HUMANITIES (HUM)

HUM 200
Topics in Humanities
One-time or initial versions of course topics equivalent to HUM 202, 204, 206, and 208. Topics will introduce students to the humanities at IIT and to provide intensive instruction in writing.
Prerequisite(s): Satisfaction of IIT’s Basic Writing Proficiency Requirement
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C), Humanities (H)

HUM 202
Industrial Culture
An interdisciplinary course that examines the development of modern industrial society and the impact of science and technology on our culture. Readings drawn from history, literature, and philosophy. This course is also writing instruction intensive.
Prerequisite(s): COM 101 or COM 111 or IIT Communication Placement score of 102
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C), Humanities (H)

HUM 204
Age of Darwin
An introduction to the humanities through an investigation of important changes in our culture associated with Darwin’s theory of evolution. Readings drawn from literature, philosophy, and science. This course is also writing instruction intensive.
Prerequisite(s): COM 101 or COM 111 or IIT Communication Placement score of 102
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C), Humanities (H)

HUM 206
Life Stories
An interdisciplinary study of biographies and autobiographies. In addition to considering such works as a genre, the course examines the historical events and the philosophical issues that have shaped the lives and attitudes of the writers/subjects. This course is also writing instruction intensive.
Prerequisite(s): COM 101 or COM 111 or IIT Communication Placement score of 102
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C), Humanities (H)

HUM 208
Digital Culture
Introduces major topics in digital culture while providing instruction in scholarly practice with emphasis on research and writing. Topics include technical and cultural history of the internet, academic writing, and humanities research methods.
Prerequisite(s): Satisfaction of IIT’s Basic Writing Proficiency Requirement
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C), Humanities (H)

HUM 250
Introduction to Science, Technology, and Society
The growth of scientific knowledge and technology and the ways in which it has been produced have historically been intertwined with the development of culture and society. The effects are felt in all aspects of human identity and interests: from the ways we live our everyday lives, to our understanding of who and what we are, to the making of political decisions of global proportions. This course prepares students to think critically about the cultures, beliefs, human relationships, and institutions that make and are remade by scientific and technological change.
Lecture: 3 Lab: 0 Credits: 3

HUM 352
Gender and Technological Change
Have you ever wondered why more men choose to portray themselves as women online than the reverse? Or why there are more boys than girls in China? Or why vibrator technology was seen as a medical necessity in the 19th century? Have you ever thought about how the interplay between technology and gender constructs everything from our modern military to how we choose to spend our free time? To where we work? This course explores the history of technology by using gender as a category of analysis. It also looks at how technological objects and tools participate in molding elements of our culture that we may take for granted as logical or timeless. By looking at change over time, we will analyze the different ways technology affects how we live and see ourselves and how gender defines technological priorities.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Humanities (H)
HUM 354
Science and Technology Studies
This course focuses on the latest work in science and technology studies and the history of technology from ethics in genetic engineering to the social dimensions of computing. Other topics include the intersection of gender and sexuality with new technologies, the role of communications media in "rewiring" our brains and our social connections, and the role of the world wide web in constructing national and global technocracy. Students will read and discuss works by academics as well as journalists in order to offer grounding in the historical, social, and economic background of key technical topics and the presentation of technical topics for wider audiences. Students will also learn about the ways in which authors leverage different information technologies to communicate to wider audiences and how those methods are evolving.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C), Ethics (E), Humanities (H)

HUM 371
Fundamentals of Game Design
This course introduces students to fundamental principles and practices in the design of games. Students complete readings and workshop activities related to design principles and game mechanics and complete individual and group design projects.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C), Humanities (H)

HUM 372
Interactive Storytelling
Interactive Storytelling is an upper-level communication course that examines methods and forms of interactive storytelling while engaging students in hands-on production projects.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C), Humanities (H)

HUM 380
Topics in Humanities
An investigation into a topic of current or enduring interest in the humanities, which does not fit neatly into standard categories.
Prerequisite(s): Satisfaction of IIT's Basic Writing Proficiency Requirement and (HUM 102 or HUM 104 or HUM 106 or HUM 200-299)
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C), Humanities (H)

HUM 491
Independent Reading/Research
Independent reading or research.
Prerequisite(s): HUM 102 or HUM 104 or HUM 106 or HUM 200-299
Credit: Variable
Satisfies: Humanities (H)

HUM 498
Undergraduate Research Immersion Team
Summer research for undergraduate students in IIE/BSMP.
Lecture: 3 Lab: 0 Credits: 3