

## Spring '21 Schedule of Classes

As of 24-Oct-2020

### StuCo (Student Led Courses)

#### 98000 Student Taught Courses (StuCo): Teaching Practicum (STUCO: TCHNG PRACTM) 3 units

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	TBA	TBA	TBA	DNM DNM	Hallinen, J (jh4p)	60	0	0	PIT

#### Description:

All current StuCo instructors are enrolled in this course to receive credit for teaching their individual StuCo course(s). StuCo instructors are required to attend periodic meetings focused on course design and instructional strategies conducted by Dr. Hallinen or StuCo organizational meetings conducted by the StuCo Executive Committee in order to receive credit for this course. Please refer any StuCo-related issues regarding registration, application deadlines, co-instructors, room assignments, absences, no-shows, etc. to Kristin Lavery, StuCo Course Administrator, 4614 WEH, 412-268-6819. Dr. Judith Hallinen serves as Advisor for StuCo. <br> <br> Registration Info: For any given semester, if you are listed as the instructor of record for a StuCo class, once you add Klavery as a proxy for your own course, you will be added to this 98000 course. See <https://www.cmu.edu/stuco/teacher-faq/index.html> for more information.

#### 98012 Student Taught Courses (StuCo): Fun with Robots (STUCO: FUN WTH ROBTS) 3 units

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	T	07:00PM	08:50PM	WEH 5409	Sodon, J (jsodon); Xiao, M (mmx)	22	0	0	PIT

#### Description:

In this course, students will learn the basics of programming, sensors, motors, and controls. Students will receive a Romi robot and program it using the Arduino IDE. Students will also build a basic breadboard circuit, understand standard hobby servo motors, and use real sensor data to navigate. The course lecture format will include instructional slides and teaching at the beginning of each lecture, along with a brief lecture on how what we do in class connects to "real-world" robotics. This is then followed by supervised programming time where the instructors will answer questions and advise students working on labs. There is a \$20 lab fee IF robot kits are distributed. There is a \$20 lab fee.

#### 98038 Student Taught Courses (StuCo): Anime From Astro Boy to Your Name (STUCO: ASTRO BOY) 3 units

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	R	07:00PM	08:50PM	GHC 4211	Eckert, R (reckert); Scharager, M (mscharag)	15	0	0	PIT

**Description:**

Anime is a limited animation style which originates from post World War II Japan, developed alongside Japanese Consumer Media into an artistic movement, and can be considered one of modern Japan's major cultural exports. Through this course, we will be exploring the history of the development of Anime and Contemporary Japan, as well as examining how these came to affect Anime and Anime Culture in the present day. This course is open to anyone with interest in Japanese Media History and Culture and does not require prior knowledge on the subject.

**98127 Student Taught Courses (StuCo): Game Creation for Ppl Who Want to Create Games (STUCO: GAME CR .. 3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	W	07:00PM	08:50PM	DH 2302	McCoy, M (mwmccoy); Yang, Y (yukaiky); Carey, T (tcarey)	25	0	0	PIT

**Description:**

In this course students will learn the basics of game creation. The course is intended for both beginners and experienced game designers. In addition to project work done in class, students will learn fundamental tools like Unity, Audacity, and Photoshop.

**98163 Student Taught Courses (StuCo): Introduction to Tetris (STUCO: TSPIN) 3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	F	07:00PM	07:50PM	WEH 5403	Zeng, D (dlzeng)	20	0	0	PIT

**Description:**

Students taking this course will learn about finesse and efficient piece placement, how to create T-spin and combo setups for quick line clearing, and dominate both speed and versus versions of the classic game of Tetris.

