ART

ART 220: CANADIAN CULTURE THROUGH THE FINE ARTS: ETHNIC SUBCULTURES
Champlain students: Can be used as GDD elective or Core 330 requirement.

This course examines the complexities of Canadian society and its various subcultures and identities. Students will study different ethnic communities and cultural groups in order to learn about their valuable contributions in Montréal’s and Canada’s artistic and cultural landscape through theatre, visual arts, film, performing and street/urban arts, and other media. Subcultures to be covered include: the Québécois, Jewish, Aboriginal, Haitian, Latino, Middle Eastern, Southeast Asian, Asian, Greek, and Italian communities. The course includes cultural immersion sessions as well as exploration and analysis of the culture through the lens of the arts. Students meet weekly in class to discuss their explorations of significant multicultural establishments as well as their multicultural interactions.

BUSINESS

BUS 310: MACROECONOMICS IN A GLOBAL ECONOMY
Prerequisites: BUS 210

Students will be able to analyze country-specific socio-cultural, economic, and political forces and the myriad of opportunities and challenges they present to international businesses and organizations. Students will apply theories and strategies of international business and related macroeconomic principles to real-world issues and cases by conducting country "risk assessments" and developing foreign market entry strategies. Students will also be challenged to identify their own sense of cultural identity through comparisons with differing country-level and individual cultural perspectives.

INT 330: INTERNATIONAL RELATIONS

This course is based on Canada's foreign policy perspective as well as a global foundation of international relations theory to frame any international issue (and understand others' perspectives), conflict studies, peace prospects, political development (democracy, human rights), and economic development (inequities, development theories, the link between conflict and underdevelopment, and the role of multinationals). Each of these content-areas is augmented with up-to-date cases.

INT 490: INTERNATIONAL BUSINESS INTERNSHIP
Prerequisites: Permission of the Program Director- Internship subject to opportunities & student qualifications

Students will participate in an internship experience for a multinational corporation, governmental, or non-governmental organization for a period of 240 internship hours, either domestically or abroad. The internship experience is intended to allow students to employ their international business knowledge and skills in a professional environment to prepare them for success upon graduation. Students will be
supervised and evaluated for professional work performance as well as academic performance within the internship experience.

**MKT 350: DIGITAL MARKETING**  
*Prerequisites: MKT 110 or BUS 120*

Students will learn how digital tools and multiple platforms have created a wide range of marketing options for organizations. Theoretical strategy and hands-on tactics will illustrate the strategic reasons for utilizing digital marketing and how to use the tools most effectively. Student teams will conduct a digital marketing audit and recommendation plan for local businesses as a key component of this class. Students will register for and utilize advanced online marketing tools.

**MKT 290/MKT 490: MARKETING/MASS COM. INTERNSHIP**  
*Prerequisites: Permission of the Program Director*

Internship subject to opportunities & student qualifications  
Students gain practical experience as interns in some aspect of marketing to gain in-depth exposure to the field. In addition to involvement in the workings of their placement organization, students will complete their own related project.

**MGT 390: BUSINESS CAREER INTERNSHIP**  
*Prerequisites: MGT 210*

An individually supervised experience in a selected profit or nonprofit organization. Provides opportunity for career exploration, and to observe and develop technical, interpersonal, and conceptual skills. Specific experiences are developed for each workplace. In addition to working a minimum of 8 to 10 hours per week, students will attend seminars on campus, discussing and evaluating their business experiences.

**COMMUNICATION**

**COM 220: COMMUNICATION AND ETHICS**  
*Prerequisites: COM 100 or COM 130 or 30 completed credits*

Sometimes what is “effective” is not always what's “right”. In this course, students will explore moral philosophy and communication concepts and theories in order for them to develop clearer perspectives and ethical rationales for the communication choices they must make in their personal, academic, and professional lives. The course covers issues surrounding privacy, public interest, freedom of expression, obligations to an audience, social justice, professional codes of conduct, stereotypes, and diversity, plus individual, artistic, and social responsibility.

**COM 230: SMALL GROUP COMMUNICATION**  
*Prerequisites: COM 100, COM 130 or 30 completed credits*
Students will learn the basic theories and concepts pertaining to the topic of group communication and how to apply that knowledge practically in actual lived experience. In applying theory to practice, students will learn how to work effectively with, and participate in, small groups at school, at home, in social situations, and in the workplace. Specifically, they will study how to be successful leaders in small groups, manage meetings effectively, manage group conflicts, use small groups to address problems in the home and workplace, and how to recognize, analyze, and address problems in group dynamics.

