

NS 2323: Navigation

3 Credit Hours

Prerequisite: Naval Science Minors only.

This course is Marine navigation which blends both science and art. Students are taught how information from every available source is evaluated and compared. Navigators constantly evaluate a ship's position, anticipates dangerous situations well before they arise, and always keeps "ahead of the vessel." The modern navigator must also understand the basic concepts of the many navigation systems used today, evaluate the accuracy of output, and arrive at the best possible navigational decisions.

NS 3323: Evolution of Warfare

3 Credit Hours

Prerequisite: Naval Science Minors only.

A historical exploration of warfare practiced by great nations. Selected campaigns are studied with emphasis on leadership, evolution of tactics, weaponry, and principles of war.

NS 3325: Naval Weapon Systems

3 Credit Hours

Prerequisite: Naval Science Minors only.

This course is designed to give students an in-depth understanding of naval weapons, their associated systems, and the integration of these weapon systems into the overall battle plan of the U.S. Navy while also reviewing Navy and Marine Corps platforms and their associated capabilities.

NS 3326: Naval Systems Engineering

3 Credit Hours

Prerequisite: Naval Science Minors only.

This course is designed to develop and broaden the student's understanding of basic engineering concepts and principles as applied to naval engineering plants. The course will provide students with an understanding of naval engineering concepts that will be applied first-hand while on summer cruise in preparation for their division officer tours. It is not the intend of this course to cover each area in great detail, but rather to stimulate the interest of students for study and investigation in the future.