**98174 Student Taught Courses (StuCo): Great Ideas in Tech Interviews & Coding Screens (STUCO: GIT/CS) 3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	R	07:00PM	08:20PM	CMU REMOTE	Ivkov, M (mivkov); Chaudhry, S (sayanc)	38	0	0	PIT

**Description:**

This course will teach students how to tackle questions commonly asked during technical interviews for internships and full-time job opportunities. Each lecture will focus on a different topic such as data structures, dynamic programming, and system design questions. Students will learn how to apply and modify classic algorithms and data structures from classes like 15-122 and 15-210 to solve problems that frequently show up in the coding challenges during the job interviews. We hope students come out of this course better prepared for the interview season, both technically and in terms of presenting themselves.

**98177 Student Taught Courses (StuCo): Building Personal Websites (STUCO: BPM) 3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
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A	R	07:00PM	07:50PM	WEH 7500	Dadfar, O (odadfar)	35	0	0	PIT
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#### Description:

In today's digital age, having a personal website makes it substantially easier to share information about yourself to employers and colleagues. In this course, students will learn the principles of web development in order to build their own personal website. Topics include basic HTML components, static elements, dynamically functioning elements, interactive graphics, loading content from text files, optimizing screen sizes & runtimes, and cross-browser support. The course will be taught in HTML, CSS, and JavaScript (jQuery). Students will be building their own website over the course of the semester, with the final project requiring students to submit a personal resume website that they can then use when finishing the course. There is no cost associated with the course. Students must provide their own hardware.

### 98205 Student Taught Courses (StuCo): Introduction to Minecraft (STUCO: MINECRAFT)

3 units

LEC/SEC	DAY(S)	BEGIN TIME	END TIME	BLDG/ROOM	INSTRUCTOR(S)	MAX	ENROLL	ACT	ENROLL	WL	SIZE	LOCATION
A	T	08:30PM	09:20PM	BH 136A	Gong, Z (zhengzeg); Motta, N (nmottal); Wu, B (bwl)		30		0		0	PIT

#### Description:

Minecraft is a widely popular computer game. It places you in a randomly generated world of blocks and sets you free to survive and be creative. This course will provide an in-depth introduction of how to play Minecraft, including basic survival skills, as well as exploring new areas the game has expanded into. Along with playing survival Minecraft together on a class server with custom plugins and fun features to explore, (such as dungeons and treasure hunts built by us,) we will play Minecraft minigames in class and explore possibilities such as playing on public servers and setting up modded Minecraft. This class is designed for both players completely new to the game as well as those with plenty of experience looking to play Minecraft with some new friends. The course will be mainly taught on a private class server, so students should purchase a copy of Minecraft before the first class. The game costs \$27 and is required for the course.

### 98230 Student Taught Courses (StuCo): Avatar: The Last Airbender & The Legend of Korra (STUCO: AVATAR &..

3 units

LEC/SEC	DAY(S)	BEGIN TIME	END TIME	BLDG/ROOM	INSTRUCTOR(S)	MAX	ENROLL	ACT	ENROLL	WL	SIZE	LOCATION
A	W	08:00PM	08:50PM	CMU REMOTE	Bhat, A (ananyab); Li, A (aylil)		30		0		0	PIT

#### Description:

Explore the influences behind the shows Avatar: The Last Airbender and The Legend of Korra, such as Asian culture, concepts of balance, and multiple forms of martial arts. Each week we will watch an episode pertaining to a topic and then discuss different elements of the episode as well as give opinions. Some influential topics to be discussed are Asian government, martial arts, the concepts of balance and chi, in addition to discussions on character development and storyline.

### 98239 Student Taught Courses (StuCo): League of Legends (STUCO: LEAGUE LEGEND)

3 units

LEC/SEC	DAY(S)	BEGIN TIME	END TIME	BLDG/ROOM	INSTRUCTOR(S)	MAX	ENROLL	ACT	ENROLL	WL	SIZE	LOCATION
A	F	07:00PM	08:20PM	CMU REMOTE	Miao, J (jmiao1); Lee, S (sunghol); Chung, B (bjchung)		30		0		0	PIT

**Description:**

With millions of players and an active competitive scene, League of Legends has become one of the biggest names in e-sports. This class is intended for players who are familiar with the game and wish to take their skill to the next level.