**COM 275: INTERCULTURAL COMMUNICATION IN MONTREAL**  
*Prerequisites: Junior standing*

Students will observe and participate in intercultural communication in a large North American metropolis that is both ethnically diverse and multilingual. Using the theoretical and conceptual framework of communication studies, we will examine the often times problematic relationship between politics and culture in a city and a country that is committed to the idea of multiculturalism as a means of promoting cross-cultural understanding. Outside of class activities will encourage intercultural communication between students and members of Montréal’s diverse cultural communities.

**COM 350: CONFLICT MANAGEMENT**  
*Prerequisites: COM 100 or COM 130 or 60 completed credits*

Students learn how to view conflict as a process of social interaction in which communication plays a key role in determining its outcome. Students will learn to identify and overcome possible sources of conflict in interpersonal, group, and organizational contexts, and how to work through conflict appropriately and successfully when it occurs in these contexts. Students will examine their own conflict styles and learn how to reshape behaviors that do not foster constructive conflict, and develop strategies designed to transform conflict into a productive experience. Primarily, students will study how to interpret the conflict behavior of others and how to use communicative behavior to manage conflict to the benefit of all participants involved.

**MCM 490: MASS COMMUNICATION INTERNSHIP**  
*Prerequisites: Broadcasting, Mass Communication or Public Relations majors only.*

Students gain practical experience as interns in some aspect of communications such as public relations, promotions, broadcasting or research to gain in-depth exposure to the communications field. In addition to involvement in the workings of their placement organization, students will complete their own related project.

**COMPUTER SCIENCE & INNOVATION**

**CSI 230: LINUX/UNIX PROGRAMMING (FALL ONLY)**  
*Prerequisites: Complete CSI-140 with a grade of C or better.*
Students will learn about the structure and functions of current Linux operating systems and their components such as process management, memory management, and file systems. The concept of scripting will be addressed and students will learn how to create scripts to automate redundant tasks. Using C programming, students will write simple applications to learn various Linux/Unix system calls.

**CSI 320: GLOBAL INORMATION TECHNOLOGY & ETHICS**

Students will take a step back from hands-on development work to learn about the field of computer science and how it affects, and is affected by, society and the global community. Students will be presented with various case studies on such topics as social networks, outsourcing, intellectual property, and the unintended effects of software systems and many others.

**CSI 335: SYSTEM ANALYSIS & DESIGN**

Prerequisites: Complete CSI 281 with a grade of C or better.

This course is intended to provide comprehensive, balanced and up-to-date coverage of systems analysis and design. The course maintains the dual focus on the concepts and techniques from both the traditional, structured approach and the object-oriented approach to systems development. Project management, teamwork and presentation skills are also emphasized.

**CORE**

**COR 310: GLOBAL STUDIES I: THE GLOBAL CONDITION (SPRING ONLY)**

Prerequisites: 12 Credits from the following: COR 210, COR 220, COR 230, COR 240 or approval from the Dean of the Core Division. COR 320 is the required co-requisite course.

Is the world getting better? Is there such a thing as global "progress" and, if so, what does it look like? Students will examine the idea of progress from different theoretical, cultural, and marginalized perspectives, considering how progress has been defined, by whom, and by which standards. They will apply their understandings of progress to contemporary global phenomena such as economic globalization, international organizations, violent conflict, interactions between humans and the environment, and the spread of new technologies.

**COR 320: GLOBAL STUDIES II: HUMAN RIGHTS AND RESPONSIBILITIES (SPRING ONLY)** Prerequisites: 12 Credits from the following: COR 210, COR 220, COR 230, COR 240 or approval from the Dean of the Core Division. COR 310 is the required co-requisite course.

Are human rights universal? Should they be? This course uses film, fiction, and other contemporary media and traditional sources to explore how different groups of people around the world define and debate human rights. Students will investigate how a variety of religious, philosophical, and social traditions challenge contemporary efforts to find a global definition of human rights.
EDUCATION

EHS 300: COMMUNITY ADVOCACY & INQUIRY IN MONTRÉAL: SERVICE LEARNING
Prerequisites: Take concurrently with any Champlain Abroad courses approved for the COR 330 requirement. Intended for EHS students.

