

* For MUS 114*, 121B*, 121C*, 121D*, 121F*, 121Z*, 122B*, 122C*, 122D, 122F*, 122Z*, 130F*, 221C*, 222C*: Any combination that totals 3 credits will be considered the equivalent of one semester course.

* REL 150: Up to and including Spring 2008

Arts (DA)

ART 101: Introduction to the Visual Arts

Art101 is an introductory course that focuses on the question “What is the nature of visual art?” and the forms and conditions under which art is expressed. Projects will be required. Independent field trips to art galleries may be required.

Credits: 3

Lecture Hours: 3

Program: Art

Student Learning Outcomes:

- Identify how an appreciation of the visual arts’ influences the quality of life.
- Analyze how the elements of form and principles of design work together with the creative process to produce a work of art.
- Describe individual art disciplines, media and specific methods of making art.
- Define major historical and contemporary movements in art and discuss how art reflects its time and culture.
- Execute studio art projects in order to experience visual concepts, art disciplines and media in each of the following:
 - Maintain a comprehensive sketchbook demonstrating understanding of the elements of art.
 - Create at least one basic 2D and 3D studio art project, utilizing media specific to the successful outcome of each project.
 - Execute one project based upon art history or museum observation.

ART 104D: Introduction to Printmaking/Screen Printing

Studio experience mainly for non-majors. An introduction to printmaking providing experience in the development of skills used in designing for screen printing on paper. Includes skill in photo screening. May be repeated up to 6 credits.

Credits: 3

Program: Art

Student Learning Outcomes:

- Demonstrate a knowledge and understanding of the elements of art, principles of design, and the creative process.
- Select and use screen printing materials.
- Complete the creative problem-solving process, from planning and discovery to implementation and evaluation.
- Examine the process of integrating content and meaning with visual form in the screen printing process.

ART 105B: Introduction to Ceramics–handbuilding

Studio experience mainly for no majors. An introduction to clay as an art medium. Emphasis on basic handbuilding techniques, three-dimensional concepts in clay, glazing, decorating and firing kilns. NOTE: Art Majors: ART 105B and ART 105C must both be taken to receive equivalency at UH Mānoa as an art elective. Liberal Arts Students: ART 105B or ART 105C will transfer to fulfill the Humanities DA core requirements.

Credits: 3

Program: Art

Student Learning Outcomes:

- Demonstrate through finished ceramic objects a basic understanding of the hand building techniques.
- Comprehend and sensitively apply the visual elements of line, shape, color, texture, volume and mass and the design principles of balance, rhythm, dominance, contrast, variation and unity to the execution of ceramic objects.
- Demonstrate a basic understanding of color and color theory as it related to the use of glazes.
- Complete the creative problem-solving process from planning and discovery to implementation and evaluation.
- Demonstrate a basic understanding of drawing as a means of notation, conceptualization and visual organization.
- Demonstrate an awareness of historic and contemporary examples of ceramics.
- Begin to use the ceramic process to express personal imagery.
- Demonstrate an ability to articulate the concepts and intent of a finished ceramic piece.

ART 105C: Introduction to Ceramics–wheelthrowing

Studio experience mainly for non-majors. Introduction to the potter's wheel. Emphasis on techniques of forming basic wheelthrown shapes on the electric or kick wheel. Emphasis also on decorating, glazing, and firing of ceramic pieces. NOTE: Art Majors: ART 105B and ART 105C must both be taken to receive equivalency at UH Mānoa as an art elective. Liberal Arts Students: ART 105B or ART 105C will transfer to fulfill the Humanities DA core requirements.

Credits: 3

Program: Art

Student Learning Outcomes:

- Demonstrate through finished ceramic objects a basic understanding of wheel throwing techniques.
- Comprehend and sensitively apply the visual elements of line, shape, color, texture, volume and mass and the design principles of balance, rhythm, dominance, contrast variation and unity to the execution of ceramic objects.
- Demonstrate a basic understanding of color and color theory as it relates to the use of glazes.
- Complete the creative problem-solving process from planning and discovery to implementation and evaluation.
- Demonstrate a basic understanding of drawing as a means of notation, conceptualization and visual organization.
- Demonstrate an awareness of historic and contemporary examples of ceramics.
- Begin to use the ceramic process to express personal imagery.
- Demonstrate an ability to articulate the concepts and intent of a finished ceramic piece.

ART 107: Introduction to Photography

Studio experience mainly for non-majors. An introduction to black and white photography emphasizing a variety of picturemaking techniques. Assignments and field trips. Student must have film camera with adjustable shutter speeds and aperture settings.

Credits: 3

Program: Art

Student Learning Outcomes:

- Operate your camera to obtain correctly focused and exposed negatives, and use aperture and shutter speeds to create an intended image.
- Develop black and white film and make contact prints.
- Operate an enlarger to make black and white prints that express, enhance and communicate an intended image.
- Process and present photographic prints that aesthetically expresses your feelings, ideas and/or concepts.

ART 108: Elementary Studio: Drawing and Painting

Art 108 is a studio course, which includes drawing and an introduction to acrylic painting techniques, with an emphasis on acrylic painting. Course content will also emphasize composition and color theory. May be repeated up to 6 credits.

Credits: 3

Program: Art

Student Learning Outcomes:

- Comprehend and use basic drawing techniques to create finished drawings.
- Use appropriate acrylic painting and color techniques to make finished paintings.
- Evaluate the creative problem-solving process to complete a final composition.
- Evaluate and critique works of art by using art terminology.
- Distinguish seeing from looking.
- Create a personal drawing and painting style through art practice and theory.

ART 111: Introduction to Watercolor Painting

Art 111 is an introduction to watercolor painting materials and techniques. May be repeated up to 6 credits.

Credits: 3

Program: Art

Recommended:

ART 101 and ART 113.

Student Learning Outcomes:

- Complete assignments that reflect the use of watercolor techniques and design principles in watercolor composition.
- Use and care properly for watercolor painting tools.
- Discuss watercolor painting concepts and techniques.
- Critique work based on watercolor concepts and techniques.

ART 112: Introduction to Digital Art

ART 112 is a studio introduction to digital technology and its applications to the production of visual art. Emphasis will also be placed on developing an aesthetic criteria for evaluation.

Credits: 3

Program: Art

Recommended:

ART 115, ICS 100.

Student Learning Outcomes:

- Create original digital graphic artwork using appropriate design principles, elements of art, vocabulary, digital graphic software, and digital graphical technological processes.
- Apply problem-solving techniques to develop art projects according to specifications, and critique and defend own artwork.
- Use the vocabulary and technological processes of digital graphics.
- Demonstrate basic animation principles and skills.

ART 113: Introduction to Drawing

Art113 is an introduction to the materials and techniques of drawing, focusing online drawing, rendering, and the use of perspective. This course will include the study of the drawings of old and modern masters. May be repeated up to 6 credits.

Credits: 3

Program: Art

Recommended:

ART 101.

Student Learning Outcomes:

- Complete assignments that reflect the use of basic visual elements to create an illusion of space and form.
- Use linear perspective.
- Demonstrate through drawings, skill in hand-eye coordination.
- Use skillfully a variety of drawing materials and techniques.
- Identify drawing materials and techniques used by the old and modern masters.

ART 114: Introduction to Color

Art 114 is an introductory course focusing on color theory and the application of color as related to studio art practice.

Credits: 3

Program: Art

Recommended:

ART 101.

Student Learning Outcomes:

- Formulate a personal and expressive sense of color.
- Recognize and comprehend color interaction, color phenomena, color theories and vocabulary specific to color study.
- Master skills in paint mixing, color matching and application as well as other art processes, to creatively solve color problems.
- Utilize the multiple dimensions of color: hue, value, intensity and temperature in specific color projects.
- Recognize and properly use the three types of color applications: opacity, transparency and optical mixing.

ART 115: Introduction to 2d Design

Art 115 is an introductory course, which focuses on the basic design concepts, elements and principles of art. This course emphasizes projects in basic two-dimensional design.

Credits: 3

Program: Art

Recommended:

ART 101.

Student Learning Outcomes:

- Become familiar with and successfully use the principles of design to develop individual creative designs and dynamic compositions.
- Use a variety of strategies to create and evaluate the creative problem-solving process through intuitive processes, revisions and risk-taking, to arrive at a final composition.
- Demonstrate proper use of diverse media and materials to produce a work of art.
- Evaluate and critique works of art and presentation by using art terminology.
- Identify historic references within the theory and practice of design.
- Organize a portfolio of works that demonstrate aesthetic understanding of the principles of design, elements of form, and appropriate presentation of art.

ART 116: Introduction to Three-Dimensional Composition

Focuses on building three-dimensional structures and basic sculptural forms using various approaches and materials, as well as the designing of creative environments. The student's awareness of the natural order and the aesthetic aspect of design is broadened and the student learns the use of texture, volume, color, temperature, proportion, space, time and movement in a three-dimensional form.

Credits: 3

Program: Art

Student Learning Outcomes:

- Demonstrate an understanding of the following sculpting processes: assemblage, carving, mold making, metal construction and casting.
- Utilize creative problem solving.
- Demonstrate and sensitively apply the visual elements of line, texture, color, volume and mass and the design principles of balance, directional force, rhythm, dominance, contrast, variation, and proportion.
- Demonstrate a basic understanding of drawing as a means of notation, conceptualization and visual organization.
- Demonstrate an awareness of historic and contemporary examples of sculpture.
- Begin to use the sculpting process to express personal imagery.

ART 123: Introduction to Oil Painting

Art 123 is an introduction to the materials and techniques of oil painting. Classical painting techniques will be emphasized. May be repeated up to 6 credits.

Credits: 3

Program: Art

Recommended:

ART 101, 113 and 114.

Student Learning Outcomes:

- Execute paintings using traditional painting techniques.
- Complete the technical process from preparation of the ground (canvas) to the completion of a painting.
- Execute underpainting, grisaille and limited palette painting techniques.
- Apply the visual elements of line, shape, light and shadow, color, texture and space as well as the design principles of balance, rhythm, focal points, implied movement and unity to a painting.
- Discuss oil painting concepts and techniques.
- Critique work based on oil painting concepts and techniques.

ART 126: 3D Computer Graphics I

This course explores introductory level conceptual and technical topics in 3D computer graphics. Autodesk Maya and related applications will be utilized to develop projects which integrate 3D modeling, UV layout, texture mapping, lighting, and rendering. (Cross-listed as CM 126)

Credits: 3

Prerequisites:

A grade of C or better in ART 112 or consent of instructor.

Program: Art

Recommended:

Algebra, Geometry

Student Learning Outcomes:

- Develop 3D models and related art assets using introductory level technical skills, procedures, and production methodologies.
- Employ the vocabulary of 3D computer graphics to define creative objectives and evaluate outcomes.
- Apply knowledge of contemporary industry responses to 3D computer graphics in the development of 3D models and related art assets.
- Apply knowledge of the theory, history and principles of design and animation in the creation of new media art.
- Apply successful problem-solving skills utilizing industry standard applications, technologies, and techniques in the creative and technical production process.

ART 131: Introduction to Fused Glass

Introduction to expressive explorations in the use of kiln-formed, fusible-sheet glasses and enameling on glass.

Credits: 3

Program: Art

Student Learning Outcomes:

- Demonstrate the basic skills of glass fusing using float glass, Spectrum 96 fusible glass, high temperature glass enamels, and Bullseye fusible glass
- Design, cut, assemble and fire fused glass
- Apply knowledge of programming and firing of the kiln controller computer

ART 189: Introduction to Hawallan Art

An integrated beginning studio art course, which offers students the opportunity to understand and express Hawaiian cultural perspective through contemporary visual arts activities.

Credits: 3

Program: Art

Recommended:

HAW 101 or one semester high school Hawaiian.