**98242 Student Taught Courses (StuCo): Intro to Esoteric Programming Languages (STUCO: ESOLANGS)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	T	08:30PM	09:20PM	CMU REMOTE	Loungani, J (jloungan); Cohn, A (acohn)	30	0	0	PIT

**Description:**

How do you fix the following compilation error: "PROGRAMMER IS INSUFFICIENTLY POLITE"? How do you bake a cake while printing "Hello world!" Welcome to the wonderful world of esoteric programming languages, where everything is possible but nothing of interest is easy. Learn how to write a program that you can't see, compute factorials using Magic: the Gathering, and compile a painting. Along the way, we'll answer questions like "What is a programming language?" and "Why does my compiler have indigestion?" Step into the realm of ">>[-]<<[->>+<<]" and come explore the outer boundaries of relatively sane computation.

**98244 Student Taught Courses (StuCo): Sign Language Through Pop Music (STUCO: SIGN LANGUAGE)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	M	07:00PM	08:20PM	GHC 4301	Kang, J (jyk2); Tillman, A (atillman)	18	0	0	PIT

**Description:**

In this class, you will learn sign language to the rhythm of well-known music! Each class will cover a different topic, starting at fingerspelling and basic conversation and moving to signs for school and family topics. The history of sign language and deaf culture will be explored as well. Each week the assignment will be to learn the signs for the chorus of a song that uses words learned in class. The final project is to create a sign language music video or present a live choreography.

**98258 Student Taught Courses (StuCo): Introduction to Competitive Pokemon (STUCO: CMPT POKEMON)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	R	07:00PM	07:50PM	CMU REMOTE	Cui, X (xichenc); Tam, K (katam)	35	0	0	PIT

**Description:**

Do you want to be the very best, like no one ever was? Pounding the Elite Four into dust with your level 100 team is one thing, but defeating a human trainer on equal footing is another. Competitive Pokemon involves strategy, teambuilding, predictions, and a thorough understanding of battle mechanics, all under a rainbow of different battle formats, each with their own set of rules and playstyles. This course will introduce basic mechanics and teambuilding principles, as well as the most popular competitive formats such as VGC, Smogon singles, and Battle Spot singles. No competitive experience required, but experienced players may also learn something new! All teambuilding and battling will be done through the free online simulator Pokemon Showdown.

**98262 Student Taught Courses (StuCo): Intro to Boardgames (STUCO: BOARD GAMES)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX</u>	<u>ENROLL</u>	<u>ACT</u>	<u>ENROLL</u>	<u>WL</u>	<u>SIZE</u>	<u>LOCATION</u>
A	T	07:00PM	09:20PM	WEH 5403	Leemhuis, C (cleemhui); Liu, Y (yunsongl)		20		0		0	PIT

**Description:**

This course will introduce students to the hobby of boardgames, nonstandard cardgames and miniature wargames. We will be playing a wide variety of game genres and investigating their mechanics, with the ultimate goal of expanding your knowledge of the wide varieties of games and understanding their mechanics enough to extend similar principles of play to games that use similar mechanics. What Kinds of Games will we be playing: Eurogames: Settlers of Catan, Carcassonne, Ticket to Ride, Stone Age, Puerto Rico, etc. Nonstandard Card Games: Fluxx, Pit, Race for the Galaxy, The Resistance, etc. Miniature Wargames (The games we will play are similar to): Warhammer (Fantasy/40K), Flames of War, Bolt-Action, Dystopian Wars, etc. Board wargames: Diplomacy, Axis and Allies, Battle Cry, etc. What Kinds of Games we will NOT be playing (Including but not limited to the following examples): Common household boardgames: Risk, Monopoly, Dominoes, Sorry, Apples to Apples, Scrabble, Clue, Life, Trivial Pursuit, etc. Standard 52 Card Deck Card Games: Blackjack, Poker, Rummy, etc. Traditional Games: Chess, Checkers, Go, Nine Man's Morris, etc.

