FREN 1411 Elementary French I
4 Hours (3-4)
This course is for students who have no previous instruction in French. It is designed to acquaint the student with the four basic language skills: listening, speaking, reading, and writing with emphasis on speaking and comprehension. Grammar and vocabulary are presented through intensive drills in class and the Language Laboratory.

FREN 1412 Elementary French II
4 Hours (3-4)
This is a conversation course conducted primarily in French for the students who have completed French 1411 or its equivalent. Intensive oral-aural drill and classroom interaction will enable the student to master the lexical and grammatical structures necessary in carrying on conversations in French. Prerequisite: FREN 1411.

FREN 2303 Introduction to French Literature
3 Hours (3-0)
This course is designed for those students who wish to acquire a basic background in French literature and culture. The course includes the reading of cultural essays, short stories, and poetry that are the basis for class discussion and composition. Practice in speaking, reading, and writing provide for vocabulary expansion. Prerequisite: FREN 2312.

FREN 2311 Intermediate French I
3 Hours (3-2)
This course is conducted in French, and it includes a comprehensive review of French grammar and structure. Through classroom drill, discussion, and composition, the course emphasizes vocabulary expansion and the acquisition of a basic knowledge of French culture and literature. Prerequisite: FREN 1412.

FREN 2312 Intermediate French II
3 Hours (3-2)
Continuation of French 2311. Prerequisite: FREN 2311

GAME 1306 Design and Creation of Games
3 Hours (3-1)
Introduction to game and simulation development. Includes analysis of existing applications and creation of a game using an existing game engine. In-depth coverage of the essential elements of game design. Also covers an overview of cultural history of electronic games, survey of the major innovators, and examination of the trends and taboos that motivate game design. Students will be able to summarize the evolution of the electronic game industry, explain essential game and simulation elements, evaluate the strengths and limitations of game and simulation systems, identify programmatic and graphical elements of a development system, and develop a concept document and simple game.

GAME 2341 Game Scripting
3 Hours (3-1)
Scripting languages with emphasis on game concepts and simulations. Students will describe the role of scripts in the development of games, simulations, and other software; and apply appropriate scripting structure and syntax for game and/or simulation software development. Prerequisite: GAME 1306 or permission of instructor.

GEOG 1301 Physical Geography
3 Hours (3-0)
This course is designed to introduce students to the study of the processes driving physical systems on the earth and the interactions between these physical systems with an emphasis on human interaction with the physical environment.

GEOG 1303 World Regional Geography
3 Hours (3-0)
In this course, students will study the major world geographic regions with an emphasis on prevailing social and environmental conditions and developments. Included are emerging conditions and trends and the awareness of diversity. Course content may include one or more regions.

GEOL 1401 Earth Sciences I
4 Hours (3-3)
Survey of physical and historical geology, astronomy, meteorology, oceanography, and related sciences. This course is designed for non-science majors.

GEOL 1403 Physical Geology
4 Hours (3-3)
This course is designed to enable students to become familiar with the geologic features and processes of the earth. This is a foundation course for geology majors, and may also be taken by non-majors for lab science requirement.

GEOL 1404 Historical Geology
4 Hours (3-3)
This course is designed to enable students to become familiar with the geologic history of the earth. This is a foundation course for geology majors and may be taken by non-majors for lab science requirement. Prerequisite: GEOL 1403 or consent of instructor.

GEOL 1405 Environmental Science
4 Hours (3-3)
The study of environmental science is interdisciplinary. During the semester, the student will be presented with scientific information concerning the environment and the historical, social, political, and economic ramifications of environmental conflict. The course is suitable as an elective course in a science curriculum or as a required lab science for someone who is not majoring in science.

GEOL 1447 Meteorology
4 Hours (3-3)
Study of and practical experience in weather analysis, methods of instrumentation and observational meteorology. Lab fee required. This course is designed for non-science majors.

GEOL 2409 Mineralogy
4 Hours (3-3)
Introduction to physical, chemical, crystallographic properties, symmetry, and form, for identification and description of minerals. Chemical and physical processes governing classification origin and occurrence of minerals and rocks. Basic theories and techniques for determining optical constants of minerals using the petrographic microscope. Prerequisites: GEOL 1403.

GERM 1411 Elementary German I
4 Hours (3-4)
This course is for students who have no previous instruction in German. It is designed to acquaint the student with the four basic language skills: listening, speaking, reading, and writing with emphasis on speaking and comprehension. Grammar and vocabulary are presented through intensive drills in class and in the Language Laboratory.