Lecture/Lab Hours: 6

Student Learning Outcomes:

- Demonstrate a basic understanding of the historical and formal qualities of objects produced by Hawaiians through pre-contact, post-contact, and contemporary times.
- Demonstrate a basic understanding of art making as a means of contemporary notation, conceptualization and visual organization.
- Develop an appreciation of Hawaiian art, the variety and richness of its art forms and the cultural significance inherent in its production.
- Demonstrate how the Hawaiian language informs the process of art making and offers insights into the metaphorical nature intrinsic in Hawaiian art.
- Use various art making techniques and processes to explore personal imagery.
- Collaborate with others to make creative decisions.

ART 202: Introduction to Digital Imaging

Combined theory and practice examining major techniques, concepts, and aesthetics in contemporary digital image production. Direct studio experience in essential software, printing techniques and hardware necessary in producing the gallery quality inkjet print.

Credits: 3

Prerequisites:

Grade of "C" or better in Art 107 and Art 113, or consent from instructor.

Program: Art

Lecture/Lab Hours: 6

ART 207: Intermediate Photography: Techniques and Aesthetics of Photography

Basic techniques and esthetics of black and white photography; the camera as a tool for communication and self expression. Student must have a film camera with adjustable shutter speeds and aperture settings. May be repeated up to 6 credits.

Credits: 3

Prerequisites:

Credit for ART 107 or consent of instructor.

Program: Art

Student Learning Outcomes:

- Conceptualize an idea and translate it photographically into a visual form.
- Use different black and white films and development procedures to convey and express different photographic aesthetics.
- Express through refined photographic techniques your ideas, feelings and/or concepts.
- Produce photographic prints that require proficient skill in darkroom techniques.

ART 213: Intermediate Drawing

Art 213 is a continuation and development of drawing ideas and skills introduced in Art 113. A variety of materials, techniques and concepts are explored, particularly pertaining to drawing concepts unique to the 20th century. Portraiture will also be introduced. May be repeated up to 6 credits.

Credits: 3

Program: Art

Recommended:

ART 101 and ART 113.

Student Learning Outcomes:

- Exhibit a continued development of the skills and craft of drawing, as introduced in ART 113.
- Use perspective traditionally as well as in imaginative and creative ways.
- Draw portraits from life.
- Execute drawing concepts unique to the 20th century.
- Use drawing skills necessary to visually express creative ideas.

ART 214: Introduction to Life Drawing

Art 214 is an introductory figure drawing course. Anatomical construction, light, space, diagrammatic analysis, and thematic content will be studied through the drawing process. May be repeated up to 6 credits.

Credits: 3

Prerequisites:

Credit for ART 113 or consent of instructor.

Program: Art

Recommended:

ART 101 and 213.

Student Learning Outcomes:

- Draw the human figure accurately and expressively.
- Investigate through drawing, the interaction of structure, anatomy, design and expression, as it relates to the figure.
- Demonstrate an understanding of the relationship between the internal structure of the figure and its effects on topography.
- Discuss figure drawing concepts and techniques.
- Critique work based on figure drawing concepts and techniques.

ART 220: The Windward Atelier (AKA Atelier Hawai'i) Intensive Study in Drawing and Painting

Art 220 is an intensive course of study in the classical techniques of drawing and painting. Cast drawing, portraiture and figure painting will be the focus of instruction. The Windward Atelier is designed primarily for those students who have some prior studio experience in drawing; however, students of all skill levels are welcome.

Credits: 6

Program: Art

Student Learning Outcomes:

- Develop observational drawing and painting skills using classical measuring and sighting techniques, mapping, and memory to make accurate depictions from plaster casts and the live figure model.
- Perceive, key, and record values accurately and effectively in observational drawings and paintings.
- Execute the painting processes, from preliminary drawings and canvas preparation to the completion of a painting, including the proper use and care of the painter's studio implements.
- Discuss and critique work based on classical drawing and painting concepts and techniques.

ART 223: Intermediate Painting

Survey of late 19th and early 20th century studio practice. Completion of paintings which concentrate on historical styles as well as on a more personal direction. May be repeated for up to 6 credits.

Credits: 3

Prerequisites:

Credit for ART 123 or consent of instructor.

Program: Art

Student Learning Outcomes:

- Create paintings that exhibit a working knowledge of recent developments in the pictorial structure of paintings.
- Understand and use the dynamic organization of pattern, two and three dimensional space and rhythmic demands of the "flat" picture plane.
- Confidently paint shape, edges, color relationships and space with increased sensitivity.
- Develop original and personal concepts and techniques.
- Demonstrate an understanding of the technical aspect of the painting process.
- Develop the language skills used in the critical evaluation of paintings.

ART 224: Painting from Life

Art 224 is a survey of the figurative tradition of painting, using the model as the primary subject matter. This course is an intensive studio experience of painting from the model. May be repeated up to 6 credits.

Credits: 3

Prerequisites:

Credit for ART 123 and 214, or consent of instructor.

Program: Art

Student Learning Outcomes:

- Create paintings that exhibit a working knowledge of the figurative tradition of painting from the Renaissance to the present.
- Paint the human figure accurately and expressively.
- Sensitively apply the visual elements of line, shape, light and shadow, color, texture and space, and the design principles of balance, rhythm, focal points, implied movement and unity to figure painting projects.
- Execute the painting process from canvas preparation to the completion of a painting.
- Create limited palettes, and explore color harmony and balance within a painting.
- Use art terminology to evaluate paintings.

ART 243: Intermediate Ceramics–handbuilding

Development of handbuilding techniques, sculptural and vessel concepts, and surface treatment and glazing. May be repeated up to 6 credits. NOTE: Art Majors: ART 243 and 244 must both be taken to receive equivalency at UH Mānoa as ART 242, Introduction to Ceramics.

Credits: 3

Prerequisites:

Credit for ART 105B or consent of instructor.

Program: Art

Recommended:

ART 101, 116.

Student Learning Outcomes:

- Demonstrate an understanding of the three basic hand-building techniques and the potential of each as structural and decorative elements.
- Demonstrate an understanding of two different clay bodies and their potential as structural and decorative elements.
- Demonstrate an awareness of the varieties of materials and techniques of the glazing and firing processes.
- Demonstrate innovative and inventive problem-solving through creative decision-making and insightful articulation of finished ceramic vessels and sculptural forms.
- Demonstrate an ability to generate creative ideas through three-dimensional visualization techniques.
- Demonstrate an understanding of color and color theory as it relates to three-dimensional form in the use of glazes and oxides.
- Demonstrate an understanding of historic and contemporary examples of hand built ceramics.
- Demonstrate an understanding of drawing as a tool for conceptualization and documentation of personal imagery and technical investigation of the ceramic process.
- Demonstrate an appreciation for and awareness of ceramic objects.
- Demonstrate an awareness of the visual elements and the design principles while creating ceramic vessels and sculptural forms.
- Demonstrate an ability to articulate the concepts and intent of a completed piece.

ART 244: Intermediate Ceramics–wheelthrowing

Development of wheelthrowing techniques, vessel and structural concepts, and surface treatment and glazing. May be repeated up to 6 credits. NOTE: Art Majors: ART 243 and 244 must both be taken to receive equivalency at UH Mānoa as ART 242, Introduction to Ceramics.

Credits: 6

Prerequisites:

Credit for ART 105C, or consent of instructor.

Program: Art

Recommended:

ART 101, 105B, 116.

Student Learning Outcomes:

- Demonstrate through completed projects, a basic proficiency in wheel throwing techniques.
- Demonstrate an understanding of color and color theory through the use of various decorated techniques: slips, oxides, engobes, stains, and glazes.
- Demonstrate an understanding of clay bodies, oxidation and reduction firing, and of the basic chemical compositions of glazes.
- Demonstrate an awareness of the visual elements and the design principles while creating ceramic vessels and sculptural forms.
- Demonstrate innovative and inventive problem solving, through creative decision-making and insightful articulation of finished ceramics vessels and sculptural forms.
- Demonstrate an ability to generate creative ideas through three-dimensional visualization techniques.
- Demonstrate an understanding of drawing as a tool for conceptualization and documentation of personal imagery and technical investigation of the ceramic process.
- Demonstrate an understanding of historic and contemporary examples of wheel made ceramics.
- Demonstrate an ability to articulate the concepts and intent of a finished ceramic object.

ART 251: Mold Making for Ceramics and Sculpture

ART 251 is an introduction to mold making techniques and their application in the creation of functional ceramics and sculptural objects. Emphasis on the fabrication of various types of plaster molds from original and “found” objects, pressing and casting forms from molds in clay and other non-metal media, and various finishing techniques including glazing and firing. May be repeated up to 6 credits.

Credits: 3

Program: Art

Recommended:

ART 101, ART 105B, 105C, or ART 116

Student Learning Outcomes:

- Select, fabricate, and employ various mold types in the making of functional ceramics and sculptural objects.
- Design and produce original objects in clay and other materials to be used as mold patterns.
- Produce finished functional and artistic objects that explore the possibilities of mold made forms.

ART 253: Sculpture–figure Modeling

Modeling the human figure in clay, with emphasis on the basic skeletal structure and muscles in relation to surface modulation, proportion, volume and gesture. May be repeated up to 6 credits.

Credits: 3

Program: Art

Student Learning Outcomes:

- Demonstrate through finished sculpture, an understanding of figure and portrait modeling, mold-making, fabrication, and the casting process and materials.
- Demonstrate an understanding of drawing as a tool for conceptualization and documentation of personal imagery.
- Demonstrate an awareness of historic and contemporary examples of sculpture.
- Perceive and sculpt volume and mass with increased sensitivity and personal confidence.
- Trust one’s own decisions, insights, and perceptions during the creative problem-solving process.
- Demonstrate an ability to articulate the concepts and intent of a finished sculpture.

ART 260: Gallery Design and Management

Design theory and techniques for presentation of art work and mounting an exhibition. May be repeated up to 6 credits.

Credits: 3

Program: Art

Student Learning Outcomes:

- Plan and install an art display using the appropriate skills and techniques of gallery design and management.
- Evaluate spatial relationships, design principles and color theory as related to gallery displays and discover the role intuition plays in the arts and gallery design.
- Critique and evaluate works of art and presentation by using art terminology.
- Prepare publicity related to gallery practice to include press releases and gallery invitations.
- Generate a portfolio documenting art exhibitions in our local community.

CM 120: Introduction to Digital Video

Students will develop basic skills in video production.

Credits: 3

Lecture Hours: 2

Program: Creative Media

Student Learning Outcomes:

- Demonstrate basic knowledge and skills of digital video production including operating a digital video camera and sound recording kit.
- Demonstrate the ability to edit a video project in a digital non-linear system.
- Apply effective storytelling skills through the use of basic cinematography concepts, composition, light and movement.
- Produce videos that meet industry standards and ethics.

CM 126: 3D Computer Graphics I

This course explores introductory level conceptual and technical topics in 3D computer graphics. Autodesk Maya and related applications will be utilized to develop projects which integrate 3D modeling, UV layout, texture mapping, lighting, and rendering. (Cross-listed as ART 126)

Credits: 3

Prerequisites:

A grade of C or better in ART 112 or consent of instructor.

Program: Creative Media

Recommended:

Algebra, Geometry

Student Learning Outcomes:

- Develop 3D models and related art assets using introductory level technical skills, procedures, and production methodologies.
- Employ the vocabulary of 3D computer graphics to define creative objectives and evaluate outcomes.
- Apply knowledge of contemporary industry responses to 3D computer graphics in the development of 3D models and related art assets.
- Apply knowledge of the theory, history and principles of design and animation in the creation of new media art.
- Apply successful problem-solving skills utilizing industry standard applications, technologies, and techniques in the creative and technical production process.

CM 204C: Introduction to Creative Writing (Screenwriting)

CM 204C Introduction to Creative Writing (Screenwriting) introduces students to the basic practices and principles of screenwriting. (Cross-listed as ENG 204C)

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of "C" or better in ENG 100, or consent of instructor.

Program: Creative Media

Recommended:

Students should possess a strong foundational knowledge of grammar, word usage, and punctuation. Additionally, students must be able to accept constructive criticism from peers and the instructor.

