

eas of writing, reading comprehension, reading rate, vocabulary, and math; (4) continue development of study skills for note-taking, textbook analysis, time management, test-taking, and listening; and 5) help students understand college-level writing requirements and demystify writing as a skill. *(Pass/Fail)*

109 American Sign Language I (3)

A beginning course in the visual-gestural processes of American Sign Language (ASL). Students develop basic receptive and expressive language skills in ASL, including signs, grammar syntax, and finger spelling, and will begin development of an understanding of the culture of the deaf.

206 Introduction to Research (3)

The study of basic research methodology and the tools of research with instruction in principles and procedures applicable to all disciplines. Students are introduced to the concepts and skills necessary for data collection and analysis.

International Studies (INT)

314 History of the Vietnam War and the 1960s (3)

A course designed to provide an overview of the Vietnam War as well as the social, political and cultural context of the 1960s. Effects of the Vietnam War and the 1960s on U.S. culture and politics today are also emphasized. **This course fulfills the Cultural Perspectives requirement of the Doane Plan.** *(Cross-referenced with History 314.)*

315 International Relations Since 1945 (3)

A course examining critical changes in international relations since World War II. Particular emphasis is on three concepts: security, interdependence, and global commons. **This course fulfills the Cultural Perspectives requirement of the Doane Plan.**

Mathematics (MTH)

103 Mathematics and the Imagination (3)

An introductory liberal arts course emphasizing the many uses and practical applications of mathematics.

105 College Algebra (3)

An introduction to problem solving using algebra as a tool. Students completing this course will have knowledge of rational expressions, exponents, factoring, equations, inequalities and functions, will be able to model a variety of real-world phenomena, and will be able to solve practical problems using algebra.

115 Finite Mathematics (3)

Matrices, systems of linear equations, linear programming using geometric and simplex methods, set theory, probability, Markov chains, and game theory. *Prerequisite: Two years of high school algebra or Mathematics 105.*