Integration Electives BA in Computer Science AY2021-2022

Below is the list of the courses that are approved as integration electives. This list is to be used by students declaring the BACS in Fall 2021 and Spring or Summer 2022. This list is not meant to be exhaustive, and you may find a course that is not on the list that appears to satisfy the goals of an integration elective. These courses will also count for students who declared before Fall 2021, but they must contact the CS office to ask for a SIS exception to be entered.

American Studies
- AMST 3463: Language & New Media

Anthropology
- ANTH 3171: Culture of Cyberspace: Digital Fluency for an Internet-Enabled Society
- ANTH 3490: Language and Thought

Studio Art
- ARTS 2220: Introduction to New Media I
- ARTS 2222: Introduction to New Media II
- ARTS 3220: Intermediate New Media
- ARTS 3222: Intermediate New Media II
- ARTS 4220: Advanced New Media I
- ARTS 4222: Advanced New Media II

Biology
- BIOL 4230: Bioinformatics and Functional Genomics

Chemistry
- CHEM 3240: Coding in Matlab/Mathematica with Applications

Drama
- DRAM 2110: Lighting Technology
- DRAM 2210: Scenic Technology
- DRAM 2240: Digital Design: Re-making and Re-imagining
- DRAM 2620: Sound Design
- DRAM 3825: Media Design Studio

Economics
- ECON 3720: Econometric Methods
- ECON 4010 Game Theory
- ECON 4020: Auction Theory and Practice
- ECON 4444: Artificial Intelligence and the Future of Work
- ECON 4720: Econometric Methods
- ECON 4730: Markets, Mechanisms and Machines

English Writing & Rhetoric
- ENWR 2640: Composing Digital Stories and Essays
- ENWR 3640: Writing with Sound

Environmental Science
- EVSC 3020: GIS Methods
- EVSC 4010: Introduction to Remote Sensing
- EVSC 4070: Advanced GIS
- EVSC 4080: Quantitative Methods in Environmental Sciences

History
- HIST 2212: Maps in World History
- HIUS 3162: Digitizing America

Linguistics
- LING 3400: Structure of English

General Linguistics
- LNGS 3250: Intro to Linguistic Theory

Mathematics
- MATH 3100: Intro Mathematical Probability
- MATH 3120: Intro Mathematical Statistics
- MATH 3315: Advanced Linear Algebra and Differential Equations
- MATH 3350: Applied Linear Algebra
- MATH 3351: Elementary Linear Algebra
- MATH 4080: Operations Research
- MATH 4300: Elementary Numerical Analysis

Media Studies

- MDST 2010: Introduction to Digital Media
- MDST 3050: History of Media
- MDST 3102: Copyright, Commerce and Culture
- MDST 3120: Global Media & Cybersecurity
- MDST 3320: The Politics of Video Games
- MDST 3404: Democratic Politics in the New Media Environment
- MDST 3405: Media Policy and Law
- MDST 3500: Comparative Histories of the Internet
- MDST 3701: New Media Culture
- MDST 3702: Computers and Languages
- MDST 3703: Digital Liberal Arts
- MDST 3704: Games and Play
- MDST 3712: Interactive Storytelling
- MDST 3750: Money, Media and Technology
- MDST 3751: Values, Value, and Valuation
- MDST 3755: Social Media and Society
- MDST 4101: Privacy & Surveillance
- MDST 4700: Theory of New Media
- MDST 4803: Computational Media

Music

- MUSI 2350: Technosonics: Digital Music & Sound Art Composition
- MUSI 2390: Intro to Music & Computers
- MUSI 3390: Intro to Music & Computers
- MUSI 4535: Interactive Media
- MUSI 4540: Computer Sound Generation
- MUSI 4543: Sound Studio
- MUSI 4545: Computer Applications in Music
- MUSI 4610: Sound Synthesis
- MUSI 4600: Performance with Computers

Philosophy

- PHIL 1410: Forms of Reasoning
- PHIL 1510: Ethics of Computing
- PHIL 2330: Computers, Minds and Brains
- PHIL 2340: The Computational Age
- PHIL 2420: Introduction to Symbolic Logic

Physics

- PHYS 2660: Fundamentals Scientific Computing

Psychology

- PSYC 2100: Introduction to Learning
- PSYC 2150: Introduction to Cognition
- PSYC 2160: Cognitive Neuroscience
- PSYC 2200: Survey of the Neural Basis of Behavior
- PSYC 2300: Introduction to Perception
- PSYC 4110: Psycholinguistics
- PSYC 4111: Language Development & Disorders
- PSYC 4125: Psychology of Language
- PSYC 4150: Cognitive Processes
- PSYC 4200: Neural Mechanisms of Behavior
- PSYC 4300: Theories of Perception
- PSYC 4400: Approaches to Quantitative Methods in Psychology
- PSYC 4681: Mobile Sensing and Health
- PSYC 4682: Mobile Technology in Mental Health Research

Religion

- RELG 3001: Gods, Humans, Robots

Statistics

- STAT 1100: Chance: Intro to Statistics
- STAT 1120: Intro to Statistics
- STAT 2020: Statistics for Biologists
- STAT 2120: Intro to Statistical Analysis
- STAT 3010: Statist Computing & Graphics
- STAT 3080: From Data to Knowledge
- STAT 3110: Foundations of Statistics
- STAT 3120: Intro to Mathematical Statistics
- STAT 3220: Introduction to Regression Analysis
- STAT 3240: Coding in Matlab/Mathematica with Applications
- STAT 4220: Applied Analytics for Business
- STAT 4260: Databases (only if CS 4750 has not been taken)
- STAT 4630: Statistical Machine Learning

In recent years, we have approved petitions for the following special topics courses, but they would not be included in the official list or encoded in SIS until they are given permanent course numbers.

- AAS: Digital Caribbean Studies
- CHEM: Intro to Computational Bio
- ECON: AI & the Future of Work
- ENSP: Hacking for Humanists
- HIST: Digital History
- MDST: Internet, Propaganda, and the "Dark Web"
- MDST: Critical Game Design
- MDST: Politics of Video Games
- MUSI: Computer Applications in Music
- MUSI: Interactive Media
- MUSI: Sound Synthesis
- PHIL: Minds, Machines, and Persons
- PLPT: Digital Political Theory
- PSYC: Mobile Sensing and Health
- RELG: Gods, Humans, Robots
- SOC: Networks & Society
- STAT: Data Analytics and Decision Making