**98269 Student Taught Courses (StuCo): Intro to Sabermetrics & Exploring Baseball Data (STUCO: SABERMET ..****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX</u>	<u>ENROLL</u>	<u>ACT</u>	<u>ENROLL</u>	<u>WL</u>	<u>SIZE</u>	<u>LOCATION</u>
A	T	07:00PM	07:50PM	CMU REMOTE	Pierce, B (brittanp); Lauer, C (clauer)		10		0		0	PIT

**Description:**

Born in the 1970s and popularized by "Moneyball" as a radical challenge to traditional baseball statistics, sabermetrics has developed into a new way of understanding America's pastime. Its practitioners have created new statistical tools and revised our old ways of thinking about the game, transforming the way fans and front offices view and assess players. This introduction to the basics of sabermetrics will explain concepts including normalization, peak versus career performance, linear weights and runs created, as well as popular calculations like OPS (OnBase plus Slugging), WHIP (Walks and Hits per Inning Pitched), PF (Park Factor) and others increasingly used by members of the sabermetrics community.

**98272 Student Taught Courses (StuCo): Financial Literacy for Beginners (STUCO: FINANCIAL LIT)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX</u>	<u>ENROLL</u>	<u>ACT</u>	<u>ENROLL</u>	<u>WL</u>	<u>SIZE</u>	<u>LOCATION</u>
A	T	07:00PM	07:50PM	CMU REMOTE	Zhang, J (jacquelz); Khare, R (rjkhare); Hur, J (jihangh); Shi, Y (yuxis)		40		0		0	PIT

**Description:**

This course is an introductory class designed to provide an overview of basic financial literacy. Based on the national Moneythink curriculum taught to high school students, this course will break down ways for each student to think about their own spending habits and come up with ways to make better financial decisions. We will start off with basic knowledge about budgeting, banking, credit/debit cards, and go into some of the basic economics you should know when handling any money. This course will also integrate simple monetary biases that people have, and how to tackle and handle those situations. Students should be able to balance their finances and have a financial goal for the future by the end of this course.

**98288 Student Taught Courses (StuCo): Star Wars: The Course Awakens (STUCO: STAR WARS)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	W	08:30PM	09:20PM	DH 2302	Nasim, U (unasim); O'Donnell, A (aodonnell); OBroin, M (mobroin)	25	0	0	PIT

**Description:**

We will spend each class focusing on a specific topic in the Star Wars universe starting with plot discussion, clip viewing, fun facts, and opinions on each of the canon films. Then we will look more into the details of what makes Star Wars the worldwide pop culture phenomenon that it is by discussing other aspects of the franchise in the remaining classes.

**98295 Student Taught Courses (StuCo): Lock Picking and Physical Security (STUCO: LOCK PICKING)**

**3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	T	08:30PM	09:20PM	WEH 7500	Della Grotte, G (gdellagr); Mehta, R (rohanmeh)	38	0	0	PIT

**Description:**

The purpose of this class is to both study the wide array of techniques used in modern-day security and to gain real skills in lock picking and bypass techniques. We will study the design of pin tumbler padlocks and deadbolts, which comprise the majority of locks one will encounter. Students will learn how to use single-pin-picking techniques to pick such locks. We will also look at bypass techniques such as unshielded padlock entry, bump keys, and padlock shimming. With this knowledge, students will be able to assess the security of their belongings and, of course, will never get locked out of their homes again. There is a fee of \$30 per student to cover the cost of basic tools and a practice lock.