Students will connect in-depth community involvement with academic learning to enhance understanding of theoretical and practical approaches of their professional field. They will complete a project specific to their field site. The international setting facilitates comparative investigation of International and American community issues while developing integrative approaches and solutions. Service settings will vary to accommodate individual majors. Class will meet once a week for two hours and 45 minutes, students will spend three hours per week at the field site.

EHS 210: SOCIAL JUSTICE INTENSIVE
Students will meet together in an interdisciplinary, seminar-style setting to build a greater understanding of integrative thinking and learning and to add a focus within a social justice context. Students will participate in an off-campus service learning project and critically examine the experience from the perspectives of social work, criminal justice, the law, environmental policy, education, psychology, and additionally consider their experiences in Core, and LEAD.

ENVIRONMENTAL POLICY

ENP 300: URBAN AGRICULTURE: MONTREAL
Prerequisites: ENP 250

Students will research the national, state, provincial, or local (place based) environmental policies of Québec. Students will prepare and present a thesis on the development and efficacy of one such policy in managing the quality or quantity of air, water, or other natural resources. The venue will be approved by the instructor. Students who study abroad may want to investigate their study abroad site.

FILMAKING

FLM 281: CANADIAN CULTURE THROUGH FILM
Prerequisites: None

Champlain Students: This course can serve both FLM students and non-FLM students. The course can be taken as either a FLM elective or used as Core 330 requirement.
This course will help students understand the complexities of Canadian society and its various cultures/identities through the study of film. Specific focus will be paid to Québécois and Aboriginal perspectives. Film viewings and supplementary readings, as well as numerous site visits, will teach students about the fundamental cultural and historical characteristics of Montréal, Québec, and Canada.

FLM 315: FILMAKING II (SPRING ONLY)
Prerequisites: FLM 310

In this course students will apply their understanding of genre, theory and technology to film production. In a cohort based learning environment students will create digital films inspired by historical, theoretical and critical movements. Students will solidify and deepen their directorial voice and locate themselves within the film history cannon. In addition this class screens and analyzes a number of short films to provide a foundation for each student film and its technical treatment.

GAME ART AND ANIMATION

EGD 315: 3-D MODELING II (FALL ONLY)
Prerequisites: Champlain College: EGD 235
Non-Champlain Students: Intermediate 3-D modeling and permission of Program Director

Students will utilize cutting edge modeling techniques to create flowing, organic meshes with proper topology designed to support lighting and animation. Students will also learn how to layout 3-D meshes for texturing and incorporate all currently applicable methods of mesh texturing in their coursework. The completed models will be showcased in a current next-gen game engine capable of supporting highly detailed models.

EGD 345: 3-D CHARACTER DEVELOPMENT (SPRING ONLY)
Prerequisites: Champlain College: EGD 225 and EGD 235
Non-Champlain Students: Permission of EGD Program Director

You've bounced a ball, set the lights, and made an environment; now how do you get a character to speak? In this course, you will create organic characters from concept to action. You'll learn the detailed and complex process of character creation by thinking like your character, sketching concepts, modeling with NURBS and Sub Division Surfaces, creating anatomical structures, applying textures, links and rigging, and applying the fundamental animation techniques. Fully developed character sketches, concepts, and an animated short will be your final products.

EGD 380A: ADVANCED SEMINAR IN GAME ART AND ANIMATION (FALL ONLY)
Prerequisites: Champlain College Game Art and Animation Majors only

Advanced Seminars vary in topic and are designed to provide the advanced student with time for personal development of their portfolio in the area of their specialty. Students propose one or more independent projects for the semester. Special Topic for Montréal: 3-D Environments.
EGD 380V: ADVANCED SEMINAR IN VISUAL EFFECTS (SPRING ONLY)
Prerequisites: Champlain College Game Art and Animation Majors only

Advanced Seminars vary in topic and are designed to provide the advanced student with time for personal development of their portfolio in the area of their specialty. Students propose one or more independent projects for the semester.

