and the Art of Dance”)
- 4.28 (“Types of Dance: Ritual Dance and Social Dance”)
- 4.29 (“Types of Dance: Ballet, Modern, and Jazz”)
- 4.30 (“Vocabulary Game”)
- 4.31 (“Vocabulary Flashcards”)
- 4.32 (“Self-Assessment: Dance”)
- 4.33 (“Summary of Key Module Concepts”)
- 4.34 (“Feedback”)

History of Ethics

The activities in this subject will introduce you to the history of ethical thought and its development in both Western and non-Western thought and how these different theories and practices came into being.

Origin of Ethics

In this topic area, you will study the historical origins of ethics and the moral codes and judgments of ancient peoples.

This topic addresses the following competency:

- **Competency 112.3.1: Ethics, Belief Systems, and the Arts**
  The graduate examines the characteristics, historical origins, and roles of ethics and
belief systems in human cultures, and applies this knowledge to explain human behavior.

**Origin of Ethics Activity**

Work through the following assignments in MindEdge **Module 5: Ethics and Virtue**:

- 5.01 (“Learning Outcomes”)
- 5.02 (“Module Pre-Test”)
- 5.03 (“Video: The Question of Ethics”)
- 5.04 (“Definitions: Ethics, Morality, and Virtue”)
- 5.05 (“Divine Command Theory”)
- 5.06 (“Video: Ancient Ethical Texts”)
- 5.07 (“Early Ethical Texts”)

**Ethics of Virtue**

In this topic area, you will study concepts of virtue found in several major philosophical and religious systems.

This topic addresses the following competency:

- **Competency 112.3.1: Ethics, Belief Systems, and the Arts**
  The graduate examines the characteristics, historical origins, and roles of ethics and belief systems in human cultures, and applies this knowledge to explain human behavior.

**Reading on Greek Moral Philosophy**

As you read the following selections, make a list in your notebook of each of the Greek philosophers. Take notes on how each philosopher conceives virtue and a virtuous life.

Read the following in *The Elements of Moral Philosophy* found in the WGU e-reserves library:

- pages 173–181 of chapter 12 (“Greek Philosophers and Virtue”)

For instructions on how to access WGU Library E-Reserves, see the “Accessing WGU Library E-Reserves” page.

**Ethics of Virtue Activity**

Work through the following assignments in MindEdge **Module 5: Ethics and Virtue**:

- 5.08 (“Greek Thought”) through 5.20 (“Feedback”)

**Questions of Moral Philosophy**

The activities in this subject will introduce you to the various moral philosophies and questions that these philosophies generate.

**Belief Systems**

One of the central issues in ethical thought is how religious teachings and philosophical belief
systems can guide moral behavior.

This topic addresses the following competency:

- **Competency 112.3.1: Ethics, Belief Systems, and the Arts**
  The graduate examines the characteristics, historical origins, and roles of ethics and belief systems in human cultures, and applies this knowledge to explain human behavior.

**Reading Selections**

Read the following in *The Elements of Moral Philosophy* found in the WGU Library e-reserves:

- pages 16–23 of chapter 2 (“Cultural Relativism”)

**Belief Systems Activity**

Work through the following assignments in MindEdge Module 6: Questions of Moral Philosophy:

- 6.01 (“Learning Outcomes”)
- 6.02 (“Module Pre-Test”)
- 6.03 (“Moral Philosophy - Timeline”)
- 6.04 (“Social Contract Theory”)
- 6.05 (“Video: Social Contract Theory”)
- 6.06 (“Empiricism”)

**Kant and Duty**

In this topic area you will study the theories of Immanuel Kant—specifically, his theories of duty and universal moral principles.

This topic addresses the following competency:

- **Competency 112.3.1: Ethics, Belief Systems, and the Arts**
  The graduate examines the characteristics, historical origins, and roles of ethics and belief systems in human cultures, and applies this knowledge to explain human behavior.

**Reading in Chapters 8 and 9 in The Elements of Moral Philosophy**

Read the following in *The Elements of Moral Philosophy* found in the WGU Library e-reserves:

- pages 120–140 of chapters 8 (“Are There Absolute Moral Rules?”) and 9 (“Kant Respect for Persons”)

**Kant and Duty Activity**

Work through the following assignments in MindEdge Module 6: Questions of Moral Philosophy:

- 6.07 (“Kant and Duty-Driven Ethics”)

6.08 (“Video: Kant and Ethics”)

**Ethical Factors of Motivation**

In this topic area you will study the different ethical factors of human motivation and action.

This topic addresses the following competency:

- **Competency 112.3.1: Ethics, Belief Systems, and the Arts**
  The graduate examines the characteristics, historical origins, and roles of ethics and belief systems in human cultures, and applies this knowledge to explain human behavior.

**Ethical Factors of Motivation Activity**

Work through the following assignments in MindEdge [Module 6: Questions of Moral Philosophy] :

- 6.09 (“Utilitarianism”) through 6.20 (“Exercise: The Question of Torture and Moral Philosophy in Practice”)

**Cultural Relativism**

In this topic area you will study cultural or moral relativism, a way of viewing ethical life that rests on the observation that different cultures appear to maintain different moral codes. Relativists conclude from this observation that there exist no universal moral standards.

