

Proposed Categorization

Arts / Designs <ul style="list-style-type: none"> • Creative Design and Innovation • Electronic Arts • Graphic Design • Studio Arts 	Cognitive Science <ul style="list-style-type: none"> • Artificial Intelligence • Behavioral and Cognitive Neuroscience • Linguistics • Mind, Brain, and Intelligence • Understanding Human Behavior • Well-being: Body and Mind
Communication / Writing <ul style="list-style-type: none"> • Fact and Fiction • Literature and Creative Writing • Strategic Communication 	Ecology <ul style="list-style-type: none"> • Environmental Futures • Sustainability
Economics <ul style="list-style-type: none"> • Economics • Economics of Banking and Finance • Economics of Decision-Making • Economics of Healthcare Markets • Economics of Policy and Regulations • Economics of Quantitative Modeling • Economics of Technology and Innovation 	Information Technology <ul style="list-style-type: none"> • Information Technology and Web Sciences • Interactive Media/Data Design • Living in a World of Data
Language <ul style="list-style-type: none"> • Chinese Language • Language 	Media / Music <ul style="list-style-type: none"> • Game Studies • Media and Culture • Music and Culture • Music Composition and Production • Music Performance • Video, Performance, and Social Practice
Philosophy <ul style="list-style-type: none"> • Extent and Limits of Rationality • Logical Thinking3 • Philosophy • Thinking with Science 	Social Science <ul style="list-style-type: none"> • Art History, Theory, and Criticism • Design, Innovation, and Society • Ethics, Integrity, and Social Responsibility • Gender, Race, Sexuality, Ethnicity, and Social Change • History • Public Health • Science, Technology, and Society
Transfer Student <ul style="list-style-type: none"> • Transfer Student Arts and Humanities • Transfer Student Social Science 	