Student Learning Outcomes:

- Create original short screenplays that include screenwriting format, devices, and conventions.
- Propose and employ feedback in the writing workshop model.
- Enter screenplays for local and/or national contests and/or productions.

CM 220: Intermediate Digital Video

Students will develop intermediate skills in video production and apply them to creating videos for publication on the web and other distribution platforms. Repeatable for up to 6 credits.

Credits: 3

Lecture Hours: 2

Prerequisites:

A grade of C or better in CM 120 or consent of instructor.

Program: Creative Media

Student Learning Outcomes:

- Produce videos that meet industry standards and ethics.
- Generate original story ideas.
- Demonstrate appropriate proficiency in cinematography, sound recording and editing skills.
- Analyze videos produced by the mass media.

CM 223: Introduction to Acting for Camera

An introduction to acting techniques for film, TV production, and other camera-based media. Repeatable up to 6 credits. (Cross-listed as THEA 223)

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of C or better in THEA 221.

Program: Creative Media

Recommended:

THEA 101, 221, and 222.

Student Learning Outcomes:

- Demonstrate the skill of acting by using the camera lens to convey story.
- Illustrate the complexities of character within a given text.
- Analyze performances for television and film for quality and desired effect on the audience.

CM 240: Introduction to Digital Music Production

Introduction to digital music and sound production on the Macintosh platform: MIDI sequencing, audio recording, music arranging, editing, mixing and mastering; preparing audio files for CD, video and web applications; sound synthesis and programming using virtual instruments. (Cross-listed as MUS 240.)

Credits: 3

Lecture Hours: 3

Prerequisites:

MUS 108, 121 (alpha) or 253; or consent of instructor.

Program: Creative Media

Recommended:

Basic Keyboard (piano) skills, computer (Mac) skills.

Student Learning Outcomes:

- Use MIDI sequencing and audio recording software, and/or notation software, as tools for music composition, arranging and performance.
- Apply basic skills in MIDI sequencing and editing, and digital audio recording and editing to audio mixing and mastering projects.
- Prepare audio files for CD burning, and video and web applications.
- Apply understanding of sound synthesis to create original sounds for music projects.
- Transfer skills to other MIDI sequencing and digital audio software programs across PC and Mac platforms.

CM 242: Video Game Design II

This course picks up where CM 142 left off. In addition to creating games at a higher technical and aesthetic standard, presentation skills (as in “presentation to potential investors”) are emphasized. May be repeatable up to 6 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

A grade of C or better in CM 142

Program: Creative Media

Recommended:

Algebra, Geometry, Trigonometry, basic Javascript, basic C# scripting.

Student Learning Outcomes:

- Create, work and write basic 3D assets in Unity 3D and programming scripts applicable to gaming in C# language.
- Publish games to mobile and web platforms.
- Identify game design elements in order to offer constructive critique to existing games.
- Express ideas to “potential investors” using clear, concise and persuasive speech and presentation skills and identify the function and expectations of people in roles within a professional Game Design and Development team.

CM 280: Book Production: Pueo Literary and Art Journal

This course is intended to acquaint students with the theory, practice, and skills required to publish a book (Pueo Literary and Art Journal), and, by extension, enable students to participate in the production of any small publication such as magazines, handbooks, manuals, brochures, flyers, newsletters, etc. To varying degrees over two semesters, the course covers planning, publicity, selection, editing, proofreading, layout, production, distribution, and celebration. Six credits may be applied to the AA degree. (Cross-listed as ENG 280.)

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of “C” or better in Eng 100 or consent of instructor.

Program: Creative Media

Student Learning Outcomes:

- Evaluate how audience, purpose, and mode of publication affect publication design.
- Employ skills such as editing, proofreading, design, and layout.
- Participate in imaginative and creative collaboration in the production of a journal that maintains high standards.

CM 286: Multimedia News Production

Students will develop intermediate skills in video journalism and produce video and multimedia news stories about campus and community events and issues for publication on the Ka Ohana website and other distribution platforms. Repeatable for up to 6 credits. (Crosslisted as JOUR 286.)

Credits: 3

Lecture Hours: 2

Prerequisites:

Credit for CM 120 or JOUR 120; or consent of instructor.

Program: Creative Media

Student Learning Outcomes:

- Produce various news videos independently or in groups that meet professional journalistic standards and can be published on the Ka Ohana website.
- Generate story ideas; research, gather and organize information; work collaboratively with editors and reporters; follow through on assignments; and meet deadlines.
- Develop basic knowledge and skills of digital video production including cinematography, sound and editing.
- Critically analyze news videos produced by the mass media.

CM 295A: Careers in Video Game Design

This capstone course covers the basic business, legal and ethical issues related to careers in video game design. May be repeated up to 6 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

A grade of C or better or registration in CM 242, or consent of instructor.

Program: Creative Media

Student Learning Outcomes:

- Describe the basic s of intellectual property law as it applies to video games.
- Produce a marketing plan for a video game.
- Identify distribution options for a video game.

CM 295B: Careers in Filmmaking

This capstone course covers the basic business, legal and ethical issues related to careers in filmmaking. May be repeated up to 6 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

A grade of C or better or registration in CM 220, or consent of instructor.

Program: Creative Media

Student Learning Outcomes:

- Describe the basic s of intellectual property law as it applies to films.
- Produce a fundraising plan for a short film.
- Produce a marketing plan for a short film.
- Identify distribution options for a short film.

DNCE 121: Beginning Ballet

Introduction to classical ballet technique. May be repeated up to 9 credits.

Credits: 3

Lecture Hours: 3

Program: Dance

Student Learning Outcomes:

- Correctly define ballet terminology. Execute proper ballet technique. Perform ballet routines.

DNCE 131: Beginning Modern Dance

Introduction to modern dance technique. May be repeated up to 9 credits.

Credits: 3

Lecture Hours: 3

Program: Dance

Student Learning Outcomes:

- Correctly define modern dance terminology
- Demonstrate kinesthetic proficiency in modern dance technique through performance
- Demonstrate conceptual understanding of contemporary modern dance technique

DNCE 122: Continuing Beginning Ballet

Continuation of beginning classical ballet technique. May be repeated up to 9 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of "C" or better in DNCE 121 or consent of instructor.

Program: Dance

Student Learning Outcomes:

- Demonstrate correct usage of ballet terminology and core concepts
- Execute proper ballet technique
- Perform ballet routines

DNCE 132: Continuing Beginning Modern Dance

Continuation of beginning modern dance technique. May be repeated up to 9 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of "C" or better in DNCE 131 or Instructor consent.

Program: Dance

Student Learning Outcomes:

- Discuss concepts in modern dance utilizing proper terminology
- Develop kinesthetic proficiency in contemporary modern dance technique
- Perform modern dance choreography

DNCE 221: Low Intermediate Ballet

Low intermediate ballet technique. Maybe repeated up to 9 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of "C" or better in DNCE 122 or instructor's consent.

Program: Dance

Student Learning Outcomes:

- Discuss Core Concepts in Ballet Using Proper Ballet Terminology
- Execute Intermediate Level Ballet Techniques
- Perform Intermediate Level Choreography

DNCE 231: Low Intermediate Modern Dance

Low intermediate modern dance technique. May be repeated up to 9 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of "C" or better in DNCE 132 or Instructor consent.

Program: Dance

Student Learning Outcomes:

- Discuss concepts in modern dance utilizing proper terminology
- Develop kinesthetic proficiency in contemporary modern dance technique
- Perform modern dance choreography

DNCE 270: Dance Performance

DNCE 270 is a performance course designed to enhance and develop students' dance skills through the staging of selected dance pieces either as individual pieces or as part of a larger production project.

Credits: 3

Prerequisites:

Grade of C or better in DNCE 121 or 131, or Instructor's consent

Program: Dance

Student Learning Outcomes:

- Demonstrate selected dance and theatre etiquette and protocol.
- Identify selected theatre and dance terminology.
- Perform dances demonstrating application of physical and interpretative skills
- Analyze dance for performance through evaluation and review.

ENG 204A: Introduction to Creative Writing (Fiction)

English 204A Introduction to Creative Writing (fiction) introduces students to the basic practices and principles involved in the writing and publication of short stories and novels.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of “C” or better in ENG 100, or consent of instructor.

Program: English

Student Learning Outcomes:

- View the world as a writer, with an eye for detail and an ear for dialogue.
- Exercise the imagination as a tool for creation.
- Write short stories or novels.
- Submit writing for publication.
- Gain and deliver useful writing feedback.

ENG 204B: Introduction to Creative Writing (Poetry)

English 204B Introduction to Creative Writing (Poetry) introduces students to the basic practices and principles involved in the writing and publication of poems.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of “C” or better in ENG 100, or consent of instructor.

Program: English

Recommended:

Students should possess a strong foundational knowledge of grammar, word usage, and punctuation. Additionally, students must be able to accept constructive criticism from peers and the instructor.

Student Learning Outcomes:

- Create original poems that reflect a skillful use of literary devices, forms, and conventions.
- Analyze poems written by peers and published authors.
- Propose and employ feedback in the writing workshop model.
- Evaluate and submit poems for publication.

ENG 204C: Introduction to Creative Writing (Screenwriting)

English 204C Introduction to Creative Writing (Screenwriting) introduces students to the basic practices and principles of screenwriting. (Cross-listed as CM 204C)

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of “C” or better in ENG 100, or consent of instructor.

Program: English

Recommended:

Students should possess a strong foundational knowledge of grammar, word usage, and punctuation. Additionally, students must be able to accept constructive criticism from peers and the instructor.

Student Learning Outcomes:

- Create original short screenplays that include screenwriting format, devices, and conventions.
- Propose and employ feedback in the writing workshop model.
- Enter screenplays for local and/or national contests and/or productions.

ENG 204D: Introduction to Creative Writing: Creative Nonfiction

English 204D Introduction to Creative Writing (Creative Nonfiction) introduces students to the basic practices and principles involved in the writing and publication of creative nonfiction, which includes autobiography, biography, nature and travel writing, cultural criticism, and historical and scientific writing.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of C or better in ENG 100, or consent of instructor.

Program: English

Recommended:

Students should possess a strong foundational knowledge of grammar, word usage, and punctuation. Additionally, students must be able to accept constructive criticism from peers and the instructor.

Student Learning Outcomes:

- Create original works of creative nonfiction that reflect a skillful use of literary devices, forms, and conventions.
- Analyze creative nonfiction written by peers and published authors.
- Propose and employ feedback in the writing workshop model.
- Evaluate and submit work for publication.

ENG 280: Book Production: Pueo Literary and Art Journal

This course is intended to acquaint students with the theory, practice, and skills required to publish a book (Pueo Literary and Art Journal), and, by extension, enable students to participate in the production of any small publication such as magazines, handbooks, manuals, brochures, flyers, newsletters, etc. To varying degrees over two semesters, the course covers planning, publicity, selection, editing, proofreading, layout, production, distribution, and celebration. Six credits may be applied to the AA degree. (Cross-listed as CM 280.)

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of “C” or better in ENG 100 or consent of instructor.

Program: English

Recommended:

Willingness to carry out collaborative responsibilities on time and to work cooperatively with others. Strong knowledge of grammar, word usage, and punctuation. Awareness of literary forms and styles. Basic computer skills. An eye for visual detail.

Student Learning Outcomes:

- Evaluate how audience, purpose, and mode of publication affect publication design.
- Employ skills such as editing, proofreading, design, and layout.
- Participate in imaginative and creative collaboration in the production of a journal that maintains high standards.

HWST 130: Hula ‘Ōlapa: Traditional Hawallan Dance

In this class students will learn various beginning traditional hula interpretations. Students will be taught the basic footwork and hand gestures of traditional hula accompanied by chanting, Ipu Heke (double gourd) or Pahu (drum). Students may also be required to make accompanying instruments like Ipu (smaller single gourd), Kala’au (sticks), ‘Ili’ili (stones), and Pū’ili (split bamboo), and learn accompanying oli (chants) under the direction of the class Instructor. Students will be taught different historical aspects of specific hula, associated hula mythology, ali’i (chiefly) genealogies, plants and place names.