GAME DESIGN

EGD 300: GAME TECHNOLOGY II (FALL ONLY)
Prerequisites: Champlain Students: Game Design students only, EGD 220
Non-Champlain Students: Programming and permission of program director

Acquire the integration skills needed to successfully build a 3D game. In Game Engine I we explore both the technical construction and practical design of games in a 3D game engine. The technical skills required to use the game engine software are combined with knowing how and when to use spaces in a level, construct an interface, establish moods, and direct a player's attention through sound effects, lighting, camera angles, and text to create a complete working game.

EGD 310: INTERACTIVE STORYTELLING (FALL ONLY)
Prerequisites: Champlain Students: EGD 210, Game Design students only
Non-Champlain Students: Strong writing skills, intermediate game design, and permission of Program Director

Telling stories in games is not like telling stories in movies or books: the addition of interactivity robs writers of many of the tools used to create emotion, develop character arcs, and even maintain a consistent plot line. This class examines the conflicting demands of gameplay and story, and then discusses alternate story-telling methods that can transform stories in games from simplistic, clunky add-ons into mature and compelling art forms.

EGD 380B: ADVANCED SEMINAR IN GAME DESIGN
Prerequisites: Champlain Students: Game Design students only

Advanced Seminars vary in topic and are designed to provide the advanced student with time for personal development of their portfolio in the area of their specialty. Students propose one or more independent projects for the semester.

EGD 390: GAME DEVELOPMENT SEMINAR
Prerequisites: Game Design or Art and Animation majors only. Must complete 60 credits before taking this course and receive permission of program director.

The opportunity to experience mentorship within a professional game development environment is extremely beneficial towards making future employment connections. This course affords the student the opportunity to do just that; to take their first steps in applying the knowledge, technique, and creativity developed in classes to real industry projects. Students will spend a minimum of 150 hours on
site, either working on projects directly or supporting a development team. Students maintain a weekly web blog of internship experiences and a discourse with a faculty advisor, and conclude with a self-evaluation of the internship.

GAME PROGRAMMING

EGP 300: GRAPHICS/GAME ENGINE PROGRAMMING II (SPRING ONLY)
Prerequisite: Champlain Students: EGP 200
Non-Champlain Students: Minimum 1 year experience with C++ Programming; Data Structures & Algorithms. Beneficial to have: Some Win-32 SDK C++ A background in classical physics, calculus, and some linear algebra and trigonometry.

This course uses the technical foundations of knowledge attained in Graphics Programming I and expands these skills to include new techniques and technologies. Students get an introduction to advanced graphics topics including skeletal animation, ray tracing, lighting, and surfaces. Projects are introduced to implement these important visual effects. The knowledge obtained will be assimilated and applied to a wide range of usages and application. Linear Algebra algorithms will be refreshed and/or introduced specific to the topic at hand.

EGP 310: GAME ARCHITECTURE (SPRING ONLY)
Prerequisite: Must complete CSI-240 with a minimum grade of C.

Game Architecture explores components and subsystems of electronic games and their associated architectures. Topics include game state representation, time management, the main game loop and game subsystems. Game design and planning from first concept to start of development are explored in detail. In addition to game architecture, we will also look into the issues of game design, team building, and management. The focus will be on those implementations that work well, and will include situations to avoid and how to fix errors.

EGD 380P: ADVANCED SEMINAR IN GAME PROGRAMING
Prerequisite: Permission of the Program Director

This course varies in topic and is designed to provide the advanced student with time for personal development of their game-programming portfolio in one or more areas of their specialty. The students define an area of game programming study (within a given scope), then formally propose, develop, and complete those projects to a portfolio level quality. Advanced Seminar creates a structured and efficient tutorial/mentoring environment while providing valuable feedback through peer critiques.

EGP 410: ARTIFICIAL INTELLIGENCE FOR GAMES (FALL ONLY)
Prerequisite: Must complete EGP-200, EGP-310.

This course provides a technical introduction to the core concepts of artificial intelligence (AI). Students will be introduced to the history of AI, agents (agent architecture and multi-agent behavior), search (search space, uninformed and informed search, constraint satisfaction, game playing), knowledge
representation (logical encoding of domain knowledge, logical reasoning systems), planning (search over plan space, partial-order planning, practical planning), uncertainty and probability, learning (inductive learning, linear separators, decision trees, boosting, reinforcement learning), and perception and cognition (natural language, machine vision, robotics).

