

HUMANITIES (HUMN)

HUMN 101 - Cultural Identity in America: Race, Class, Gender, and Sexuality (3)

Gen Ed Humanities, Cultural Competence

Prerequisite or Co-requisite: ENGL 70 or ENGL 75 or ESOL 100 or appropriate score on placement test

Introduces students to the fundamental concepts of identity construction and examines such identities in the context of culture, with particular focus on race, gender, class, and sexuality. As an experiential course, it seeks to increase the skills and sensitivity necessary to process the intersections of one's identities in a diverse global, national, and local community.

HUMN 104 - Humanities in a Digital World (3)

Gen Ed Humanities

Prerequisites: ENGL 70 or ENGL 75 or (ESOL 72 and ESOL 73) or ESOL 100 (formerly HU 104)

Surveys the impacts of digital technologies, platforms, and tools (e.g., internet, social media, gaming, data analytics and visualization) on storytelling, the human experience, and the study of humanities. Explores digital and social media as cultural artifacts. Expands digital literacy through the analysis and application of digital tools within multiple disciplines.

HUMN 105 - Cultural Studies: Latin America (3)

Gen Ed Humanities, Cultural Competence

Prerequisites: ENGL 70 or ENGL 75 or (ESOL 72 and ESOL 73) or ESOL 100 (formerly HU 105)

Introduces the cultural traditions of Latin America focusing on the art, literature, dance, music, theater, and film of Meso, Central, and South America as well as the Caribbean.

HUMN 107 - Cultural Studies: Asia (3)

Gen Ed Humanities, Cultural Competence

Prerequisites: ENGL 70 or ENGL 75 or (ESOL 72 and ESOL 73) or ESOL 100 (formerly HU 107)

Introduces the cultural traditions of Asia focusing on the art, literature, dance, music, theater, and film of East Asia, India, and the Pacific Islands.

HUMN 204 - World Religions (3)

Gen Ed Humanities, Cultural Competence

Prerequisites: ENGL 70 or ENGL 75 or (ESOL 72 and ESOL 73) or ESOL 100 OR Co-requisite: ENGL 75 or ESOL 100

(formerly PH 204)

Explores the spiritual practices, symbols, myths, and beliefs of indigenous, eastern, and Abrahamic faiths, as well as those of some emerging religious movements such as Scientology. Students will also examine the impact of religion on human culture.

HUMN 210 - The Language of Hip Hop (3)

Gen Ed Humanities, Cultural Competence

Prerequisite or Co-requisite: ENGL 101

(formerly HU 210)

Examines the role of language, both verbal and non-verbal, in the aesthetics, intercultural communication, and cultural practices of hip hop through the study of the origins and evolution of the culture, moving on to key topics including authenticity, class, and language ideology. Students will identify current and historical elements of hip hop culture in the US. Through multimedia analysis, critical reading and listening, and student led discussion, students will develop skills necessary to critically analyze and explore the language of hip hop and survey its historical development, political significance, and social influence.

HUMN 223 - Classical Mythology (3)

Gen Ed Humanities

Prerequisite: ENGL 101

(formerly EN 223)

Surveys Greek and Roman mythology, emphasizing the impact it has had on Western literature, art, music and human culture throughout the ages. Attention will also be paid to the sites of the ancient world that have gained special significance through these myths.