The American College of Thessaloniki plans to offer a wide array of courses from the Divisions of Business, Humanities & Social Sciences, and Technology & Science for the Summer 2019 semester. For those students in the Study Abroad Program, prerequisite requirements can be waived if comparable completed coursework at their home institution can be demonstrated.

*Please note that ACT reserves the right to cancel a class due to low enrollment and will work to provide appropriate alternatives for those students impacted by any changes in course offerings.

**DIVISION OF BUSINESS**

**Economics 101: Introductory Macroeconomics**
An introduction to modern economic analysis and its policy implications. The course centers on the applications of economic theory to national policy problems such as growth, inflation, unemployment, government expenditures and taxation, and the role of money. In addition, it provides a broad introduction to the understanding of the modern national socioeconomic systems in today’s globalized economies (3 credits)

**Economics 102: Introductory Microeconomics**
A continuation of the introduction to modern economic analysis concentrating on the factors affecting behavior and decision-making by households, business firms, and institutions operating under a mixed socioeconomic system. It also considers the issues of market failures and introduces basic concepts of international economics. (3 credits)

**Finance 201: Financial Management**
This course provides a comprehensive introduction to the field of financial management. Emphasis is given to the examination of the processes and the methodology of financial statement analysis that can be applied and used as guidelines in assessing, interpreting and planning financial data to meet the objectives of managing a business entity effectively. Topics covered include goals and functions of financial management, short-term financial management decisions, financial statement analysis, planning and financial forecasting, and time value of money. (3 credits)

**Finance 202: Entrepreneurial and Corporate Finance**
This course will clearly focus on financing an existing family business, start-ups, corporations, and NGO’s, including sound financial management practices. The course will go into depth on how to analyse financial statement, create financial forecasts, and evaluate the various ventures. Tools and methods used in determining how much money a venture actually needs in order to be viable will also be covered. Attention will be devoted to the different types of financing alternatives available to an entrepreneur. The venture capital market will be investigated in detail, including self-financing, debt financing, angel financing, and financing from venture capital firms. Students will be encouraged to understand financing issues and options from the vantage points of the entrepreneur, the lender, and the investor. In short, the course will explore the most important financial issues that an entrepreneur may face. (3 credits)

**Marketing 320: Marketing Research**
The major objective of this course is to introduce students to the useful and multi-purpose theory and practice of marketing research. Application of this theory to product, price, place and promotion strategies, as well as to every practical marketing issue confronting a business organization, is one of the main course goals. Topics that are discussed in detail include the role and the environment of marketing research, planning a research project, secondary sources of information, qualitative interviewing methods, survey-interviewing methods, the basics of sampling, major sampling techniques, questionnaire construction, data processing, analysis and tabulation, and reporting research findings. All topics are dealt with through examples in the context of real business situations. (3 credits)
DIVISION OF HUMANITIES & SOCIAL SCIENCES

Art History 220: Ancient Greek Art and Architecture
This course surveys Ancient Greek art and architecture from the Early Iron Age through the Hellenistic period. Following an introduction to the nature of art, its various uses, and approaches to its interpretation, the course will provide a brief historical background for the major periods in Greek art. Each period will then be examined in detail, with particular attention to defining stylistic features, and to examining representative works in each of the genres (sculpture, painting, architecture, minor arts). (3 credits)

English 210: Creative Writing
This course aims to introduce students from all majors to the field of creative writing. It consists of three parts: an introduction to the practice of poetry, an introduction to the practice of fiction writing and an introduction to writing for commercial purposes (business, marketing, etc.). In these three parts respectively, students will practice basic forms of poetry, narrative techniques, the art of storytelling, and they will engage in projects applying basic rules of copywriting. The course will be interactive in the form of workshops including writing sessions, discussions, lectures and self-reflection. (3 credits)

Greek 101: Beginning Modern Greek I
The aim of this course is to develop students’ familiarity with oral and written Greek through dialogues dealing with everyday situations and written material drawn from the popular media. Emphasis is on oral communication. Grammar is learned through dialogues illustrating everyday communication, while students gain practice by role-playing and acting out numerous everyday situations. The vocabulary used meets basic social needs for an environment where Greek is spoken. (3 credits)

