

Spring 2022 Experimental and Special Topics Course Descriptions

COUN 694 – 99 Introduction to Play Therapy

3 credit hours

This course is an introduction to the basic concepts of play therapy. Students will learn the conceptual framework of play therapy, as well as the attitudes and skills necessary to establish and maintain facilitative relationships with children that encourage their self-expression and facilitate change.

CSCI 394-01 Game Development

3 credit hours

This course provides an introduction to designing and implementing games using an innovative game engine. Students will learn how to implement different game genres using object-oriented programming. Students will also explore key game components such as the user interface, network connectivity, and audio. A group term project will be assigned, where students will develop and present their own game.

GEND 294 – 01 Gender in American Film

3 credit hours

This course examines the evolution of the film industry and its power in shaping beliefs and attitudes towards people of various genders, sexualities, races, and (dis)abilities. Students will critically analyze how people and cultures are represented in historic and contemporary films, culminating in a research project that examines one representation/genre of the student's choosing. Students will be required to watch several films outside of class.

HSCI 294 – 20 Community Healthcare

3 credit hours

A study of key issues concerning community health care aimed at developing practical approaches to supporting patients. Students consider obstacles to effective health care as well as strategies for enabling at-risk patients to play more active roles in promoting their health and well-being. Topics include challenges of delivering adequate healthcare in communities; population medicine; specific problems posed by diabetes, obesity and cardiovascular disease; ethical dimensions of the concept of "underinsurance"; community medicine and the law; and methods of improving compliance and measuring outcomes. Conducted as a seminar, this course provides students with the academic foundation for a subsequent Health Coach Internship with the Memorial Health System.

LANG 194 – 01 American Sign Language I

3 credit hours

ASL I is a beginning course of American Sign Language, the natural language used by Deaf people and the Deaf community. ASL I is taught with the assumption that the student has no previous knowledge of American Sign Language. This course focuses on the grammatical structure of ASL, including receptive and expressive skills. Students will learn the alphabet/fingerspelling, numbers/counting, how to introduce themselves, give personal information and describe everyday situations using basic vocabulary, grammar, and non-manual behaviors. They will also learn conversational strategies. Students will come to understand ASL as a language unto itself and as the common thread providing the basis for group cohesion and identity for the Deaf community and Deaf culture.

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LANG 194 – 20 American Sign Language II

3 credit hours

ASL II- American Sign Language II is a continuation of Beginning American Sign Language (ASL I) and emphasizes the development and refinement of comprehension, production and interpersonal skills with additional information about the Deaf community and Deaf culture.

PHIL 294 – 01 Socrates & Plato

3 credit hours

An introduction to Socrates & Plato in an historical context, covering core works, themes, and concepts. This class will explore what the enormously influential achievements, similarities, and difference are between them. The big questions of the course: What did Socrates and Plato achieve in the world of an antiquity? What do they still have for us to learn from them in the context of our own lives, even in the very different science and technology-dominated world we now inhabit?

MUSC 332 – 01 Topics in Vocal Literature

3 credit hours

An examination of selected genres of classical vocal literature ranging from opera to art song. Topics will vary with each course offering.

SMGT 481: Top: March Madness: The Business of College Basketball

3 credit hours

This course examines the history of basketball with specific attention to intercollegiate play, the development of national tournaments, the impact on minoritized communities, and the phenomenon of Bracketology. We will explain college basketball's origins, evolution, and relationship to mass media; consider the extent of its footprint in business and culture today; and discuss the future of the game across a changing landscape of college sports, in an increasingly diversifying population. Students will practice qualitative and quantitative research methods and employ multimedia presentation skills in order to demonstrate why March Madness matters.

SPAN 360 – 01 Top: Spanish/Hispanic Literature

3 credit hours

This course aims to introduce students to critical reading of various literary and cultural texts. The objectives are: 1) to develop the analytical capacities of each student; 2) enrich their knowledge of literature from the Spanish-speaking world (both in terms of aesthetic trends and the role of literature in society at different historical moments); and 3) develop their ability to express themselves in writing and orally. For this purpose, a wide selection of texts is chosen that facilitate the immersion of the student in the reading of various genres (narrative, poetry, theater, and essay) in Spanish. In this course, the reading of the various materials will focus on the depth and analysis of the texts, that is, the students will learn to go beyond the story (plot) to interpret, question and analyze the texts, using language appropriate to each genre. One of the purposes of the course is to help the student make connections between the various modes or styles of expression and the ways in which they are closely related to history, politics, and society in general.