GAME COHORT: FOR GAME ART & ANIMATION, GAME DESIGN, AND GAME PROGRAMMING

EGD 320: PRODUCTION II (SPRING ONLY)
Prerequisites: Champlain Students: EGD-220, minimum grade of C. Game Design Students: EGD-300, minimum grade of C Game Art Students: EGD-235, minimum grade of C Management of Creative Media: MGT-260, minimum grade C.

Collaborate with other development team members to create a playable 3-D game level. We introduce you to the tools your favorite game companies utilize, and then help you use them to document, schedule, and ship a successful 3-D game on time. Through completion of the main class assignment, students gain a portfolio piece to impress hiring managers.

GAME COURSE FOR NON-GAME MAJORS

EGD 110: INTRODUCTION TO GAME DESIGN: MONTREAL
Prerequisites: None

What’s the difference between an FPS and an RPG? Are discovery and exploration important in every style of game, or can they detract from a cool game concept? We answer these questions by examining genres in games and analyzing some of the gameplay styles associated with them. Then, once we’ve discovered strengths and weaknesses inherent to particular game styles, we’ll develop skills necessary to formulate and evaluate our own original gameplay ideas.

GRAPHIC DESIGN

GDD 325: DUALITY, DESIGN, AND DISSENT
Prerequisite: 3 credits of Art History preferred, can be used as Core 330 requirement

The course offers a unique opportunity for students to synthesize concepts learned earlier into experiential critical analyses of the design landscape of Montréal—its architecture, signs, advertisements, posters, and graffiti. It offers an opportunity to apply material from earlier semesters by responding critically to real-world examples of architecture and graphic design encountered uniquely in Montréal.
GDD 490: APPRENTICESHIP IN GRAPHIC DESIGN
Prerequisites: Permission of the Program Director. Subject to opportunities and student qualifications

It is an understatement to say that the opportunity to experience the mentorship of a practicing professional is a valuable experience. This course affords you the opportunity to do just that, and to take your first steps in applying the knowledge, technique, and, in some placements, your creativity to real world projects. You will spend eight hours per week at a site working either on projects directly or supporting a team of designers. You will also meet one hour per week as a class to learn about the processes and procedures of professional practice, and to share your experiences with each other to gain insight as to how studios and agencies vary depending on their specialty.

HISTORY

HIS 415: CANADIAN-AMERICAN RELATIONS
Champlain Students: Can be used as Core 330 requirement

This course provides a historical analysis of Canadian-American relations in the broader context of International Relations. It focuses on the relationship between the two nations since the American Revolution. Some scholars have gone as far as to assert that the imbalance of power between the two nations has led inexorably to the “Americanization of Canada,” while others note that, in the era of globalization, the two nations have become more alike. A third school maintains that the two countries have followed divergent paths since the end of the Cold War. However, all observers of Canadian-American relations agree that historically, Canada’s foreign policy has been inexorably linked to its relationship with the United States.

LANGUAGE

LAN 110: FRENCH I
Champlain Students: Can be used as Core 330 requirement

An introductory course for students with no prior study of French. Uses a multi-media approach that emphasizes the development of aural comprehension and speaking proficiency in conversational French. Also provides a cultural introduction to the French-speaking world. Taught primarily in French.

LAN 215: CONVERSATIONAL FRENCH
Champlain Students: Can be used as Core 330 requirement

This conversation class offers a practical introduction to basic vocabulary, grammatical structures and speech patterns of written and oral French for students with no previous training in French, as well as near-beginners, in a collaborative and supportive learning environment. The course provides a comprehensive, multi-media language learning experience combining instruction in listening, speaking, reading and writing with a focus on communicative French in a francophone social milieu and awareness of Québec culture.
LAN 310: FRENCH III
Champlain Students: Can be used as Core 330 requirement

This course uses a multimedia, interactive, and individualized approach to language study at the intermediate level. Its topics will be tailored to the student's fields of interest focusing on practical communication, conversational, listening, writing, and reading skills. The course prepares students for social, travel, and professional experience in French-speaking settings. In addition to these applications, the course prepares students to use French for access to the Web through an introduction to vocabulary, idiomatic expressions, and grammatical constructions appropriate to francophone environments.