Credits: 3

Lecture Hours: 2

Program: Hawaiian Studies

Student Learning Outcomes:

- Learn a basic understanding of the differences between traditional and more modern styles of hula including the significance of hula as part of Hawaiian culture in traditional times.
- Learn the histories and mythologies behind the creation and performance of various hula.
- Learn how to perform several hula in unison, and the relationship between movements with the significance of lyrical content in a mele or oli combined with the occasions for which one is dancing.
- Learn how to prepare adornments for their specific hula.

HWST 131: Hula Ōlapa ‘elua: Traditional Hawallan Dance II

Continuation of HWST 130. In this second class, students will learn intermediate traditional hula interpretations. Foot work and hand gestures of traditional hula will be reinforced accompanied by chanting, Ipu Heke (double gourd) or Pahu (drum). Students will be exposed to chants, and pule of traditional and ceremonial protocols related to the discipline of hula. Students may also be required to make accompanying instruments, like Ipu (smaller single gourd), Kala’au (sticks), ‘Ili’ili (stones), and Pū’ili (split bamboo) under the direction of the class instructor. Students will be taught different historical aspects of specific hula, associated hula mythology, ali’i (chiefly) genealogies, plants, and place names.

Credits: 0

Lecture Hours: 2

Prerequisites:

Credit for HWST 130, and enrollment in or credit for HAW 101 or HWST 107.

Program: Hawaiian Studies

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Describe and discuss the stories behind the creation and performance of various hula.
- Perform several hula demonstrating the relationship between movements and the significance of lyrical content in mele.
- Prepare and use adornment for specific hula.

HWST 135: Kālai Lā'au: Hawallan Woodwork and Wood Carving

This is a Hawaiian cultural woodwork and wood carving project class. This class will involve the development of two to three introductory woodworking projects of Hawaiian cultural significance or ceremonial use. through this class the students will develop both the skills needed to work effectively and safely with wood, and the cultural knowledge important to the pieces developed. As a project class, there will be specific projects and themes set by the instructor of general Hawaiian cultural interest. Students will learn different aspects and solutions in carving and creating Hawaiian cultural projects.

Credits: 3

Program: Hawaiian Studies

Student Learning Outcomes:

- Learn to plan and create wood working projects of Hawaiian cultural relevance or significance.
- Gain a deeper insight into Hawaiian cultural use of wood.
- Gain deeper understanding of the cultural significance of the wood-working project the student has undertaken.
- Learn to work with wood in an effective and safe manner.

HWST 136: Kālai Lā'au II: Advanced Techniques in Hawallan Carving

This is a Hawaiian cultural carving class that is a continuation of the themes and techniques learned in HWST 135 Kālai La'au. Students will be required to complete at least one large piece and two highly finished smaller pieces. Students will be expected to have a basic understanding of carving upon entering the class and will spend their time fine tuning and working on a larger scale. through this class students will develop skills and techniques with more advanced tools needed to work effectively and safely with wood, bone, and/or stone, and students will acquire the cultural knowledge important to the pieces developed. Students will also learn how to make some of the tools required for use in the class.

Credits: 3

Prerequisites:

Credit for HWST 135 with a grade of "B" or better, or consent of the instructor.

Program: Hawaiian Studies

Student Learning Outcomes:

- Students will plan and complete carving projects using advanced tools on wood, stone, and bone in an effective and safe manner.
- Students will research and analyze Hawaiian cultural use of wood, bone, and stone.
- Students will be able to design, forge and finish a tool for use in carving projects.

HWST 222: Ma'awe No'eau: Hawallan Fiber Work

This is a Hawaiian cultural fiber arts project class. This class will involve the development of three to four introductory fiber arts projects of Hawaiian cultural significance or ceremonial use. through this class students will learn how to procure the materials needed to complete various fiber arts projects, including learning related protocol and methods for gathering, understanding of Native Hawaiian gathering rights, and the type of environments in which specific materials grow and can be gathered. Students will develop the skills needed to work effectively and safely with various fiber arts materials on introductory projects, and students will learn the cultural knowledge important to the pieces created. As a project class, there will be specific projects and themes set by the instructor of general Hawaiian cultural interest.

Credits: 3

Program: Hawaiian Studies

Student Learning Outcomes:

- Plan, create, and finish, in a safe and effective manner, fiber arts projects of Hawaiian cultural relevance or significance.
- Explain issues and history of fiber material use in Hawaiian culture and, observing cultural protocols, apply these to gathering materials for a fiber arts project.

ICS 123: Introduction to Digital Audio and Video Production

This is an introductory course covering concepts and skills of working with digital audio and video including recording, editing and publishing online.

Credits: 3

Lecture Hours: 3

Program: Information and Computer Sciences

Recommended:

Intermediate computing skills including file management and common computing skill including cut, copy, paste, open/save files, web search and ability to independently access technical support through online forums.

Student Learning Outcomes:

- Record, edit and produce digital audio.
- Produce a digital video project to communicate an effective message.
- Define audio and video terminology and ethical practices as they apply to the use of digital media.

ICS 203: Digital Image Editing

Introduction to the terminology, tools, features and techniques of digital image editing.

Credits: 3

Lecture Hours: 3

Program: Information and Computer Sciences

Recommended:

Intermediate Computing Skills which include the following: File management File Compression Upload/ download files Internet search skills Troubleshooting skills

Student Learning Outcomes:

- Use photographic practices and concepts to demonstrate the merits of digital photography.
- Implement skills for digital image capture and manipulation with a variety output formats and input devices.
- Apply the visual elements of line, shape, value, color, texture, space, time and motion as well as the design principles of balance, rhythm, emphasis, contrast, variation and unity in the creation of digital art works.
- Complete the creative process from concept development through revisions to final output using problem-solving strategies.

JOUR 200: Introduction to Multimedia Journalism

Fundamentals of multimedia journalism including reporting stories that include photography, audio, graphics and video that can be combined into the ideal online package.

Credits: 3

Lecture Hours: 3

Program: Journalism

Student Learning Outcomes:

- Apply basic journalistic concepts and principles to produce multimedia stories that can be published online.
- Generate story ideas and determine the best way to convey those stories through text, audio, photography, video and/ or infographics.
- Gather essential information for a story, including conducting interviews, following through on assignments and meeting deadlines.
- Take pictures using a digital camera applying concepts of photocomposition and then edit them using editing software.

JOUR 270: Introduction to Multimedia Storytelling

Fundamentals of multimedia storytelling using video, audio and photography to report and produce news and documentary stories for the web and other distribution platforms.

Credits: 3

Lecture Hours: 3

Prerequisites:

Credit for or registration in JOUR 150 or JOUR 250 or consent of instructor

Program: Journalism

Student Learning Outcomes:

- Produce various news videos and short documentaries independently or in groups that meet professional journalistic standards and ethics
- Generate story ideas; research, gather and organize information; follow through on assignments; and meet deadlines
- Apply basic knowledge and skills of digital video production including cinematography, sound and editing
- Critically analyze news videos and documentaries produced by the mass media

JOUR 286: Multimedia News Production

Students will develop intermediate skills in video journalism and produce video and multimedia news stories about campus and community events and issues for publication on the Ka 'Ohana website and other distribution platforms. Repeatable for up to 6 credits. (Crosslisted as CM 286.)

Credits: 3

Lecture Hours: 2

Prerequisites:

Credit for CM 120 or JOUR 120; or consent of instructor.

Program: Journalism

Student Learning Outcomes:

- Produce various news videos independently or in groups that meet professional journalistic standards and can be published on the Ka 'Ohana website.
- Generate story ideas; research, gather and organize information; work collaboratively with editors and reporters; follow through on assignments; and meet deadlines.
- Develop basic knowledge and skills of digital video production including cinematography, sound and editing.
- Critically analyze news videos produced by the mass media.

MUS 108: Music Fundamentals

A basic music theory course. Emphasis on learning basic concepts involved in reading and writing music. Notation and reading of simple and compound rhythm, pitch, intervals and triads. Application to performance.

Credits: 3

Lecture Hours: 3

Program: Music

Student Learning Outcomes:

- Read and write music (pitch and rhythm) in conventional notation.
- Identify and write major and minor key signatures and scales; intervals, triads.
- Apply knowledge to performance on a primary instrument.
- Apply knowledge of solfege to diatonic melodies in major and minor keys.

MUS 114: College Chorus

Rehearsal and performance of choral literature. Open to all students. No previous choral experience required. Attendance at class concerts is required. Repeatable for up to 8 credits.

Credits: 2

Lecture Hours: 1

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Read pitch and rhythmic notation in choral parts.
- Demonstrate musicianship in ensemble singing and professional performance practices.

MUS 121B: Voice 1

Performance class in vocal production and literature for voice. No previous vocal training required. Repeatable for up to 4 credits.

Credits: 2

Lecture Hours: 1

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Demonstrate basic vocal techniques of physical alignment, breath support, breath control, and tone production in performances of several songs.
- Apply basic concepts of rhythm and pitch accuracy in performances.
- Employ basic concepts of sight reading in learning music for performance.
- Learn and demonstrate professional performance practices

MUS 121C: Piano 1

Basic principles of performance. Relevant problems in piano literature at elementary level. MUS 121C, 122C must be taken in sequence. May be repeated up to 6 credits.

Credits: 2

Lecture Hours: 1

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Identify and write the basic concepts of music notation.
- Demonstrate basic concepts, such as rhythm, notation, dynamics, and expression in accurate performances.
- Analyze history of piano development.
- Learn and demonstrate professional performance practices.

MUS 121D: Guitar 1

Basic principles of classical guitar performance; relevant problems in literature. Repeatable for up to 4 credits.

Credits: 2

Lecture Hours: 1

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Identify and write the basic concepts of music notation.
- Demonstrate basic concepts, such as rhythm, notation, dynamics, and expression in accurate performances.
- Analyze history of guitar development.
- Learn and demonstrate professional performance practices.

MUS 121F: Slack Key Guitar 1

Basic principles of performance; relevant problems in literature. Student learns to play two slack key tunings. This course is intended for students with little or no background in this style of guitar playing. Ability to read music is not required. May be repeated up to 6 credits.

Credits: 2

Lecture Hours: 1

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Demonstrate knowledge of the history of slack key guitar development.
- Demonstrate knowledge of basic concepts, such as rhythm, notation, dynamics, and expression in accurate performances.
- Use knowledge of slack key techniques and music concepts (music theory) to complete in-class recitals.
- Learn and demonstrate professional performance practices.

MUS 121Z: 'ukulele 1

Introductory course in 'ukulele. Basic principles of performance; history and development of 'ukulele playing methods. Focus on principles of performance. Course is intended for students with little or no experience in playing the ukulele. May be repeated for up to 6 credits.

Credits: 2

Lecture Hours: 1

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Discuss the history of 'ukulele development.
- Demonstrate basic concepts, such as rhythm, notation, dynamics, and expression in accurate performances.
- Strum chords in different keys, applying music theory applications.
- Learn and demonstrate professional performance practices.

MUS 122B: Voice 2

Performance class in vocal production and literature for voice. Class is designed for students with previous vocal experience or training. May be repeated up to 4 credits.

Credits: 2

Lecture Hours: 1

Prerequisites:

Grade of C or better in MUS 121B or consent of instructor.

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Discuss the origin and development of vocal music.
- Demonstrate intermediate level vocal techniques of diction, tone production, and breath control in performance situations.
- Sight read and learn music at an intermediate level.
- Learn and demonstrate professional performance practices.

MUS 122C: Piano 2

Designed for further study of principles and basic skills of piano performance established in first semester piano. Continues the group participation chord approach with greater emphasis on ensemble playing and improvisation. MUS 121C and 122C must be taken in sequence. Repeatable for up to 4 credits.