This topic addresses the following competency:

- **Competency 112.3.1: Ethics, Belief Systems, and the Arts**
  The graduate examines the characteristics, historical origins, and roles of ethics and belief systems in human cultures, and applies this knowledge to explain human behavior.

**Reading in The Elements of Moral Philosophy**

Read the following in *The Elements of Moral Philosophy* found in the WGU Library e-reserves:

- pages 16–23 of chapter 2 (“Cultural Relativism”)

Explain cultural relativism using examples from your readings.

**Cultural Relativism Activity**

Work through the following assignments in MindEdge [Module 6: Questions of Moral Philosophy] :

- 6.21 (“Belief Systems: Cultural Relativism”)
- 6.22 (“Video: Cultural Relativism”)
- 6.23 (“Belief Systems: Universal Values”)
- 6.24 (“The Question of Cultural Relativism”)
- 6.25 (“Vocabulary Game”)
- 6.26 (“Vocabulary Flashcards”)

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- 6.08 (“Video: Kant and Ethics”)
- **Ethical Factors of Motivation**
- **Cultural Relativism**
- **Reading in The Elements of Moral Philosophy**
- **Cultural Relativism Activity**
Finding Meaning

The activities in this subject will introduce you to the various moral philosophies and methods of investigating the world around you, along with the questions that these philosophies generate.

Ways of Looking at the World

In this topic you will look at the various ways people look at the world around them and what factors contribute to these investigations.

This topic addresses the following competency:

- **Competency 112.1.2: Imagination, Values, and Emotions**
  The graduate examines concepts and modes of expression in human imagination, values, and emotions.

Ways of Looking at the World Activity

Work through the following assignments in MindEdge Module 7: Imagination, Values, and Emotions:

- 7.01 (“Learning Outcomes”)
- 7.02 (“Module Pre-Test”)
- 7.03 (“Video: A Search for Meaning”)
- 7.04 (“Existentialism: A Search for Meaning”)
- 7.05 (“Questioning the World”)

Imagination and Creative Expression

The activities in this subject will introduce you to the concept of where creativity comes from and how artists translate their ideas into different forms to communicate ideas, express opinions, and stimulate thought and emotion. By the end of this subject, you will have a greater understanding of where creativity comes from and how our perceptions are guided from the moment of creation by the artist.

Creative Expression

In this topic you will investigate and study where creativity comes from, look at specific creative works from the humanities, and analyze why they are important.

This topic addresses the following competency:

- **Competency 112.1.2: Imagination, Values, and Emotions**
  The graduate examines concepts and modes of expression in human imagination, values, and emotions.

Creative Expression Activity
Work through the following assignments in MindEdge Module 7: Imagination, Values, and Emotions:

- 7.06 (“Creativity”)
- 7.07 (“Creative Expression”)
- 7.08 (“Evoking Emotion”)
- 7.09 (“Art and Functionality”)
- 7.10 (“Impact of Political, Social, and Cultural Environments on Art”)

**Artistic Intent**

In this topic we will investigate and study the differences between an artist's intended meaning and the audience’s interpretation.

This topic addresses the following competency:

- **Competency 112.1.2: Imagination, Values, and Emotions**
  The graduate examines concepts and modes of expression in human imagination, values, and emotions.

**Artistic Intent Activity**

Work through the following assignments in MindEdge Module 7: Imagination, Values, and Emotions:

- 7.11 (“Video: Artistic Intent”)
- 7.12 (“Artist and Audience: Belated Recognition”)
- 7.13 (“Artist and Audience: Point of View”)
- 7.14 (“Conveying Point of View to the Audience”)
- 7.15 (“Artistic Intent and Audience’s Interpretation of the Artist’s Work”)
- 7.16 (“Video: When Art Causes Conflict”)
- 7.18 (“Changing Artistic Interpretations”)
- 7.19 (“Vocabulary Game”)
- 7.20 (“Key Terms Flashcards”)
- 7.21 (“Summary of Key Module Concepts”)
- 7.22 (“Self-Assessment”)
- 7.23 (“Feedback”)

**Interdisciplinary Connections**

The activities in this subject will introduce you to the connections between the various disciplines of the humanities.

**Periods and Movements**

In this topic, you will learn about the different characteristics of these various periods and movements found in the different disciplines of the humanities and how they are expressed within these disciplines.

This topic addresses the following competency:
Competency 112.2.1: Connections Across Disciplines
The graduate recognizes and analyzes relationships within the disciplines of the humanities; and how themes and concepts connect across individual disciplines of the humanities.

Periods and Movements Activity

Work through the following activities in MindEdge Module 8: Connections Across Disciplines:

- 8.01 (“Learning Outcomes”)
- 8.02 (“Module Pre-Test”)
- 8.03 (“Video: Movements in the Humanities”)
- 8.04 (“Movements in the Humanities: Classicism & Renaissance”)
- 8.05 (“Movements in the Humanities: Baroque and Neoclassicism”)
- 8.06 (“Movements in the Humanities: Romanticism, Realism, Modernism”)
- 8.07 (“More Movements in the Humanities”)
- 8.08 (“Exercise: Movements in the Humanities”)

Relationships Across Disciplines
In this topic you will study works that reflect a distinct influence on each other.