**98303 Student Taught Courses (StuCo): Introduction to Freestyle Rap (STUCO: FREESTYLE RAP)**

**3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	T	07:00PM	07:50PM	CMU REMOTE	Yusuf, M (muhammay); Bardin, C (cbardin)	20	0	0	PIT

**Description:**

Are you a fan of hip-hop who wants to learn how to create your own rhymes? Are you a quick-minded individual who enjoys a mental challenge? Have you ever heard a track and thought "man, I just wanna drop some hotness all over that beat"? Then this is the class for you. Freestyle rap is a difficult but rewarding mental exercise that, when mastered, is guaranteed to sound dope. This class will start from the basics and work up to more and more complicated techniques. We promise that anyone who completes this class will be able to spit Sway-in-the-Morning-level bars, anytime, anywhere. All skill levels are welcome!

**98309 Student Taught Courses (StuCo): Build Your Own Startup (STUCO: TECH STARTUP)**

**3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	W	07:00PM	07:50PM	CMU REMOTE	Raghuram, V (vivekrag); Liu, A (arleenl); Zheng, H (harveyz)	35	0	0	PIT

**Description:**

This course follows a practical approach to learning about entrepreneurship. It focuses on startups centered around tech, in particular. Students are divided into teams within the class, who soon become their co-founders. Lectures cover interesting content related to entrepreneurship and tech such as product market fit, marketing strategies, financing a business, and wireframing. Every week is centered around one of these topics and students are expected to practically apply their understanding of those topics in their actual startup. Final grading is heavily focused on the student's pitch on his/her startup.

**98317 Student Taught Courses (StuCo): Hype for Types (STUCO: TYPE THEORY)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	T	07:00PM	07:50PM	CMU REMOTE	McQuaid, M (mmcquaid); Cowan, A (acowan); Gupta, A (aditig); Grodin, H (hgrodin)	25	0	0	PIT

**Description:**

Type theory is a foundation of mathematics that can serve as an alternative to set theory. It is integral to programming languages, which rely on type systems to ensure code correctness. This course aims to go over fun and weird results in type theory that you might otherwise have to read complicated academic papers to understand, as well as to provide a foundation to help understand these fun results. We'll provide plain English explanations of concepts such as algebraic datatypes, derivatives of types, negative types, type isomorphisms, and the Curry-Howard correspondence. Some math and programming background (around the level of 15-150) is required, though a type theory background is not necessary.

**98335 Student Taught Courses (StuCo): Introduction to Glowstringing/Poi (STUCO: GLOWSTRINGING)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	W	08:30PM	09:20PM	CUC AR 237	Uy, A (aui); Wong, T (thomaswl)	15	0	0	PIT

**Description:**

Often seen in raves and music festivals, glowstringing is the art of dancing with glowsticks or other luminescent objects on a string by swinging them in the air, hitting them against your body, and performing other tricks and manipulations. In this StuCo, you can expect to learn many of the fundamentals of glowstringing, along with a simple choreography that you can use to put on a show for friends and family members. Although this course is targeted towards beginners with no experience, people of all skill levels will have something to learn and are highly encouraged to register. Students can expect to pay a \$10 fee to cover the cost of practice materials including high-intensity glowsticks and shoelaces.

**98336 Student Taught Courses (StuCo): Introduction to Greek Mythology (STUCO: GREEK MYTHS)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	M	07:00PM	07:50PM	CMU REMOTE	Laroia, T (tlaroia); Strickland, K (kstrickl)	22	0	0	PIT

**Description:**

Greek myths have continued to inspire and capture the imagination for thousands of years. This course presents a basic introduction to Greek mythology and the concepts that are essential to understanding mythology. Students in this course will gain an understanding of Greek mythology and the Olympian gods and goddesses through readings, movies and discussions of these ancient stories.

**98350 Student Taught Courses (StuCo): Introduction to Bridge (STUCO: BRIDGE)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	R	07:00PM	08:20PM	CMU REMOTE	Shi, M (mcshi)	30	0	0	PIT

**Description:**

Students will learn to engage with the exciting world of bridge while building up partnerships with each other. Learn to take tricks, bid contracts, count cards, and work together to defeat other teams. In addition, the top finishers will have the chance to compete against other colleges in the Collegiate Bridge Bowl for a significant prize pool. No prior bridge experience necessary.

