



DIVISION OF TECHNOLOGY & SCIENCE

Biology 140: Epidemiology and Microbiology Principles and Application to Public Health

The first part of this course presents an introduction to epidemiologic definitions, concepts and methods. Topics include descriptive epidemiology, measurement of disease occurrence and association, measures of risk, and public health surveillance. The second part of the course presents an introduction to basic microbiology with particular emphasis on the biology of bacteria, fungi and viruses in disease, foods and the environment. Topics include structure of bacteria, fungi and viruses, growth requirements, heat inactivation kinetics, and detection methodologies. The course also teaches skills for quantitative problem solving and for understanding epidemiologic concepts in the published literature. The topics covered are: Introduction to Epidemiology, Measures of risk, Public Health Surveillance, Virtual lab: A pandemic outbreak. Basic Microbiology. (4 credits)

Computer Science 115: Introduction to Structured Programming with the C++ programming language

An introduction to Informatics, computer programming and algorithmic thinking using the C++ language. This intensive course is designed for students who have had modest or no prior experience in programming. The course starts with a quick introduction to the basic elements of computing hardware, information technology and computer programming. Subsequently algorithmic thinking is introduced and programming is explained, demonstrated and constantly practiced using the C++ programming language. Ultimately the course aims to advance beyond basic computing skills towards intermediate algorithmic thinking, instructing students to develop autonomy as sophisticated computer users and programmers. (3 credits)

Computer Science 119: Summer Game Design, Unity 3D

This is an introductory course, for students 15 to 18 years of age that introduces the critical study of computer video games and design. Through practical “hands-on” projects, students will better understand the current design practices and development of games and simulations and start to develop the fundamental coding skills necessary to enter the international computer games industry. The theoretical element will introduce the students to Video Game Design Theory to facilitate an understanding of video games in a wider context.



Nutrition 130: Fundamentals of Human Nutrition

The course explores basic concepts of the science of nutrition. Topics include description and role of nutrients, their dietary sources and their fate into the human body (digestion, absorption etc.); energy balance and weight control; eating disorders; nutrition at different developmental stages (childhood, pregnancy, lactation, old age); nutrition in the development/ prevention of human diseases. Emphasis will be given in the use of scientific methodology to explain how nutrients and other food constituents contribute to proper growth, development and health. (4 credits)

DIVISION OF HUMANITIES & SOCIAL SCIENCES

Humanities 209: Topics in Mythology and Religion in the Classical World

The course provides a systematic in-depth study of the major mythological characters, deities and myths of (mostly) the Greeks and the Romans through the use of both primary and secondary source material, visual and literary. The approach will be thematic and we will explore the nature and scope of mythology as well as its relation to religion, history and art. Comparisons with associated mythologies of the ancient Mediterranean world will be in place in order to demonstrate the broader historical and cultural framework. The myths and religion will also be studied in terms of their endurance and relevance in the western world as well as in popular culture. Finally, they will function as a setting for the discussion of matters of spirituality in the contemporary world. (3 credits)

Politics 101: Contemporary Politics

The purpose of this course is threefold. First, it explores various dimensions of what political scientists call “governance” and what psychologists call “Machiavellian Intelligence,” namely those instances in our daily lives where humans, by their very nature, engage in activity one might call “political.” Second, the course examines different aspects of the formal, systematic study of political phenomena, commonly known as the academic discipline of political science. Finally, it considers basic elements of negotiation, from simple exchanges with neighbors to formal diplomatic relations in contemporary international relations. (3 credits)