## University Honors Program Core Curriculum
### Spring 2015

### For First Years:

<table>
<thead>
<tr>
<th>Course</th>
<th>Subject</th>
<th>Section #</th>
<th>Day/Time</th>
<th>Instructor</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGLISH 1301/THEO 1001</td>
<td>Theo 1001</td>
<td>901</td>
<td>MWF 9 - 9:50 am</td>
<td>Saint-Laurent</td>
</tr>
<tr>
<td></td>
<td>English 1302</td>
<td>902</td>
<td>TTh 3:30 - 4:45 pm</td>
<td>Pladek</td>
</tr>
<tr>
<td></td>
<td>Theo 1001</td>
<td>903</td>
<td>TTh 8 - 9:15 am</td>
<td>Ogbannaya</td>
</tr>
<tr>
<td></td>
<td>English 1302</td>
<td>904</td>
<td>TH 2 - 3:15</td>
<td>Pladek</td>
</tr>
</tbody>
</table>

### For Sophomores:

<table>
<thead>
<tr>
<th>Course</th>
<th>Subject</th>
<th>Section #</th>
<th>Day/Time</th>
<th>Instructor</th>
</tr>
</thead>
<tbody>
<tr>
<td>HISTORY 2001/PHIL 2310</td>
<td>HIST 2001</td>
<td>901</td>
<td>TuTh 2:00pm - 3:15pm</td>
<td>Knox</td>
</tr>
<tr>
<td></td>
<td>PHIL 2310</td>
<td>901</td>
<td>TuTh 3:30pm - 4:45pm</td>
<td>South</td>
</tr>
</tbody>
</table>

### For Sophomores, Juniors, and Seniors

#### Upper Division Theology

<table>
<thead>
<tr>
<th>Course</th>
<th>Subject</th>
<th>Section #</th>
<th>Day/Time</th>
<th>Instructor</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEO 2210</td>
<td></td>
<td>901</td>
<td>MW 2:00pm - 3:15pm</td>
<td>Plested</td>
</tr>
<tr>
<td>THEO 2300</td>
<td></td>
<td>901</td>
<td>TuTh 11:00am - 12:15pm</td>
<td>Rossi</td>
</tr>
</tbody>
</table>
SPRING 2015 HOPR 2953

HOPR 2953: My Friend Nellie: Dog as Window into Cultural Psychology

Wednesday, 12 p.m. to 1:40 p.m., spring 2015

Ed de St. Aubin, Associate Professor and Assistant Chair, Psychology

Dr. de St. Aubin and his Weimaraner dog Nellie will co-teach this course. Dogs exist on every continent and in nearly every culture of the world. By using the "custom-complex" mode of inquiry, we will examine the function and meaning of dogs within various cultures in order to learn about the larger societal dynamics that define these groups of people. We will also examine the differences and commonalities of cultures as these relate to human-dog relations. I have published work on both Japanese and Mexican-American cultures that rely heavily on this custom-complex methodology.

HOPR 2953 The Spanish Mystics

Wednesday, 3 p.m. to 4:40 p.m., spring 2015

Anne Pasero, Chair and Professor of Spanish, Foreign Languages and Literatures

This course will study the Spanish Mystics, beginning with St. Ignatius and focusing especially on his autobiography and Spiritual Exercises, and then proceeding to St. Teresa of Avila and St. John of the Cross, examining both their lives and literary works. Students and professor will then work together to relate the course content to the students' spiritual lives at appropriate intervals throughout the semester. Doing this study and exercise over an entire semester will allow the course participants time for thought, reflection and discussion. One month will be devoted to the study of each of the three saints, with time during each segment for the exploration of spiritual practices. This course will be taught in English but some passive knowledge of Spanish would be helpful. All texts are available in English translation.