**98359 Student Taught Courses(StuCo): Survey of Horror in Media (STUCO: HORROR MEDIA)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	T	07:00PM	07:50PM	WEH 6423	Xie, A (adabellx)	10	0	0	PIT

**Description:**

This course aims to provide a brief introduction to the horror genre across multiple mediums. We will engage with works of horror from diverse sources (television, feature films, short stories, video games, fine art, and music) created over a period of nearly 200 years with the goal of pinpointing the characteristics of effective horror media. The course will be discussion based with attendance assessed through an in-class entry ticket and a post-discussion reflection. Each week, students will be expected to preview the materials for the discussion. The final assessment will be the students choice between an argumentative essay on a work of horror of his/her choice or an original work. Final projects, regardless of choice, will be presented to the class during the final week. The course will feature material that is violent and often disturbing by nature.

**98368 Student Taught Courses (StuCo): Introduction to the Kardashians (STUCO: KARDASHIANS)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	M	07:00PM	07:50PM	CMU REMOTE	Samra, H (hsamra)	10	0	0	PIT

**Description:**

Have you had an intense desire to learn about Americas real first family, the Kardashians, your whole life and no way to fulfill it? Look no further than this course as we will go deep into the Kardashian-Jenner family history as well as their amazing reality TV show: Keeping Up With the Kardashians. By the end of this course, you can expect to be familiar with the entire family tree, be a full expert on all things Kardashian and know how to fight for and defend your favorite Kardashian regardless of the scandal that may be facing them. This is the course you may have never knew you wanted, but definitely needed.



**98369 Student Taught Courses (StuCo): Brooklyn Nine-Nine (STUCO: BROOKLYN NINE)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX</u>	<u>ENROLL</u>	<u>ACT</u>	<u>ENROLL</u>	<u>WL</u>	<u>SIZE</u>	<u>LOCATION</u>
A	M	07:00PM	07:50PM	WEH 4625	Bhat, A (ananyab); Patella, V (vpatella)		15		0		0	PIT

**Description:**

Brooklyn Nine-Nine is a cop comedy that first aired in 2013 and is continuing to this day. This Emmy, Golden Globe, Critics Choice, and GLAAD Media award-winning show centers around Jake Peralta and the rest of the 99th precinct of the NYPD. Part of Brooklyn Nine-Nines success is due to their skill at balancing a comedic atmosphere while also addressing and discussing current social issues. In this class, you will learn about a social issue each week and then watch an episode that addresses said social issue. Some topics to be addressed include mental health, sexual harassment, racism, and LGBTQ+ representation. Anyone is free to join the noicest and toitest StuCo at CMU - no prior knowledge is required!

**98372 Student Taught Courses (StuCo): Introduction to Battlestar Galactica (STUCO: GALACTICA)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX</u>	<u>ENROLL</u>	<u>ACT</u>	<u>ENROLL</u>	<u>WL</u>	<u>SIZE</u>	<u>LOCATION</u>
A	M	07:00PM	08:20PM	WEH 6423	Chowdhary, V (vchowdha); Srinivasan, A (ashwins)		10		0		0	PIT

**Description:**

In 1982, Edward James Olmos played Detective Gaff in Blade Runner. Four years later, when offered the lead role on Star Trek: The Next Generation, he turned it down. Why? He didn't want to do any more sci-fi. Why, then, did Olmos agree to lead the reboot of Battlestar Galactica, a cheesy science fiction show from the 70s that earned most of its fans by coasting on Star Wars hype? Through the course of a semester, we attempt to answer this question, and in the process, explore Battlestar Galactica's impact on American society. This course is for everyone who wants to learn more about Battlestar Galactica. Whether you've watched no Battlestar Galactica, or all of Battlestar Galactica, this StuCo is a forum for fans to simply watch the show and talk about it. We will spend each class discussing a different topic in the Battlestar Galactica universe, discussing plot elements, behind-the-scenes fun facts, and the impact Battlestar Galactica had on pop culture.