Credits: 2

Lecture Hours: 1

Prerequisites:

Grade of C or better in MUS 121C or consent of the instructor.

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Incorporate additional theoretical concepts in the performance of piano music.
- Demonstrate musical concepts such as rhythm, notation, dynamics, and expression in accurate performances of the level-two repertoire.
- Sight read music with increasing accuracy and musicianship.
- Learn and demonstrate professional performance practices with level-two repertoire.

MUS 122F: Slack Key Guitar 2

Intermediate slack key guitar: level I. Student learns to play solos in C tunings and intermediate solos at level I in tunings learned in the elementary class. May be repeated up to 6 credits.

Credits: 2

Lecture Hours: 1

Prerequisites:

Credit for MUS 121F or consent of instructor.

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Incorporate additional theoretical concepts in the performance of slack key music.
- Demonstrate knowledge of intermediate level concepts on performances.
- Sight read tablature notation with increasing accuracy and musicianship.
- Exhibit greater confidence in performing level-two repertoire.

MUS 122Z: 'ukulele 2

Continuation of MUS 121Z. Increased emphasis on 'ukulele literature. Focus on principles of performance. Emphasis on ensemble playing. Repeatable for up to 6 credits.

Credits: 2

Lecture Hours: 1

Prerequisites:

Grade of "C" or better in MUS 121Z or consent of instructor.

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Incorporate additional theoretical concepts in the performance of 'ukulele music.
- Demonstrate intermediate level concepts in performances, e.g., triplets, arpeggios.
- Sight-read tablature with increasing accuracy and musicianship.
- Exhibit greater confidence in performing level-two repertoire.

MUS 130F: Slack Key Guitar Ensemble

Continuation of Music 122F. Increased emphasis on slack key literature, techniques, and tunings. Advanced intermediate techniques of slack key guitar as applied to ensemble playing.

Credits: 2

Prerequisites:

Credit for MUS 122F.

Program: Music

Student Learning Outcomes:

- Analyze repertoire for articulation, phrasing and fingering difficulties.
- Incorporate intermediate level theoretical and technical concepts in the performance of chosen repertoire.
- Sight read tablature notation with greater accuracy and musicianship.
- Exhibit confidence in performing intermediate-level repertoire.

MUS 211: Intro to Hawallan Ensemble

Performance of Hawaiian music for groups of various sizes at an introductory level. Exploration of basic principles of history and development of ensemble performance. Students learn to play while singing. Ability to read music is not required. Repeatable up to 6 credits.

Credits: 2

Lecture Hours: 1

Prerequisites:

Grade of C or better in MUS 121Z, MUS 121F, MUS 121D, OR by instructor consent.

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Discuss the history of Hawaiian music.
- Apply basic musical concepts in accurate solo and ensemble performances.
- Demonstrate professional performance practices.

MUS 221C: Piano 3

Continuation of MUS 122C. Increased emphasis on piano literature up to the intermediate level. Repeatable for up to 4 credits.

Credits: 2

Lecture Hours: 1

Prerequisites:

Grade of C or better in MUS 122C or consent of the instructor.

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Incorporate additional theoretical concepts in the performance of piano music.
- Demonstrate musical concepts such as rhythm, notation, dynamics, and expression in accurate performances of the level-three repertoire.
- Sight read music with increasing accuracy and musicianship.
- Learn and demonstrate professional performance practices with level-three repertoire.

MUS 222C: Piano 4

Continuation of MUS 221C. Increased emphasis on piano technique and literature up to the intermediate level. Introduction to accompanying. Repeatable for up to 4 credits.

Credits: 2

Lecture Hours: 1

Prerequisites:

Grade of C or better in MUS 221C or consent of the instructor.

Program: Music

Lecture/Lab Hours: 2

Student Learning Outcomes:

- Apply, analyze, and discuss the form, articulation, rhythm, and phrasing of performance repertoire.
- Provide logical fingering for repertoire pieces.
- Learn and demonstrate professional performance practices with level-four repertoire.

MUS 231B: Applied Music, Western (Voice)

This course provides individual instruction in vocal performance. The course covers intermediate vocal technique paced to an appropriate level for each student's experience. Applied Voice is a performance class. The emphasis will be toward developing vocal technique that focuses on breath technique, expression, movement, clarity, dynamics, diction and musicianship. May be repeated up to 4 credits. (1 hour individual instruction)

Credits: 1

Prerequisites:

A grade of C or better in MUS 121 B

Program: Music

Student Learning Outcomes:

- Demonstrate intermediate level concepts of vocal performance .
- Demonstrate musical concepts such as rhythm, breath support, dynamics, expression, and diction in accurate performance of selected repertoire
- Demonstrate musical concepts such as rhythm, breath support, dynamics, expression, and diction in accurate performance of selected repertoire 3. Sight read vocal music with increasing accuracy and musicianship.
- Demonstrate professional performance practices

MUS 231C: Applied Music, Western (Piano)

This course provides individual instruction in piano performance, covering intermediate and advanced piano technique paced to an appropriate level for each student's experience. Applied piano instruction is a performance class. The emphasis will be toward developing piano technique that has clarity, flexibility, dynamic intensity, and sensitivity of phrasing for expressive musicianship through increasingly more confident and skillful performances. Pedaling, theory, sight-reading, and learning/ practicing/ memorization/ performing techniques will also be covered. May be repeated up to 4 credits. (1 hour Individual Instruction)

Credits: 1

Prerequisites:

A grade of C or better in MUS 121C.

Program: Music

Student Learning Outcomes:

- Incorporate additional theoretical concepts in the performance of piano music.
- Demonstrate musical concepts such as rhythm, notation, dynamics, and expression in accurate performance of selected repertoire
- Sight read music with increasing accuracy and musicianship.
- Learn and demonstrate professional performance practices

MUS 240: Introduction to Digital Music

Introduction to digital music and sound production on the Macintosh platform: MIDI sequencing, audio recording, music arranging, editing, mixing and mastering; preparing audio files for CD, video and web applications; sound synthesis and programming using virtual instruments. (Cross-listed as CM 240.)

Credits: 3

Lecture Hours: 3

Prerequisites:

MUS 108, 121 (alpha) or 253; or consent of instructor.

Program: Music

Recommended:

Basic Keyboard (piano) skills, computer (Mac) skills.

Student Learning Outcomes:

- Use MIDI sequencing and audio recording software, and/or notation software, as tools for music composition, arranging and performance.
- Apply basic skills in MIDI sequencing and editing, and digital audio recording and editing to audio mixing and mastering projects.
- Prepare audio files for CD burning, and video and web applications.
- Apply understanding of sound synthesis to create original sounds for music projects.
- Transfer skills to other MIDI sequencing and digital audio software programs across PC and Mac platforms.

MUS 253: Elementary Music in Action

Deals with musical concepts, philosophy & pedagogy; the use of media, singing, movement, and instruments; and resources for an active elementary classroom. Presents correlation between music and brain development in early childhood. Intended for Education majors. Music is a vital stimulus to the developmental process and contributes to the emergence of positive self-esteem. Elementary education candidates learn to apply appropriate strategies in order to provide music making as part of everyday classroom activities.

Credits: 3

Lecture Hours: 3

Program: Music

Student Learning Outcomes:

- Identify and write the basic components of Western music notation.
- Apply basic theoretical components of Western music notation to written examples of music.
- Notate and read basic rhythm and melodic patterns, both in simple and compound meters.
- Apply basic knowledge of basic theoretical concepts to performance on various instruments.
- Teach a mini model lesson, demonstrating a grade-appropriate musical concept.
- Harmonize simple melodies.

MUS 280: Basic Theory and Aural Skills

Basic Theory and Aural Skills develops students' skills in music reading and music perception through notation, sight singing and dictation exercises. Students learn how to notate simple rhythms in simple and compound time; learn to recognize intervals, scales, triads, seventh chords and harmonic functions; and learn how to analyze non-modulating harmonic progressions in root position.

Credits: 3

Lecture Hours: 3

Prerequisites:

Credit for MUS 108

Program: Music

Student Learning Outcomes:

- Explain and use musical terminology at a beginning level.
- Identify and use basic elements of music (pitch, scales, intervals, rhythm, meter) to create music at a beginning level.
- Analyze music for its melodic, harmonic, rhythmic and formal qualities at a beginning level.

SP 151: Personal and Public Speech

This course introduces students to the basic principles of human communication. Students will receive practice in improving their competency in the areas of public speaking, specifically in informative and persuasive speaking.

Credits: 3

Lecture Hours: 3

Prerequisites:

Placement in ENG 21 or ENG 23 or higher.

Program: Speech

Student Learning Outcomes:

- Describe the principles and processes of human communication.
- Compare and contrast differences between interpersonal, intrapersonal, and public speaking.
- Demonstrate and evaluate effective verbal and nonverbal communication.
- Appropriately adapt communicative messages to the self and to others.
- Demonstrate effective listening skills.

SP 251: Principles of Effective Public Speaking

This course provides students with the opportunity to build on their public speaking skills through extensive practice in speech preparation and delivery techniques. This course will focus on how to organize a presentation, develop rhetorical skills, and use analytical skills.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of "C" or better in ENG 100 or credit for SP 151.

Program: Speech

Student Learning Outcomes:

- Demonstrate correct usage of relevant concepts, theories, and principles of effective public communication.
- Analyze the ethical implications of speaking and being an attentive audience member.
- Select appropriate and effective speech topics.
- Conduct quality research and gather supporting material for various types of public speeches.
- Critique and provide constructive feedback to public speakers.

SP 253: Argumentation and Debate

SP 253 develops writing, reading, critical thinking, and communication skills. Students will learn to develop techniques to researching and presenting arguments in an effective and articulate manner.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of "C" or better in ENG 100 or credit for SP 151.

Program: Speech

Recommended:

Recommended course SP 151

Student Learning Outcomes:

- Use different speech components to form cohesive argument
- Identify support for claims and be able to refute and explain logical fallacies
- Recognize ethical and unethical arguments through the use of rhetoric
- Differentiate between propositions of fact, value, and policy
- Demonstrate an increased self-awareness of critical thinking and reasoning including identifying self-biases and inferences

THEA 101: Introduction to Drama and Theatre

An introduction to the art of drama and theatre. Students study selected plays that are representative of important playwrights and historical periods. These plays are studied in their historical context and provide a basis for understanding elements and styles of drama. Theatre production will also be explored by considering the functions of actors, audiences, designers, playwrights and technicians.

Credits: 3

Lecture Hours: 3

Program: Theatre

Student Learning Outcomes:

- Discuss the origin and development of the theatre from its beginnings to the present.
- Discuss the theatre's influence and importance in human culture.
- Compare and contrast plays and theatre practices from different time periods and cultures.
- Analyze the artistic choices and techniques used to transform a written dramatic script into a performed work presented to an audience.

THEA 131: Beginning Unarmed Stage Combat

Introduction to theatrical unarmed stage combat. Maybe repeated up to 9 credits.

Credits: 3

Lecture Hours: 3

Program: Theatre

Student Learning Outcomes:

- Correctly define stage combat specialized terminology and concepts.
- Execute theatrical fight techniques
- Choreograph and perform staged fights

THEA 132: Beginning Sword Stage Combat

Introduction to sword-fighting for the stage. May be repeated up to 9 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of "C" or better in THEA 131 or instructor consent.

Program: Theatre

Student Learning Outcomes:

- Demonstrate correct usage of sword stage combat terminology and core concepts
- Execute sword techniques for the stage
- Perform choreographed theatrical sword fights

THEA 133: Stage Combat Workshop Level I

Continuing exploration of theatrical stage combat in assorted weapons. May be repeated up to 9 credits.

Credits: 3

Program: Theatre

Recommended:

Credit for THEA 221 or THEA 131

Student Learning Outcomes:

- Define stage combat specialized terminology and concepts.
- Execute theatrical fight techniques.
- Choreograph and perform staged fights.