HOPR 2953: Video Game Culture

Tuesday, 3 p.m. to 4:40 p.m., spring 2015

Gerry Canavan, Assistant Professor, English

This course is a survey of the burgeoning academic field of game studies, with a focus on the history and reception of video games. We will begin with Pong and work our way forward to the present, considering along the way the fraught ethical and political debates that have accompanied the rise of video games as multi-billion-dollar popular entertainment. Are video games addictive? Are they bad for children? Are they bad for adults? Are they a waste of time—or, to paraphrase Steven Johnson, do "bad" video games turn out to actually be good for you? We will also consider pop culture treatment of video games and gaming culture in film, literature, and journalism, as well as recent documentaries like The King of Kong. Over the course of the semester students will research a final
presentation on a game of their selection, attending to the game's form, content, social context, and critical reception.

**SPRING 2015 HOPR 3953**

HOPR 3953 Philosophy of Perception  
*Mon/Wed 2 p.m. to 3:15 p.m., spring 2015*  
*Corinne L. Bloch, Assistant Professor, Philosophy*

Do we believe what we see – or see what we believe? Is color in the object, or is it in the eye of the beholder? What can we learn from optical illusions? Is reality the direct object of our perception, or do we perceive only a representation of reality? This course will discuss these and other questions in the philosophy of perception. We will explore some classical texts in the philosophy of perception and examine them in light of recent developments in cognitive science. **The interdisciplinary nature of the course makes it ideal for students who are majoring in philosophy, psychology or biological sciences.**

**SPRING 2015 HOPR 4953**

HOPR 4953 Crime and Punishment in English Fiction  
*T/Th 11 a.m. to 12:15 p.m., spring 2015*  
*Melissa Ganz, Assistant Professor, English*

From thieves and murderers to bigamists and terrorists, criminals have long figured prominently in English fiction. In this course, we consider the centrality of crime and punishment to the novel tradition, while exploring the ways in which novels can help us understand the causes and consequences of illicit acts. Our investigations take us through all the major subgenres of criminal literature, from Newgate fiction to sensation and detective fiction to modernist parodies and revisions. We pay particular attention to the implications of criminality for literary form, while sampling recurring debates about the effects of reading and writing about vice. Along the way, we consider topics including the value and limits of transgression; the origins of the human capacity for evil; the role of gender, class, and race in the criminal imagination; and the relationship between law and literature. Authors include Charles Dickens, Mary Elizabeth Braddon, Arthur Conan Doyle, Robert Louis Stevenson, Joseph Conrad, and Margaret Atwood.

**HOPR 4953 Soviet Perspectives on the Cold War**  
*MWF 8 a.m. to 8:50 a.m., spring 2015*  
*Alan Ball, Professor, History*

This readings-and-discussion course explores Cold War themes from Soviet points of view, including those of Party leaders, Red Army officers, KGB agents, nuclear physicists, dissidents, ordinary citizens, and a prima ballerina. As
much as possible, we will read works by Soviet participants themselves—not just memoirs and political documents, but also selections from popular Soviet periodicals (the equivalent of *Sports Illustrated, Life Magazine*, and *Ladies’ Home Journal*, among others). As we make our way through the semester, topics likely to catch our attention include summit diplomacy, the nuclear arms race, espionage, war scares, Soviet culture, the Olympic Games, propaganda, and dissent.

**HOPR 4953, 903 Computer Applications for the Theatre**

*TuTh 2 p.m. to 3:15 p.m.*

*Stephen Hudson-Mairet, Chair, Scenic Designer, Associate Professor of Theatre Arts, Digital Media and Performing Arts*

This is a theatre design class in which the students will use computer software to design scenery, lighting, and costumes. Students will work with digital drafting software, desktop publishing software, lighting software, iPad rendering and painting software, and 3d modeling software.

The first half of the semester the students will participate in a digital bootcamp, learning the techniques of digital technology to design scenery, lighting and costumes for the theatre. In the second half of the semester, the class will be given a play to design. The class divides into teams and develops the comprehensive and cohesive design for the show. The class will work with a faculty director to develop the design elements for a fall ’15 Marquette Theatre mainstage production. Students do not need to be accomplished designers to take the class, but having an interest in design doesn’t hurt. This is a hands on, active learning course with an interesting and invigorating dynamic.