History 232: Thessaloniki: A City and its Inhabitants
Throughout its long history Thessaloniki has been home to many different peoples and cultures. The purpose of this course is to review the history of the city and to focus on the different ethnic communities which have inhabited it, including principally Greeks, Turks, Jews, and Armenians, among others. The course will consider the establishment of the city in Hellenistic times, its Roman and Byzantine periods, the impact of the Ottoman occupation, the coming of the Sephardic Jews, the effects of the Balkan and the two World Wars as well as those of the Holocaust on the city. It will include visits to such important cultural sites as the Archeological Museum, the Museum of Byzantine culture, the Jewish Museum of Thessaloniki, Roman antiquities and Ottoman buildings. (3 credits)

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)

Humanities 210: Religions of the World
This course will expose students to a comparative study of diverse religious traditions, exploring their worldviews through their literatures, while focusing also on origins, cultural contexts, histories, beliefs, and practices. Through reading, discussion, and visual appreciation of artistic renditions of religious worldviews, students will gain valuable understanding of traditions other than their own, contributing to their broadened and deepened awareness of the world. The course takes place in Thessaloniki, a city with a long history of multi-faith tradition; thus, some of the local highlights include (among others) 'learning in ACTion' at the places where Apostle Paul visited and taught and the Jewish Synagogue. This course operates within a multicultural setting and focuses on students' personal experience bringing it into the classroom discussions. (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)

Philosophy 203: Ethics
This course is designed to help students develop their critical abilities through the analysis of ethical problems and to introduce them to contemporary ethical theory. Following an introduction to the structure of ethical problems, three classical approaches to the problem of justification are presented: moral obligation (Kant), the consequences of one’s actions (Utilitarianism), and personal virtue (Aristotle), respectively. The course also includes discussions of meta-ethical issues concerning the relation between fact and value and the problem of justifying and then generalizing one’s ethical judgments including the issue of moral relativism. (3 credits)

DIVISION OF TECHNOLOGY & SCIENCE

Art 130: Introduction in Photography, from the analog to digital era.
This course introduces students to the basic technical skills necessary for using a digital camera and image editing software. Students will develop artistic skills in photography through experience in creating, observation and critical consideration of photography. Throughout the semester, students will be expected to photograph consistently, present assignments and projects in class and develop skill in using photography as a tool for visual communication. Class time will consist of lectures, demonstrations, critique of student work, lab work, museum and studio visits. (3 credits)

Computer Science 130: Introduction to electronics and robotics programming
The primary difference between robots and other types of computing devices is their ability to have a physical effect on their environment, rather than to simply gather, process and communicate data. This is particularly apparent in the case of autonomous and semi-autonomous mobile robots: they face the challenge of acquiring data from their surroundings, selecting their own navigation waypoints and dynamically altering their course of action to account for obstacles, power supply restrictions and unexpected events. In this introductory experiential learning course, students will work in teams and be challenged to build both the hardware chassis and software algorithms for such robots, using the Lego Mindstorms robotics kit and additional resources. The course will commence with simple sensor data acquisition, proceed with the use of actuators, basic navigation, obstacle avoidance, sensor data fusion and conclude with several robotic team challenges. (3 credits)
Prerequisites: Basic computing, numerical and analytical skills. Previous exposure to programming code considered an advantage but not necessary.

Computer Science 219: Video Game Design with UNITY and Blender
This course introduces the critical study of computer games and the professional practice of game design. Through readings, discussions, research, and practical “hands-on” projects, students will better understand the current market for games and simulations and develop the fundamental skills necessary to enter the international computer games industry. Although the commercial video game pipeline will be discussed, the actual production framework for the class will mirror an independent game development team. The goal of the course is to prepare students to work in such game development teams and tackle game-play ideas. Students will be expected to fill multiple roles in the production process, and gain hands-on experience in the collaborative processes of game design, project management, scripting, graphics, animation, and play-testing. (3 credits)
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)

Sea Sail 101: Introduction to Sea Sailing
The aim of this course is to provide the basic yachting skills so that successful students will be safety conscious, have a
basic knowledge of sailing and be capable of taking a yacht out without an Instructor on board in light winds in protected
waters. (3 credits)