THEA 211: Mask Making and Performance

A hands-on course exploring several mask-making techniques, and the fundamentals of bringing a mask to life. The history and cultural significance of the mask will be surveyed. Students will make several masks and will perform for each other.

Credits: 3

Lecture Hours: 3

Program: Theatre

Student Learning Outcomes:

- Discuss the importance of the mask in human culture.
- Demonstrate two or more mask-making techniques.
- Apply the basic process of bringing a mask to life to improvisations or rehearsed performances.
- Identify, analyze, and critically evaluate the technique in mask-making and mask performances.

THEA 220: Beginning Voice and Movement

Introduction to vocal and movement techniques to increase self-awareness and potential for self-expression. May be repeated up to 6 credits.

Credits: 3

Lecture Hours: 3

Program: Theatre

Student Learning Outcomes:

- Demonstrate awareness of personal habits, tensions and methods for releasing them, and physical and vocal preferences.
- Execute a wide variety of warmup and performance tools
- Perform pieces with self-expression through vocal and physical choices.

THEA 221: Acting I

Performance course concentrating on voice, relaxation, body awareness, and freedom from self-consciousness through theatre games, improvisation, and exercises. Emphasis on ensemble work. Students must see two plays and write about them or use the Service-Learning option. May be repeated up to 9 credits.

Credits: 3

Lecture Hours: 3

Program: Theatre

Student Learning Outcomes:

- Articulate and project the voice well.
- Devise and execute pantomimes and improvisations.
- Explore dramatic one- and two-person scenes.
- Identify, analyze and critically evaluate the technique and believability of dramatic performances.

THEA 222: Acting II

Performance course concentrating on exploration of character creation; continued work on voice, relaxation, and self-realization. Students must see two plays and write about them or use the Service-Learning option. May be repeated up to 9 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of "C" or better in THEA 221.

Program: Theatre

Student Learning Outcomes:

- Articulate and project the voice well.
- Devise and execute pantomimes and improvisations.
- Perform dramatic one- and two-person scenes.
- Identify, analyze and critically evaluate the technique and believability of dramatic performances.

THEA 223: Introduction to Acting for Camera

An introduction to acting techniques for film, TV production, and other camera-based media. Repeatable up to 6 credits. (Cross-listed as CM 223)

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of C or better in THEA 221.

Program: Theatre

Recommended:

THEA 101, 221, and 222.

Student Learning Outcomes:

- Demonstrate the skill of acting by using the camera lens to convey story.
- Illustrate the complexities of character within a given text.
- Analyze performances for television and film for quality and desired effect on the audience.

THEA 225: Shakespeare Workshop

A study of William Shakespeare's life, works, contemporary performance practices, and the Royal Shakespeare Company's current training and methods of bringing the Bard's work to life for modern audiences. The curriculum of this course is tailored to the Royal Shakespeare Company's Summer Season, and this course serves as mandatory preparation for the WCC Footholds Shakespeare Study Abroad program to London and Stratford-upon-Avon.

Credits: 3

Prerequisites:

Grade of C or better in THEA 260 and THEA 200B, or Instructor Permission.

Program: Theatre

Recommended:

THEA 101, THEA 221, and THEA 222.

Student Learning Outcomes:

- Analyze Shakespeare's use of meter and poetry.
- Replicate Shakespeare's Contemporary Performance Practices.
- Deliver Shakespeare's Poetic Text with skillful use of iambic pentameter.
- Perform Scenes and Monologues from some of Shakespeare's great roles.

THEA 231: Intermediate Unarmed and Staff Stage Combat

Intermediate training in the Unarmed and Quarterstaff disciplines of Stage Combat. Repeatable for up to 9 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

THEA 131 or instructor approval.

Program: Theatre

Student Learning Outcomes:

- Demonstrate correct usage of stage combat terminology and core concepts.
- Execute intermediate-level techniques for the stage.
- Perform choreographed theatrical fights.

THEA 232: Intermediate Rapier and Dagger Stage Combat

Intermediate training in Rapier and Rapier and Dagger weapon disciplines in Stage Combat. Repeatable for up to 9 credits.

Credits: 3

Lecture Hours: 3

Prerequisites:

THEA 132 or instructor approval.

Program: Theatre

Recommended:

THEA 131 or THEA 132 DA

Student Learning Outcomes:

- Demonstrate correct usage of rapier and rapier and dagger stage combat terminology and core concepts.
- Execute rapier and rapier and dagger techniques for the stage.
- Perform choreographed theatrical sword fights.

THEA 233: Stage Combat Workshop Level II

Level II Training in assorted weapon disciplines. Repeatable for up to 9 credits.

Credits: 3

Prerequisites:

Credit for THEA 131 AND 132, OR Credit for THEA 133 OR Instructor approval

Program: Theatre

Student Learning Outcomes:

- Demonstrate correct usage of stage combat terminology and core concepts.
- Execute stage combat techniques for the stage.
- Perform choreographed theatrical sword fights.

THEA 240: Introduction to Stagecraft

Introduction to the technical process of theatre including scenery, lighting, sound and stage management. Students will focus on the range of skills needed to work in theatrical space. May be repeated up to 6 credits.

Credits: 3

Lecture Hours: 3

Program: Theatre

Student Learning Outcomes:

- Demonstrate competence with the use of theatrical equipment.
- Identify key theatrical terms and concepts.
- Critically evaluate a theatrical event.
- Work effectively in a theatrical environment.

THEA 260: Dramatic Production

Introduction to the process of converting a play in to a performance. Students are required to participate in at least two aspects of an actual production. Maybe repeated up to 9 credits.

Credits: 3

Program: Theatre

Student Learning Outcomes:

- Identify key theatrical terms and concepts.
- Critically evaluate a theatrical event.
- Demonstrate professionalism in one particular area of theatrical production.

THEA 280: Beginning Playwriting

The course introduces structure, guidelines, and format of the monologue and short play; beginning with the conception of an idea, followed by effective outlining and research techniques, subsequent drafts, and the final product in a polished monologue and short play.

Credits: 3

Lecture Hours: 3

Prerequisites:

Credit for ENG 100.

Program: Theatre

Student Learning Outcomes:

- Analyze the theme, plot-structure, historical context, political and/or cultural commentary and influence on later works of three to five plays.
- Write monologues and scenes.
- Write a complete short play (one or two acts).

Humanities (DH)

ART 269V: Study Abroad (Designated Region, Variable Credit)

An on-site study of the art/architecture of a designated location(s), using lectures and discussions and/or an art studio medium as a tool to analyze, understand and appreciate the development of this region's art/architecture.

Credits: 1-6

Prerequisites:

Meet with instructor for approval.

Program: Art

Lecture/Lab Hours: 30

Student Learning Outcomes:

- Become more informed about the peoples and culture of the designated locations visited.
- Become aware of Internationalism and an interdependency of cultures.
- Understand the development of ceramic art and/or architecture of the designated locations visited.
- Use group discussions, essays and examinations, and a visual studio process as a tool to analyze, understand and sensitively appreciate and appraise forms and structures of the art studied.

CM 255: Introduction to Cinema and Digital Media

The course is an in-depth study of the process and art of cinematic storytelling. We will watch, discuss, analyze, read and write about films, television programs and/or online video with a critical eye to understanding cinematic storytelling and its various elements such as mise-en-scene, cinematography, editing and sound.

Credits: 3

Lecture Hours: 3

Program: Creative Media

Student Learning Outcomes:

- Analyze and write about films using the language and grammar of cinema.
- Identify methods of expressing meaning through mise-en-scene, shot composition, camera angles, camera movements, lighting, editing, sound and music.
- Plan, visualize and tell a cinematic story using a storyboard and shot list.

HIST 230: Pre-Modern European Civilization

A survey of Pre-Modern Europe to 1500 CE. Focus is given to the political evolution and the major economic, social, and cultural development of European states.

Credits: 3

Lecture Hours: 3

Program: History

Recommended:

HIST 151.

Student Learning Outcomes:

- Analyze the individuals' roles, events, ideas, and processes (i.e., human migrations, ecological forces, cross-cultural encounters, spread of world religions) that gave rise to a distinct European civilization.
- Synthesize primary sources in order to evidence an argument dealing with a significant issue in Pre-Modern European history.
- Evaluate contemporary issues and events in terms of Pre-Modern European events (i.e., historical roots).

HIST 241: Civilizations of Asia I

A survey course covering the development of the major civilizations of East Asia, South and Southeast Asia, and historical personages and events from the earliest periods to the 1500's.

Credits: 3

Lecture Hours: 3

Program: History

Student Learning Outcomes:

- Identify important individuals and events in premodern Asian history, i.e. demonstrate historical literacy.
- Describe cause and effect relationships in Asian history.
- Order chronologically significant events in Asian history.
- Describe major Asian historical processes (e.g. the agricultural revolution, the rise and spread of religions, the development of political institutions, etc.).
- Acquire a sense of historical perspective.
- Demonstrate an understanding of historical concepts as they relate to premodern Asian historical issues and events.

HIST 242: Civilizations of Asia II

A survey course focusing on the changes/development of the major civilizations of East Asia, South and Southeast Asia from the Sixteenth Century to the present. Particular emphasis placed on an analysis of representative Asian societies, the Asian response to the West, and Asian nationalism.

Credits: 3

Lecture Hours: 3

Program: History

Student Learning Outcomes:

- Identify important individuals and events in modern Asian history, i.e. demonstrate historical literacy.
- Describe cause and effect relationships in history.
- Order chronologically significant events in modern Asian history.
- Describe modern Asian historical processes (e.g. human migration, disease, ecological imperialism, de-colonization, industrialization, nationalism, etc.).
- Acquire a sense of historical perspective.
- Demonstrate an understanding of historical concepts as they relate to historical issues and events in Asia during the past five centuries.

HIST 260: Twentieth Century World History

This course covers the major individuals and political, economic, social, and culture events of the world during the twentieth century. Emphasis will be placed on global relationships, conflict, and changing patterns of interaction among cultures and peoples in an era of near-constant change.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of C or better in ENG 100, or consent of instructor.

Program: History

Recommended:

Credit for HIST 152.

Student Learning Outcomes:

- Identify important individuals, events, organizations, conflicts, and concepts in twentieth century world history.
- Describe and analyze global processes of the twentieth century (e.g. imperialism, colonialism, economic trends, ecological forces, conflict/war, advancements in technology, etc.)
- Explain cause and effect relationships in twentieth century world history.
- Relate historical events to contemporary issues and events.

HIST 281: Introduction to American History I

An introduction to American history covering significant events in U.S. history from the colonial to Civil War period.

Credits: 3

Lecture Hours: 3

Program: History

Student Learning Outcomes:

- Describe, analyze and interpret the major themes in American history from the pre-Columbian period, through the colonial era, the American Revolution, early 19th century and the Civil War period.
- Identify important individuals and events in American history through the Civil War.
- Critically analyze primary sources.
- Make connections between contemporary events and American history.

HIST 282: Introduction to American History II

Continuation of HIST 281 focusing on significant events in American history from Reconstruction (1865) to the present.

Credits: 3

Lecture Hours: 3

Program: History

Student Learning Outcomes:

- Describe, analyze and interpret the major themes in American history from Reconstruction through the 20th century to the present.
- Identify important individuals and events in American history from Reconstruction to the present.
- Critically analyze primary sources.
- Make connections between contemporary events and American history.

HIST 284: History of Hawai'i

A general study of the social, political and economic development of Hawai'i from the ancient Hawaiians to the present.

Credits: 3

Lecture Hours: 3

Program: History

Student Learning Outcomes:

- Describe, analyze and interpret the major themes in history of Hawai'i from the pre-contact period to the present.
- Critically analyze primary sources.
- Identify important individuals and events in the history of Hawai'i.
- Make connections between contemporary events and Hawai'i's history.

HIST 285: Environmental History of Hawai'i

This course investigates human interactions with the natural world in the Hawaiian Islands. It is interdisciplinary, drawing on insights from history, geography, anthropology and the natural sciences. Topics covered will include island biogeography and evolution; the natural and human histories of Hawai'i; Hawaiian and American attitudes toward the environment; the impact of introduced diseases, plants and animals in Hawai'i.

