HUMANITIES (HUM)

HUM 200
Topics in Humanities
One-time or initial versions of course topics equivalent to HUM 202, 204, 206, and 208. Topics will introduce students to the humanities at IIT and to provide intensive instruction in writing.
Prerequisite(s): Satisfaction of IIT's Basic Writing Proficiency Requirement
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Communications (C), Humanities (H)

HUM 202
Industrial Culture
An interdisciplinary course that examines the development of modern industrial society and the impact of science and technology on our culture. Readings drawn from history, literature, and philosophy. This course is also writing instruction intensive.
Prerequisite(s): COM 101 or COM 111 or IIT Communication Placement score of 102
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Communications (C), Humanities (H)

HUM 204
Age of Darwin
An introduction to the humanities through an investigation of important changes in our culture associated with Darwin's theory of evolution. Readings drawn from literature, philosophy, and science. This course is also writing instruction intensive.
Prerequisite(s): COM 101 or COM 111 or IIT Communication Placement score of 102
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Communications (C), Humanities (H)

HUM 206
Life Stories
An interdisciplinary study of biographies and autobiographies. In addition to considering such works as a genre, the course examines the historical events and the philosophical issues that have shaped the lives and attitudes of the writers/subjects. This course is also writing instruction intensive.
Prerequisite(s): COM 101 or COM 111 or IIT Communication Placement score of 102
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Communications (C), Humanities (H)

HUM 208
Digital Culture
Introduces major topics in digital culture while providing instruction in scholarly practice with emphasis on research and writing. Topics include technical and cultural history of the internet, academic writing, and humanities research methods.
Prerequisite(s): Satisfaction of IIT's Basic Writing Proficiency Requirement
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Communications (C), Humanities (H)

HUM 250
Introduction to Science, Technology, and Society
The growth of scientific knowledge and technology and the ways in which it has been produced have historically been intertwined with the development of culture and society. The effects are felt in all aspects of human identity and interests: from the ways we live our everyday lives, to our understanding of who and what we are, to the making of political decisions of global proportions. This course prepares students to think critically about the cultures, beliefs, human relationships, and institutions that make and are remade by scientific and technological change.
Prerequisite(s): COM 101
Lecture: 3 **Lab:** 0 **Credits:** 3

HUM 321
Introduction to Women's Studies
Introduction to Women's Studies is an interdisciplinary course with an American lens that draws on feminist ideas and scholarship to develop a set of tools for analyzing women's experiences in social, cultural, and political contexts. The course aims to sharpen students' critical awareness of how gender operates in institutional and cultural contexts and in their own lives as well as to give them an opportunity to imagine participating in social change. May not be taken for credit by students who have completed HUM 380 Introduction to Women's Studies.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Humanities (H)

HUM 352
Gender and Technological Change
Have you ever wondered why more men choose to portray themselves as women online than the reverse? Or why there are more boys than girls in China? Or why vibrator technology was seen as a medical necessity in the 19th century? Have you ever thought about how the interplay between technology and gender constructs everything from our modern military to how we choose to spend our free time? To where we work? This course explores the history of technology by using gender as a category of analysis. It also looks at how technological objects and tools participate in molding elements of our culture that we may take for granted as logical or timeless. By looking at change over time, we will analyze the different ways technology affects how we live and see ourselves and how gender defines technological priorities.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Communications (C), Ethics (E), Humanities (H)

HUM 354
Science and Technology Studies
This course focuses on the latest work in science and technology studies and the history of technology from ethics in genetic engineering to the social dimensions of computing. Other topics include the intersection of gender and sexuality with new technologies, the role of communications media in "rewiring" our brains and our social connections, and the role of the world wide web in constructing national and global technocracy. Students will read and discuss works by academics as well as journalists in order to offer grounding in the historical, social, and economic background of key technical topics and the presentation of technical topics for wider audiences. Students will also learn about the ways in which authors leverage different information technologies to communicate to wider audiences and how those methods are evolving.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Communications (C), Ethics (E), Humanities (H)

HUM 371
Fundamentals of Game Design
This course introduces students to fundamental principles and practices in the design of games. Students complete readings and workshop activities related to design principles and game mechanics and complete individual and group design projects.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Communications (C), Humanities (H)

HUM 372
Interactive Storytelling
Interactive Storytelling is an upper-level communication course that examines methods and forms of interactive storytelling while engaging students in hands-on production projects.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Communications (C), Humanities (H)

HUM 374
Game Design Level 2
HUM 374 is a game development course that introduces students to development cycles and other professional practices within the game and interactive media industry. Students work together to form studios and collaborate to complete the development cycle for a single digital game. This communication intensive class includes creation and revision of professional pitches and demonstrations, design documents, a developer's log, and relevant reports. This course also covers the rise of game design as a profession and the variety of professional roles within the industry.
Prerequisite(s): HUM 371 or HUM 372
Lecture: 3 **Lab:** 0 **Credits:** 3

HUM 375
Practical Magic: Designing Entertainment Experiences.
Practical Magic is a site-specific upper-level communication course that examines methods and forms of experience design while engaging students in analytical and hands-on projects. Students will study the history and profession of themed entertainment design. Course goals include analyzing, interpreting, and designing themed experiences; collaborating on and managing design projects; and understanding and using specialized vocabulary through critical reading and writing assignments.
Prerequisite(s): HUM 200
Lecture: 3 **Lab:** 0 **Credits:** 3

HUM 380
Topics in Humanities
An investigation into a topic of current or enduring interest in the humanities, which does not fit neatly into standard categories.
Prerequisite(s): Satisfaction of IIT's Basic Writing Proficiency Requirement and (HUM 102 or HUM 104 or HUM 106 or HUM 200-299)
Lecture: 3 **Lab:** 0 **Credits:** 3
Satisfies: Communications (C), Humanities (H)

HUM 400
Game and Interactive Media Design Capstone 1
GAIM Design Capstone is a two-semester capstone experience. In GAIM 400 students form studios, conceptualize and develop an original capstone project. During this course, students complete several milestones: Studio Formation, Experience Design, Initial Prototyping, Business Model Canvas, Formal Pitch and Formal Playtesting.
Lecture: 3 **Lab:** 0 **Credits:** 3

HUM 401
Game and Interactive Media Design Capstone 2
GAIM Design Capstone is a two-semester capstone experience. In GAIM 401 students complete development of projects initiated in GAIM 400. During this course, students complete several milestones: Initial game demo, Final game demo, Game publication/release, post mortem and final report.
Lecture: 3 **Lab:** 0 **Credits:** 3

HUM 491
Independent Reading/Research
Independent reading or research.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Credit: Variable
Satisfies: Humanities (H)

HUM 498
Undergraduate Research Immersion Team
Summer research for undergraduate students in IIE/BSMP.
Lecture: 3 **Lab:** 0 **Credits:** 3

HUM 601
Teaching Assistant Seminar
Required of all teaching assistants at IIT, this course introduces students to classroom and course management issues, strategies, and ethics. In addition, students give classroom-lecture style presentations using basic instructional visual aids.
Lecture: 0 **Lab:** 0 **Credits:** 0

HUM 602
TA Seminar II
This course helps prepare teaching assistants for their duties. TAs read and discuss articles sensitizing them to issues attendant to effective teaching. They practice teaching skills and techniques needed as they relate to undergraduates in their specific disciplines.
Lecture: 2 **Lab:** 0 **Credits:** 0

HUM 610
Technology and Humanities Seminar
This seminar emphasizes professional skills and practices to aid students in completing their degrees and transitioning into professional careers, whether those are inside or outside the academy.
Lecture: 3 **Lab:** 0 **Credits:** 3