



AMERICAN COLLEGE OF THESSALONIKI – SUMMER 2020 COURSE OFFERINGS

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 2020 semester.

DIVISION OF BUSINESS

Business 360: Tourism in the post Covid19 Era

The idea of the course is based on the radical changes that tourism will face in the post Covid19 era. All aspects of tourism: travel, accommodation, leisure, catering, etc must be redesigned so that to cope with the needs that raised due to the pandemic. All stakeholders, including organizations and business of any size, business owners, managers, suppliers, employees and of course travelers and tourists have to get immediately used to this new form of tourism that most probably came here to stay. Students will be engaged in the practical issues they will become the new global reality of travelling and tourism after the pandemic. The fact that this new reality will leave almost no activity unchanged and tourism and travelling is no exemption. Students will explore many possible perspectives of the matter and will learn that tourism is a multidisciplinary business that combines primary, secondary and tertiary production, where all should be Covid19 compliant so that to let it continue to exist. Further they will analyze the complex structure of real-world problems and plan practical solution strategies by expressing their ideas orally and in writing. (3 credits)

DIVISION OF TECHNOLOGY & SCIENCE

Computer Science 219: Video Game Design with UNITY and Blender

This course introduces the critical study of computer video 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)

Mathematics 100: Mathematics for Decision-Making

An introduction to selected areas of mathematics in familiar settings with the objective of developing students' conceptual and problem solving skills. The course includes a study of mathematical concepts selected from graph theory, planning and scheduling techniques, statistics, probability, game theory, growth patterns, coding information, voting systems and apportionment. (3 credits)



DIVISION OF HUMANITIES & SOCIAL SCIENCES

History 120: The Modern World

This course takes its point of departure in late eighteenth-century Europe during the period of the Enlightenment and the French Revolution, and concludes in the late twentieth century with the end of the Cold War and the immediate post-Cold War decade. Course materials integrate social, cultural, political, and economic approaches, as well as aspects of historiographical analysis, in order to facilitate study of both the foundations of the contemporary world and questions relating to historical representation. The course also provides coverage of significant global developments in the modern era. (3 credits)

Psychology 120- Developmental Psychology I

The study of human development is the study of progression and change. This course is designed to introduce students to the study of developmental psychology and provide an overview of the major theories and topics in developmental psychology. The emphasis is on the pre-natal period and early childhood. However, later periods of development will be addressed in Developmental Psychology II. Theory and research will be presented in areas such as biological, motor, cognitive, emotional, and social domains from the prenatal period through early childhood. (3 credits)