



AMERICAN COLLEGE OF THESSALONIKI – SUMMER 2020 TENTATIVE 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. 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

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)

Finance 360: Financial & Economic Crises through History

The science of Economics is solidly tied with the welfare of societies and citizens within them. Throughout history, Economies and Markets have suffered various crises, more often than not, with severe consequences to the welfare of societies. This course will provide a historical overview of Economic and Financial crises spanning from 1600's and Tulips to today and the global pandemic of Covid19, highlighting along the way, classical theories, their failings and the potentially better explanations offered by Behavioral Economics & Finance. The key objective of this course is to present students with the basic characteristics, common themes and behaviors that exist in a series of economic crises on national, regional and global scales. Based on these characteristics and common themes, the course will explore and try to understand the roots, causes, consequences, remedies and the aftermath following crises. The classical paradigms of the Rational Agent, and Efficient Markets will be challenged and the focus will be shifted to the modern theory of Behavioral Economics and Finance. (3 credits)

Management 341: Business in Greece and the EU

The aim of the course is to give students in-depth insights into the complexities of the European environment from a global, business, economic, political, and legal perspective. The course also analyzes the various ways in which the European Union institutions influence a company working in or with Europe, with specific emphasis placed on doing business in Greece. (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)

Note: *To register for Art 130 students are required to own a smartphone with a camera and purchase an app to use in class, with the following specifications:*

- **Minimum Mobile Operating System:** iOS 11 or Android 7.
- **Mobile App:**
 - **iOS:** <https://apps.apple.com/us/app/moment-pro-camera/id927098908>
 - **Android:** <https://play.google.com/store/apps/details?id=com.shopmoment.momentprocamera&hl=en>

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)

Computer Science 350: Software Engineering

After successfully finishing this course students are expected to have in-depth knowledge of all phases of the software engineering lifecycle, i.e. requirements engineering and software design, software design, implementation, verification and validation, quality assessment, software re-engineering, and software reverse engineering methods. In addition to that, students are expected to acquire skills related to communication with the customer, teamwork, time management and global software development. (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)

Mathematics 220: Discrete Mathematics for Computer Science

Discrete mathematics can be defined as the study of structures consisting of a sequence of individual, separated steps. As such, they contrast with calculus, the latter describing processes which vary continuously or smoothly. If one can claim that the ideas of calculus were fundamental to the industrial revolution, then one can safely assume that the backbone of the science and technology of the computer age is discrete mathematics. (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 100: Sea Sailing Fundamentals – THEORY ONLY

This practical course is for those with little or no experience. The syllabus includes basic seamanship, helmsman ship, and sail trimming and becoming a confident and competent crew member on board a yacht. (1 credit)

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)

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)

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)