This topic addresses the following competency:

- Competency 112.2.1: Connections Across Disciplines
  The graduate recognizes and analyzes relationships within the disciplines of the humanities; and how themes and concepts connect across individual disciplines of the humanities.

Relationships Across Disciplines Activity

Work through the following activities in MindEdge Module 8: Connections Across Disciplines:

- 8.09 (“Philosophy and Art”)
- 8.10 (“Philosophy and Literature”)
- 8.11 (“Video: Literature and Art”)
- 8.12 (“Religion and Art”)

Technology in the Humanities
At the end of this topic, you will have a greater understanding and appreciation for how technological advances have impacted the world from a humanistic standpoint.

This topic addresses the following competency:

- Competency 112.2.1: Connections Across Disciplines
  The graduate recognizes and analyzes relationships within the disciplines of the humanities; and how themes and concepts connect across individual disciplines of the humanities.

Technology in the Humanities Activity
Work through the following activities in MindEdge Module 8: Connections Across Disciplines:

- 8.13 (“Technology and Disciplines”)
- 8.14 (“Vocabulary Game”)
- 8.15 (“Key Terms Flashcards”)
- 8.16 (“Summary of Key Module Concepts”)
- 8.17 (“Self-Assessment”)
- 8.18 (“Feedback”)

**Society, Culture and the Humanities**

The activities in this subject will introduce you to the interrelationship of the humanities, society, and culture and how they influence each other.

**Humanities and the Human Endeavor**

In this topic you will investigate these questions and hopefully come away with a greater understanding of why the humanities are important as a means of gaining knowledge of other cultures and ways of life.

This topic addresses the following competency:

- **Competency 112.2.2: Humanities and Culture**
  The graduate recognizes and analyzes the interaction and integration of the humanities with cultures, and how specified cultural attitudes change over time.

**Humanities Activity**

Work through the following assignments in MindEdge Module 9: Humanities and Culture:

- 9.01 (“Learning Outcomes”)
- 9.02 (“Module Pre-Test”)
- 9.03 (“Video: Appreciating the Experience of Others”)
- 9.04 (“Appreciating the Experience of Others”)

**The Aesthetic Experience**

By the end of this topic you will have a greater understanding and appreciation of how values, taste, and judgments on truth and beauty evolve in works from the humanities.

This topic addresses the following competency:

- **Competency 112.2.2: Humanities and Culture**
  The graduate recognizes and analyzes the interaction and integration of the humanities with cultures, and how specified cultural attitudes change over time.

**The Aesthetic Experience Activity**

Work through the following assignment in MindEdge Module 9: Humanities and Culture:

- 9.05 (“Understanding Evolving Aesthetics and Standards of Beauty”)

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**HVC1 - Literature, Arts and the Humanities**

**Course of Study**

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Culture and the Human Experience
By the end of this topic you will have a greater understanding and appreciation for how the humanities both reflect and shape cultural experience.

This topic addresses the following competency:

- **Competency 112.2.2: Humanities and Culture**
  The graduate recognizes and analyzes the interaction and integration of the humanities with cultures, and how specified cultural attitudes change over time.

Culture and the Human Experience Activity

Work through the following assignments in MindEdge Module 9: Humanities and Culture:

- 9.06 ("Conflict and Meaning")
- 9.07 ("Video: Manet")
- 9.08 ("Functions of Art in Culture")
- 9.09 ("Reflections of Culture")
- 9.10 ("Flight from Realism")
- 9.11 ("Tradition and the Humanities")
- 9.12 ("Music and Society")

The Humanities and Society
In this final topic area you will further study the complex interactions between society and the humanities.

This topic addresses the following competency:

- **Competency 112.2.2: Humanities and Culture**
  The graduate recognizes and analyzes the interaction and integration of the humanities with cultures, and how specified cultural attitudes change over time.

The Humanities and Society Activity

Work through the following assignments in MindEdge Module 9: Humanities and Culture:

- 9.13 ("Music and Society")
- 9.14 ("Video: American Jazz")
- 9.15 ("Video: Social Movements and the Humanities")
- 9.16 ("Social Movements and the Humanities")
- 9.17 ("Video: Harlem Renaissance")
- 9.18 ("Art and Society")
- 9.19 ("Art and Modern Society")
- 9.20 ("Vocabulary Game")
- 9.21 ("Key Terms Flashcards")
- 9.22 ("Summary of Key Module Concepts")
- 9.23 ("Self-Assessment")
- 9.24 ("Feedback")
Final Steps

Congratulations on completing the activities in this course! This course has prepared you to complete the assessments associated with this course. If you have not already been directed to complete the assessments, schedule and complete your assessments now.

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WGU values your input! If you have comments, concerns, or suggestions for improvement of this course, please submit your feedback using the following form:

- Course Feedback