

◆ LEVEL: Graduate, Postgraduate

Medievalism 2.0

Key words: technologies, societies, digitalization, access to knowledge, Medieval Times, historiography, literature, archeology, semiotics.

GOALS

- ➔ To offer an updated view about conceptual and methodological aspects of medievalism applied to the study of contemporary fictional and ludic productions.
- ➔ To promote an understanding of medieval culture from a new critical and interdisciplinary perspective.

◆ **Mode:** Online

◆ **Teaching load:** 30 (thirty) hours; 15 (fifteen) hours destined to synchronic online meetings, 8 (eight) hours destined to tutorial meetings (synchronic and asynchronous) and reading bibliography, and 7 (seven) hours destined to providing guidelines and collaboration to prepare the final papers (remote sessions with each participant to be agreed).

◆ **Lecturers:**

Dr. Lidia Raquel Miranda

Dr. Gerardo Fabián Rodríguez.



Course Languages:
Spanish.

**FREE OF
CHARGE**

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