**98373 Student Taught Courses (StuCo): The Legend of Zelda: The Tri Course (STUCO: ZELDA)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX</u>	<u>ENROLL</u>	<u>ACT</u>	<u>ENROLL</u>	<u>WL</u>	<u>SIZE</u>	<u>LOCATION</u>
A	R	07:00PM	07:50PM	WEH 5202	Warner, T (tcwarner); Aires, M (maires)		15		0		0	PIT

**Description:**

Nintendos The Legend of Zelda series has captivated video game fans for over thirty years as it has continuously evolved through new hardware and designs. In this course we will discuss various topics in the Legend of Zelda, both gameplay-wise and artistic, in an attempt to figure out what makes the series so appealing, and where it may go next. Experience or access to the games is not required. Its dangerous to go alone -- take this StuCo!

**98374 Student Taught Courses (StuCo): Steep by Steep: Investeagation into Tea Culture (STUCO: TEA CULTUR..)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX</u>	<u>ENROLL</u>	<u>ACT</u>	<u>ENROLL</u>	<u>WL</u>	<u>SIZE</u>	<u>LOCATION</u>
A	R	07:00PM	07:50PM	BH 136A	Ivantechenko, M (mivantec); Liu, K (katheri2)		30		0		0	PIT

**Description:**

Not only is tea one of the most widely consumed beverages in the world, but many cultures have developed unique traditions surrounding it. In this course, students will be introduced to the rich history surrounding tea in various countries including but not limited to the US, China, Japan, Russia, and Morocco. Students will also become familiar with a wide variety of brewing methods and types of tea as well as get the opportunity to sample some of these teas. There will be very short quizzes before every lecture on prior material covered. COURSE FEE: \$2.

**98375 Student Taught Courses (StuCo): Introduction to Meta-Learning (STUCO: META-LEARNING)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	W	07:00PM	07:50PM	DH 2315	Gibson, S (sgibson); Potter, E (enzap)	30	0	0	PIT

**Description:**

This course is designed to better students studying and learning skills. Students, especially at elite colleges, have acquired extensive knowledge, yet many have never put adequate effort into considering the methods they use. This, of course, is counterintuitive because knowledge about how to learn is perhaps the most essential and widely applicable skill students can obtain. Successful learning is the foundation of excellence and discovery; therefore, students should be just as concerned with the process of improving as with the product of success. The first portion of the course will focus on scientifically-backed learning principles that are essential to problem solving such as the often-misinterpreted role of memory, recall, and attention. We will then transition into more specific learning strategies that apply these principles. Finally, the class will conclude with the role of lifestyle in learning and the habits of successful learners. By the end of the course students should be able to apply this knowledge at the university level, for personal projects, and beyond.

**98376 Student Taught Courses (StuCo): Interpreting Film Through Painting (STUCO: FILM PAINT)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	W	07:00PM	08:20PM	CMU REMOTE	Veerappan, K (kveerapp)	10	0	0	PIT

**Description:**

This course is meant to introduce students to painting in a fun and less traditional way. Throughout the course, students will paint their interpretations of the themes in different movies. The course is meant to help students, even those who do not consider themselves as artistic, to learn the basic techniques of painting and to apply them to fun subject material. Through their art, students will also learn to interpret thematic motif elements in films and add their own perspective to it in their art. COURSE FEE: \$20. There is a \$20 course fee to provide for materials (painting paper, paints, and canvas for the projects).

**98377 Student Taught Courses (StuCo): The Way We Live Now (STUCO: WAYS WE LIVE)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	M	07:00PM	09:20PM	WEH 5302	Bandi, A (abandi)	10	0	0	PIT

**Description:**

Have you ever thought about what the world would be like if Mark Zuckerberg was a woman? What music would you listen to if you didnt know what was popular? Isnt it weird that you could live next door to someone your entire life and experience life completely differently? If you have taken any tech classes here, have you ever discussed how and what ideologies are embedded into the systems we create? This course creates a space where students can grow together in their awareness of themselves in the context of the physical-digital space we live in today. Essentially, we want to explore the question What does it mean to be human in our times? in a casual, open setting.