LITERATURE

ENG 340: THE CANADIAN LITERARY EXPERIENCE
Champlain Students: Can be used as Core 330 requirement

This course is a reflection on the themes, values, and attitudes in the cultural life of Montréal and Québec. Selected readings from celebrated literary works of modern Canadian authors, primarily from Québec (and largely in translation), will be discussed so as to gain an appreciation of the cultural fabric of Canada, Québec, and, especially, Montréal. In addition to reading and discussing texts in four literary genres (novels, short stories, plays, poetry), the cultural learning experience will be enhanced by film showings, theatre presentations, and visits to cultural sites.

PROFESSIONAL WRITING

WRT 231: TECHNICAL WRITING
Prerequisites: ENG 112 or COR 125

This course introduces students to the fundamental elements of technical writing (clear, concise, and targeted) that are common among seven forms of technical communication: e-mail correspondence; editing; employment communication; proposals; long, formal reports; oral communication; and inventions. Through peer reviews and writing workshops, students develop the ability to write and edit texts that precisely target its audience. This course emphasizes deepening and broadening students’ writing, speaking, and thinking abilities in a non-lecture-based, hands-on, discussion-centered classroom.

WRT 236: FOOD WRITING IN MONTRÉAL
Champlain Students: Junior standing, can be used as Core 330 requirement

Food offers an excellent point of entry for the exploration of a given culture because everyone eats, yet each culture does so differently, whether it is the number and timing of meals or what is served. Writing About Food challenges students to move beyond their comfort zones, beyond the familiar (McDonalds is everywhere), to experience the ways a given culture feeds itself and to develop an
understanding of the links between food, geography, and history and between what grows in the ground, appears in the market, and arrives on their dinner plate.

WRT 335: WRITING THE CITY: MONTRÉAL  
Champlain Students: Can be used as Core 330 requirement.

“Writing the City” presents a series of guided explorations, some of them leading to specific writing assignments, and others opening to a variety of writing responses that take the student out into the broader urban Dublin community to meet people from a variety of backgrounds and a diverse range of experiences. The outcome is a weekly seminar-style class in which writing is presented and discussed.

SCIENCE

SCI 155: GLOBAL ENVIRONMENTAL EARTH SCIENCE

This lab science course will provide students with a basic understanding of the vast field of environmental earth science. It introduces the student to the main elements of the earth systems and analyzes the effects of human interactions with these systems. Emphasis will be given to surface phenomena and to the application of the scientific method to current environmental issues. Topics will include: biodiversity; forestry; soil; water; fossil fuels and alternative energy sources; population dynamics; global warming; and others. The scientific, ethical, and political nature of each subject will be covered. Upon completion of this course, students will have developed an appreciation for both the importance and relevancy of environmental issues in their lives, and a greater understanding of the science behind them. Visits to local places of interest included.

SOCIAL WORK

SWK 315: GENERAL PRACTICE II  
Prerequisites: SWK 310

Students continue to expand and enhance their knowledge, values and skills in the planned change process. With professional ethics and the beginning skills of work with the individual as a client system studied within SWK 310, General Practice I, students will advance their learning and will apply theory and skills to the mezzo and macro client systems of families, groups, organizations, and communities. This is the second course in the two social work practice series.

STUDY ABROAD INTERNSHIP FOR ALL MAJORS

SAP 290: STUDY ABROAD INTERNSHIP EXPERIENCE (3 credits)  
Prerequisites: OIE Approval, 3.0 GPA
Students will connect this internship experience with academic learning to enhance their understanding of a chosen aspect of theoretical or practical approaches to their professional field. Within the course, they will develop an internship proposal including their learning outcomes, their final project plan, and their own relevant reading list. They will participate in an internship, face-to-face classes, and an online forum throughout the semester to support their identified learning outcomes. Internship settings will vary to accommodate individual majors or minors.

**SAP 390: STUDY ABROAD INTERNSHIP EXPERIENCE (6 credits)**

*Prerequisites: OIE Approval, 3.0 GPA*

Students will combine two days of professional work experience with weekly classroom instruction to enhance their understanding of a chosen aspect of theoretical or practical approaches to their professional field. Emphasis will be placed on intercultural communication and cross-cultural analysis of the local workplace, problem solving, and critical thinking. Students will practice self-assessment and professional readiness by developing an internship proposal that includes learning outcomes, a final project plan and their own relevant reading list.