



High and Late Medieval Art & Architecture

From *The Legend of Zelda* to *Game of Thrones*, the Middle Ages have inspired countless movies, novels, television series, video games, role-playing fairs, and other medievalisms that are an integral part of popular culture today. During the High and Late Middle Ages, **cities** grew in size and often became important social, political, and cultural centers renowned for the visual splendor of their courts and towering cathedrals. This course examines the visual culture of the medieval city in western Europe as it has been documented, studied, and imagined over time in primary source texts, scholarly publications, documentaries, movies, works of art, monuments, television series, contemporary best-selling novels, and so on. Streets, daily life, guilds, governance, trade fairs, Gothic cathedrals, sculpture, painting, processions, hospitals, plagues, cemeteries, and revolts will be among the topics surveyed. No prerequisites.

Spring 2020 | MW | 3:30-4:45
Dr. Kyle Sweeney | sweeneyk@winthrop.edu
CRN 21823