Credits: 3

Lecture Hours: 3

Program: History

Student Learning Outcomes:

- Describe cause and effect relationships in the interaction between humans and their environment throughout history.
- Analyze global processes as humans, plants, animals and diseases move around the world.
- Investigate traditional Hawaiian attitudes toward nature.
- Explain the evolution of American attitudes toward nature.
- Apply outcomes 1 through 4 to events specific to Hawai'i and the Windward side of O'ahu in order to evaluate current environmental problems from a historical perspective.

HWST 107: Hawai'i: Center of the Pacific

An introduction to Hawai'i and Hawaiian culture in the context of the larger Pacific, including Hawaiian origins, settlement, language, land, history, society, religion and the arts.

Credits: 3

Lecture Hours: 3

Program: Hawaiian Studies

Student Learning Outcomes:

- Compare and contrast cultures and histories of Pacific island peoples in relation to their languages, religious traditions, artistic expressions, material culture, and political and economic development.
- Identify ways in which the environment has shaped Hawaiian and Pacific island culture.
- Describe the integration of land in Hawaiian culture and the historic changes in the relationship between people and land through written and oral communication.
- Describe aspects of Hawaiian relationship with other groups of people in and outside of Hawai'i.
- Identify, access, and evaluate major Hawaiian studies sources.
- Identify implications of the relationships and develop proposals for possible ways to affect positive change.

HWST 110: Huaka'i Wa'a: Introduction to Hawaiian Voyaging

This course introduces students to modern Hawaiian canoe voyaging through a beginning examination of the science and narratives of ancient voyaging, the history of the modern revival of voyaging, and the Hawaiian navigator's toolkit.

Credits: 3

Lecture Hours: 3

Program: Hawaiian Studies

Recommended:

Familiarity with Hawaiian language and culture is helpful but not required.

Student Learning Outcomes:

- Show knowledge of location of the Hawaiian islands and island groups of Oceania.
- Explain the various aboriginal and academic narratives relating to the migration to and settlement of Oceania
- Discuss the historical and cultural events leading to the revival and reestablishment of Hawaiian voyaging
- Demonstrate knowledge of the tools contemporary navigators use for open-ocean voyaging

HWST 115: Mo'okūauhau: Hawaiian Genealogies

This is a course in which students will learn about the centrality of genealogy to Hawaiian history, culture, and family. Students of any ancestry or background will gain value in learning about a central aspect of Hawaiian culture, and in doing research that is geared toward either their own family genealogy or the researching of the genealogies of public figures, or historical figures. Students will be guided through a research process and set of research methodologies for vital statistics, land, tax, census, historical material, and online resources. Students will also learn chiefly and family genealogies of Hawai'i, which is a Hawaiian method through which some of the history of Hawai'i is also explored. By completion of the semester, students will be expected to assemble a genealogy and family history beyond what they might already have completed before enrollment in this class for either themselves or a public figure cleared by the instructors of this course.

Credits: 3

Lecture Hours: 3

Program: Hawaiian Studies

Student Learning Outcomes:

- Demonstrate knowledge of the centrality and importance of genealogy to Hawaiian culture.
- Show knowledge of some of the major genealogies of Hawaiian chiefs and large families in Hawai'i.
- Demonstrate the ability to conduct research in public and private institutions in Hawai'i, and through the use of internet genealogy web sites.
- Show that they are able to research and construct a genealogy and family history.

HWST 140: Mahi'ai I: Hawallan Taro Culture

The first mahi'ai course in a series of four in Hawaiian cultivation practices. Covers the history, lore, and geographically specific methods of mahi'ai. Emphasis on the cultivation of kalo and related staple foods.

Credits: 3

Lecture Hours: 3

Program: [Hawaiian Studies](#)

Recommended:

HWST 107

Student Learning Outcomes:

- Tell the Mo'olelo (traditional history) of kalo
- Explain the cultural significance of kalo in Hawaiian culture
- Identify varieties of kalo and their characteristics
- Record and analyze observations of kalo cultivation
- Create papa ku'i 'ai

HWST 142: Mahi'ai Kalo II - Traditional and Modern Techniques of Lo'i Kalo Production

This course expands on the traditional Hawaiian kalo growing knowledge covered in the first class to include the ecology of wetland kalo systems, focusing on traditional lo'i techniques, and the integration of nutrient flow analysis through the ahupua'a and nutrient management practices for lo'i kalo. Additional emphasis is placed on both scientific and practical approaches. Cooking and eating are used throughout the course to demonstrate linkages between kalo and human nutrition and wellbeing. The course will consist of a mixture of lecture and hands-on field experience.

Credits: 3

Lecture Hours: 3

Prerequisites:

A grade of C or better in HWST 140 or consent of instructor

Program: [Hawaiian Studies](#)

Student Learning Outcomes:

- Explain traditional Hawaiian and modern technical farming terminology and processes;
- Discuss nutrients, nutrient budgets, or nutrient cycling in lo'i kalo farming;
- Identify major patterns of nutrient flows in ahupua'a/watershed systems and the impacts of changes to those patterns.

HWST 215: Oli Hōlona: Beginning Hawaiian Protocol and Chant

An introduction to beginning Hawaiian protocol(s) and chant. Students will learn types of chants, voice quality, modes of chanting, and their basic elements of place chants at an introductory level.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of C or better in HWST 107 or consent of instructor.

Program: [Hawaiian Studies](#)

Recommended:

Grade of C or better in HAW 102.

Student Learning Outcomes:

- Illustrate the history and types of oli and their role in protocol.
- Demonstrate techniques and performance of basic oli pule and oli mele.

HWST 217: Understanding Polynesian Religions

This course provides an introduction to the study of Polynesian religions through an exploration of the oral traditions of Hawai'i, Aotearoa (New Zealand), French Polynesia (Tahiti et al.), and Samoa among others. In this class, students will gain a foundational understanding of important religious themes that permeate Polynesia. Main themes include but are not limited to deities' forms & functions, cosmogonies, etiologies, and belief-regulated practices. Additionally, a portion of the semester will focus on belief narratives as vehicles for the transmission of knowledge and the significance of contemporary representation and self-representation of Polynesian religion and culture. This class will use comparative analysis between Hawaiian religion and the religious traditions of Aotearoa, French Polynesia, and Samoa to identify the fundamental concepts needed to understand Polynesian religions and explore how they are interconnected and interwoven into the fabric of our lives today. (Cross-listed as REL 217)

Credits: 3

Lecture Hours: 3

Program: [Hawaiian Studies](#)

Student Learning Outcomes:

- Identify and describe significant source-language terms, major figures, and stories in Hawaiian and other Polynesian religions
- Identify and describe important themes common to Hawaiian and other Polynesian religions
- Analyze, compare, contrast, major themes common to Hawaiian and other Polynesian religions

HWST 253: Kamehameha I and the Hawaiian Kingdom

Kamehameha I, also known as Pai‘ea, Ka Na‘i Aupuni, and Kaiwakiloumoku is the most famous Hawaiian in history. This course will look at the rise to power of Kamehameha I, as he consolidated all of the islands under his control establishing the Hawaiian Kingdom. We will examine his genealogy and chiefly family relations including, his most famous exploits and battles, the olelo no‘eau (wise sayings) related to his life, and the cultural and political legacies he has left Hawai‘i.

Credits: 3

Lecture Hours: 3

Program: [Hawaiian Studies](#)

Recommended:

HWST 107 and HAW 101

Student Learning Outcomes:

- Identify important events and characters associated with the life and events of Kamehameha’s time.
- Compare and contrast different ideas and values we see in the stories about Kamehameha.
- Relate the life and events of Kamehameha’s time to contemporary events and issues.

HWST 255: Introduction to the Hawaiian Kingdom

This course covers the origins and features of the Hawaiian state. Starting with Hawai‘i’s roots as a navigator society, this course explores the island kingdoms of Kaua‘i, O‘ahu, Maui and Hawai‘i island. Detailed interaction between Hawaiians and navigators from other countries around the world such as Cook and Vancouver open up an investigation through the reign of Kamehameha I and his powerful wife Ka‘ahumanu. The decision to construct a constitutional monarchy, achieve state recognition and develop a modern nation-state are examined further through the eighty-eight year period of Kingdom of Hawai‘i statecraft. Using tools from history, linguistics, political science and law, students will engage the transition of Hawaiian political systems as they emerged across specific periods with an eye towards developing theoretical frameworks for understanding why Hawaiian political systems progressed as they did.

Credits: 3

Lecture Hours: 3

Prerequisites:

A grade of “C” or better in HWST 107, HIST 284 or HIST 224.

Program: [Hawaiian Studies](#)

Student Learning Outcomes:

- Identify and analyze key narratives, historical figures and events in the discovery and settlement of the Hawaiian Islands.
- Identify and analyze key historical figures and events in the formation and development of the Hawaiian nation and state through the 19th century.
- Describe and analyze the historical interaction between Hawaiian and European values, ideas and technology as they relate to political systems.

HWST 263: Hawaiian and Indigenous Film

This course is a study of films created by Hawaiian and Indigenous cinematic filmmakers and their adaptation to the screen in cinematic storytelling. Focus is to be placed on the narrative and dramatic film genre.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of C or better in ENG 100, as well as C or better in HWST 107 or PACS 108, or instructor consent.

Program: [Hawaiian Studies](#)

Student Learning Outcomes:

- Illustrate major themes seen across different filmic works.
- Describe the diversity of filmic opinions, conflict, and commonality in cinematic stories.
- Discuss cinematic stories and storytellers from a range of ethnic and cultural indigenous groups.

HWST 270: Hawallan Mythology

A survey of gods, ‘aumakua, kupua, mythical heroes, heroines and their kinolau as the basis of traditional Hawaiian metaphor.

Credits: 3

Lecture Hours: 3

Prerequisites:

Credit for HWST 107 or HAW 102.

Program: [Hawaiian Studies](#)

Student Learning Outcomes:

- Evaluate and analyze the relationship between Hawaiian mo‘olelo, Hawaiian religion, and Hawaiian social structure.
- Analyze how Hawaiian mo‘olelo illustrate and set precedents for Hawaiian cultural values.
- Compare and contrast Hawaiian and Western concepts of ‘history’ and ‘myth.’
- Identify and access major written and oral sources for Hawaiian mo‘olelo.
- Recount with details at least one Hawaiian mo‘olelo and illustrate similarities with others.
- Describe and classify different characters from Hawaiian mo‘olelo.

HWST 273: Tattoo Traditions of Polynesia

An overview of the traditional tattoo practices of the various Polynesian islands within the context of the great Pacific.

Credits: 3

Lecture Hours: 3

Program: [Hawaiian Studies](#)

Student Learning Outcomes:

- Compare and contrast the migrations and the peopling of the Pacific focusing on ancestral connections and continuities in the tattoo practices of the Pacific peoples.
- Identify primary and secondary source material and incorporate original documents in their analysis whenever possible.
- Identify the cultural contexts and differences (both traditional and modern) among the tattoo styles of the primary Polynesian groups.

HWST 275: Wahi Pana: Mythology of the Hawallan Landscape

Wahi Pana: Mythology of the Landscape, is designed to illuminate Hawaiian intelligence regarding the geographic features of these islands. Students will undertake a basic study of the natural sciences from a Western/modern perspective. They will then look at various Hawaiian chants and epic tales to explore the connections with indigenous knowledge forms found in a Hawaiian worldview. Cross-cultural comparisons are made with the goal of bringing forth specific, physical information about important Hawaiian places. Students will gain cultural awareness of their surroundings through the bridging of geography and the mythology studied, thus creating a more Hawaiian sense-of-place in our community.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of “C” or better in HWST 107, or HWST 270.

Program: [Hawaiian Studies](#)

Recommended:

REL 205.

