

Entertainment and Spectacle in the Ancient World II
(SS)

Module Code	CLU44502
Module Name	Entertainment and Spectacle in the Ancient World 2
ECTS Weighting	10 ECTS
Semester taught	Semester 2
Module Coordinator/s	Dr Hazel Dodge
Module Learning Outcomes with embedded Graduate Attributes	<p>On successful completion of this module, students should be able to:</p> <p>LO1. Demonstrate sound a clear knowledge and understanding of the module content, including relevant theoretical approaches</p> <p>LO2. Analyse critically a wide range of primary evidence, including texts, artefacts, imagery, individual buildings and larger sites.</p> <p>LO3. Apply interdisciplinary perspectives to the primary material.</p> <p>LO4. Engage critically with primary sources (both archaeological and documentary), to discuss them in an integrated way, and to assess relevant modern interpretations</p> <p>LO5. Evaluate the major debates and modern scholarship relevant to the module topics.</p> <p>LO6. Discuss the above, both orally and in written form, in a clear and scholarly manner</p>
Module Content	<p>Entertainment is a fundamental feature of our modern society, but how did it work in the Greek and Roman periods? Was it 'fun' or were there other important factors in play? This module explores the nature, context and social importance of the different forms of public entertainment and spectacle in the Greek and Roman worlds, and examines how and why such displays changed in significance over time. A primarily archaeological approach is taken and there will be close analysis of the physical evidence. Textual and epigraphic sources will be integrated so that a broad perspective can be appreciated. On a more light-hearted note, by the end of this module students should also be able to spot the mistakes in films such as <i>Gladiator</i>, <i>Spartacus</i> and <i>Ben Hur</i>!</p>
Teaching and Learning Methods	The module meets for two hour seminars (11 x 2)

Assessment Details	Assessment Component	Assessment Description	LO Addressed	% of total	Week due
	1.	Independent project	1-6	30	10
	2.	Exam	1-6	70	Assessment period
Reassessment Requirements	Same as original assessment (30% coursework, 70% exam). Only failed components are reassessed.				
Contact Hours and Indicative Student Workload	Contact hours: 22 (11 x 2 hour seminars)				
	Independent Study (preparation for course and review of materials): 114				
	Independent Study (preparation for assessment, incl. completion of assessment): 114				
Recommended Reading List	<p>P. Christesen and D. Kyle (ed), <i>A Companion to Sport and Spectacle Greek and Roman Antiquity</i>, Oxford 2014</p> <p>E. Csapo and W. Slater, <i>The Context of Ancient Drama</i>, Ann Arbor 1995</p> <p>A. Futrell, <i>The Roman Games. A Sourcebook</i>, Oxford 2006</p> <p>S. G. Miller, <i>Arete. Greek Sports from Ancient Sources</i>, Berkeley 1991</p>				
Module Pre-requisite	no				
Module Co-requisite	CLU44501				
Module Website	https://www.tcd.ie/classics/undergraduate/entertainment.php				
Are other Schools/Departments involved in the delivery of this module? If yes, please provide details.	no				