**98379 Student Taught Courses (StuCo): Neuroscience for Non-Majors (STUCO: NEURO NON-MAJ)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	M	07:00PM	08:20PM	CMU REMOTE	Ratnakar, A (aratnaka)	10	0	0	PIT

**Description:**

Anybody can learn neuroscience. Whether you are an artist, scientist, writer, philosopher, musician, or anyone else, as long as you are interested in how the mind works, this course is for you. Understanding the processes that determine your consciousness, emotions, reality, perceptions, and the only way you have ever experienced life is immensely powerful and meaningful. This introduction to neuroscience is tailored to accommodate for ANY background. The course will teach fundamental neuroscience concepts. It will also provide an overview of areas in current neuroscience research (learning and memory, neurodegenerative and psychiatric diseases, etc.), experimental techniques used in neuroscience research, and neuroscience applications in a variety of different fields ranging from science fiction writing to philosophy to artificial intelligence. Instead of a midterm or final exam, there will be two projects that encourage you to use your individual creativity and the unique backgrounds and sets of skills you bring to the course.

**98380 Student Taught Courses (StuCo): Practical Economics (STUCO: PRCTCL ECON)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	W	07:00PM	07:50PM	WEH 5310	Jia, L (lucasj)	10	0	0	PIT

**Description:**

While Economics is an applied science, it is oftentimes described in abstract terms and graphs. This class aims to show how Economics can be used in the real world to solve the biggest problems facing society. Students will learn about and discuss topics such as Game Theory, Behavioral Economics, Inequality, and Automation. Students will better understand how to improve the world by making better decisions. No previous knowledge of Economics is needed.

**98382 Student Taught Courses (StuCo): Bears, Beets, Battlestar Galactica: The Office (STUCO: THE OFFICE)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	T	08:30PM	09:20PM	DH 2315	Schwallie, E (eschwall); Nagler, M (mnagler); Magnelia, Z (zmagneli)	35	0	0	PIT

**Description:**

Be ready to face any challenges that might be foolish enough to face you. Analyze and discuss different character arcs, hidden messages, and relationships in the office. Study the impact that these have had on our individual lives and society as a whole. What life lessons can we take from this iconic tv show? (It is recommended that you have seen and have a basic understanding of characters and plot lines from The Office).

**98383 Student Taught Courses (StuCo): Introduction to Old Church Slavonic (STUCO: INTRO TO OCS)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	W	07:00PM	08:20PM	CMU REMOTE	Ozaki, S (sozaki)	30	0	0	PIT

**Description:**

This course is a gentle introduction to Old Church Slavonic (OCS), a liturgical language which is also famous for being the oldest documented Slavic language. We will learn the grammar following a textbook, discuss the grammar of OCS and contrast it with the grammars of other languages, and translate OCS texts given a dictionary.

**98384 Student Taught Courses (StuCo): Harmonious Scenic Watercolor (STUCO: WATERCOLOR)****3 units**

<u>LEC/SEC</u>	<u>DAY(S)</u>	<u>BEGIN TIME</u>	<u>END TIME</u>	<u>BLDG/ROOM</u>	<u>INSTRUCTOR(S)</u>	<u>MAX ENROLL</u>	<u>ACT ENROLL</u>	<u>WL SIZE</u>	<u>LOCATION</u>
A	M	07:00PM	07:50PM	DH A302	Liu, Z (zhihuil)	25	0	0	PIT

**Description:**

Watercolor is an expressive medium that captures the mood of the painter through clever use of color. This course will introduce you to various watercolor techniques, scenic painting practices and relevant color theory. Together, we will explore the beauty of nature using harmonious color palettes. No prior knowledge of watercolor or color theory is required.