Student Learning Outcomes:

- Students will compare and contrast landscape descriptions, mythology, and human behavior from different cultural perspectives.
- Students will analyze Hawaiian mythology as it applies to Hawaiian place names, Native Hawaiian social history, and Native Hawaiian relationship to the natural environment.
- The student will explain the importance of place in the island ecosystem and the values of environmental sustainability.

HWST 275L: Wahi Pana: Mythology of the Hawallan Landscape Field Lab

This field lab supports HWST 275. Together, they illuminate Hawaiian intelligence regarding the geographic features of these islands. The course highlights the Ko‘olau districts (Waimānalo to Waimea) or O‘ahu as a living classroom resource where the Wahi Pana (sacred places) and mythology of the landscape can be seen and appreciated. Students will explore connections between the social and natural sciences, and indigenous knowledge forms found in a Hawaiian worldview from observing their physical surroundings. Cross-cultural comparisons are made with the goal of bringing forth specific, physical information about important Hawaiian places.

Credits: 1

Prerequisites:

Enrollment or credit in HWST 275 lecture component.

Program: [Hawaiian Studies](#)

Student Learning Outcomes:

- Students will examine the physical properties of the geographic landscape to identify their place in Hawaiian myths.
- Students will observe the physical properties of the physical landscape and describe them from a Hawaiian worldview.

HWST 285: Lā'au Lapa'au I: Hawaiian Medicinal Herbs

In this class students will learn the basic philosophy and traditions surrounding Hawaiian healing herbs. Students will also learn how to identify, grow, harvest, prepare, store and use these herbs for various human ailments.

Credits: 4

Lecture Hours: 3

Prerequisites:

Credit for HWST 107 or BOT 105.

Program: Hawaiian Studies

Student Learning Outcomes:

- Learn Hawaiian and introduced medicinal herbs and be able to identify them by name, color, smell, taste, and sight.
- Learn the beliefs and practices of Hawaiian herbal healing.
- Learn planting, growing and harvesting techniques used to raise traditional Hawaiian herbal healing plants.
- Prepare, use and store Hawaiian herbal remedies.

LING 102: Introduction to Language

An investigation of the nature and function of language, its sounds, structures and semantics, oral and written expression, acquisition and change. General linguistic principles applicable to all languages will be covered. We will learn ways of talking about language that will enable us to discuss language and understand what linguists do and say.

Credits: 3

Lecture Hours: 3

Prerequisites:

Credit for ENG 22 or ENG 23 or higher or consent of instructor.

Student Learning Outcomes:

- Examine and appreciate humanity's supreme achievement— human language—and its repercussions.
- Articulate an appreciation of human languages and how they work.
- Articulate the diversity of communication systems in daily lives.
- Examine and assess one's own language beliefs, capabilities, and learning.

MUS 106: Intro to Music Literature

Elements, styles, and forms of music, from the listener's standpoint. Focus on classical music literature. Concert attendance and written critique required for two live performances during semester.

Credits: 3

Lecture Hours: 3

Program: Music

Student Learning Outcomes:

- Identify masterpieces of classical music repertoire.
- Distinguish the essential compositional characteristics of the several stylistic periods in music/art history and representative composers from each period, which help place unfamiliar repertoire into familiar periods.
- Contrast/compare music of any type (i.e., classical, popular, ethnic, seasonal) for texture, form, melodic contour, harmonic orientation and time of composition.
- Compare/contrast the live performances seen during the semester.
- Define the elements that make up classical performance tradition and etiquette.

MUS 107: Music in World Cultures

Music as organized sound and as a cultural object. Role of music in various societies: ancient and modern, sophisticated and non-sophisticated, child and adult, Western and non-Western. Representative styles and regional characteristics viewed in terms of musical characteristics and related cultural factors; a conceptual introduction to music and culture. Attendance at one ethnic performance is required.

Credits: 3

Lecture Hours: 3

Program: Music

Student Learning Outcomes:

- Describe the role of music in different cultures.
- Describe the distinctive aural features and music aesthetics of a music culture.
- Describe the historical, religious, social, and political aspects of a society that contribute to the development of a music culture.
- Affirm the validity of other music traditions.
- Contrast/compare one's own music within the broader context of other music traditions.

MUS 166: Popular Music in America

A survey of Pop Music (including Blues, Jazz, Rock and Folk), in the United States in the twentieth century. Activities will include listening to recordings, writing lyrics and tunes and learning various aspects of the business of music. Fieldtrips and concert attendance required.

Credits: 3

Lecture Hours: 3

Program: Music

Student Learning Outcomes:

- Describe the role of music in different communities.
- Describe and compare the distinctive aural features and music aesthetics of the various style of popular music.
- Describe the historical, religious, social and political aspects of a society that contribute to the development of diverse musical styles.
- Compare/contrast different styles of popular music.

MUS 177: Intro to Hawailan Music

A survey of Hawaiian music from Polynesian origins and pre- contact traditional forms to acculturated and contemporary forms and expressions including vocal, instrumental and dance music in their social, cultural and religious contexts.

Credits: 3

Lecture Hours: 3

Program: Music

Student Learning Outcomes:

- Identify and define the basic concepts, terminology and distinguishing features of Western European and Hawaiian music.
- Identify the distinguishing features of indigenous and post- contact Hawaiian music and musical instruments.
- Explain or discuss the functions of music in pre-contact Hawaiian society and in contemporary Hawai'i.
- Identify and discuss important events and personalities in the evolution of Hawaiian music.
- Put theories of Hawaiian music into practice in vocal and instrumental performances.

PHIL 100: Introduction to Philosophy: Survey of Problems

Great philosophical issues, theories, and controversies. Course will focus on issues such as the problem of determinism, the problem of induction, the problem of distributive justice, the problem of the highest good, and the problem of the function of government.

Credits: 3

Lecture Hours: 3

Program: Philosophy

Student Learning Outcomes:

- Analyze contemporary issues and events using philosophical concepts and theories.
- Defend a position on a philosophical problem in philosophy.
- Identify important individuals, events, theories, and concepts in Western philosophy.
- Apply critical thinking skills (i.e. clarify concepts, raise normative questions, evaluate ideas presented in the text and handouts, and identify philosophical issues and concerns.

PHIL 101: Introduction to Philosophy: Morals and Society

Social and individual values, obligations, rights, and responsibilities. Course will cover normative theories and their applications to business, medicine, ethics and sexual relations.

Credits: 3

Lecture Hours: 3

Program: Philosophy

Recommended:

College level reading ability.

Student Learning Outcomes:

- Recognize the major views that have defined the Western debate on ethical matters to include: virtue ethics, teleological theory, and deontological theory.
- Use logical reasoning and ethical concepts to analyze contemporary ethical problems.
- Defend a position on a fundamental problem in ethics.
- Compare, contrast, and evaluate virtue ethics, teleological theory, and deontological ethics in terms of their respective views of (a) human nature, (b) the nature of goodness, (c) the good life.

PHIL 102: Introduction to Asian Philosophy: Asian Traditions

Introductory course in selected schools of Asian thought. Universal issues/problems examined from Asian perspective. Focus will be on Indian, Chinese, and Japanese traditions.

Credits: 3

Lecture Hours: 3

Program: Philosophy

Student Learning Outcomes:

- Compare, contrast, and evaluate Indian, Chinese, Japanese, and European thought in terms of their respective views of (a) human nature, (b) the nature of goodness, (c) the good life.
- Identify and discuss contributions of schools of Asian philosophy and the influence of each on the other through a historical perspective.
- Discuss terms and concepts like “satori,” “anatta,” “jen” and evaluate their relevance (significance) for the West.
- Analyze Indian, Chinese, and Japanese thought in terms of (a) methodology, metaphysics, and ethics in order to better understand Asian concerns.

PHIL 211: Ancient Philosophy

The philosophical traditions of Greece and Rome between the 5th century BCE and the 5th century CE. Important works by four representative figures (two from Classical Greece and two from the Roman tradition).

Credits: 3

Lecture Hours: 3

Program: Philosophy

Recommended:

Completion of ENG 100 or equivalent.

Student Learning Outcomes:

- Discuss terms and concepts like the “doctrine of homo mensura” and the “doctrine of ideas or forms” and evaluate their relevance (significance) for modern times.
- Identify and discuss contributions of selected philosophers and the influence of each on the other through a historical perspective.
- Trace some of the roots of present day thought through the application of concepts and points of view forwarded in this class.
- Discuss the major tenets of the “classical mind” as well as those that made up the “medieval mind” in order to characterize these periods of time in an orderly and meaningful pattern.

REL 150: Introduction to World’s Major Religions

Introduction to the world’s major religions: Primitive, Hinduism, Buddhism, Shinto, Confucianism, Taoism, Judaism, Christianity, and Islam.

Fieldtrips maybe required outside class time.

Credits: 3

Lecture Hours: 3

Program: Religion

Student Learning Outcomes:

- Identify the following elements or dimensions: origin, doctrines, ethics, sacred literature, important figures/founders, rituals, worship, and institutions for each of the world’s major religious traditions.
- Identify the similarities and differences between two or more religions on the basis of the aforementioned dimensions.
- Examine the relationship between religion and culture/society.
- Question and think critically.

REL 151: Religion and the Meaning of Existence

Introduction to basic issues of the question of the meaning of human existence. Emphasis is placed upon the student analyzing his/her own beliefs and exploring alternative answers.

Credits: 3

Lecture Hours: 3

Program: Religion

Student Learning Outcomes:

- Identify the various understandings of experience, existence, and/or the Ultimate/Absolute Reality in the world's religious traditions.
- Compare and contrast the similarities and differences between these meanings of existence in two or more religions.
- Identify the rituals, myths, and symbols/art that shape these worldviews.
- Analyze their belief systems.

REL 201: Understanding the New Testament

Analysis of the origin and development of the early Christian message as set forth in the New Testament. Special attention will be given to the message of Jesus and Paul and its relevance to the modern world.

Credits: 3

Lecture Hours: 3

Program: Religion

Student Learning Outcomes:

- Demonstrate awareness of the historical and literary context of the New Testament.
- Show knowledge of modern Biblical interpretation and criticism.
- Show an understanding of the major parts and types of literature contained in the New Testament.
- Demonstrate recognition of how New Testament teachings have shaped modern society and human understanding of self.

REL 202: Understanding Indian Religions

Historical survey of the teachings and practices of the major religious traditions of India.

Credits: 3

Lecture Hours: 3

Prerequisites:

Placement in ENG 100, or consent of instructor.

Program: Religion

Recommended:

REL 150 or 151.

Student Learning Outcomes:

- Identify the myths, histories, doctrines, and practices of Hinduism, Jainism, Buddhism, and Sikhism.
- Identify each religion's understanding of the human condition, ethics, knowledge, death, the afterlife, and conceptions of the divine.
- Identify common themes within the religions studied.
- Interpret primary sources (such as epics, devotional poetry, mystical instruction, myths, and hymns).
- Examine the relationship between religion and culture/society.
- Question and think critically.

REL 205: Understanding Hawallan Religion

Major Hawaiian religious teachings and practices from ancient times to the present. Investigation of cultural influence of Hawaiian religious beliefs; analysis of religious texts and relation to other traditions. This course may be applied to the BA language/culture core requirements at UH Mānoa.

Credits: 3

Lecture Hours: 3

Program: Religion

Student Learning Outcomes:

- Identify and access major sources on Hawaiian religion.
- Express thoughts on Hawaiian religion in oral and written form.
- Compare and contrast elements of the Hawaiian religious experience with others or with their own.
- Identify ways in which Hawaiian religious thought and practice continues in the present.
- Interpret some symbolism of Hawaiian religious ritual and poetry.

REL 206: Understanding Confucianism

Exploration of Confucianism in its philosophical, cultural, and historical context in China.

Credits: 3

Lecture Hours: 3

Program: Religion

Recommended:

Credit for REL 150 Introduction to Major World Religions.

Student Learning Outcomes:

- Analyze the primary and secondary texts.
- Explore the relevance of these texts to contemporary issues today, both in China and elsewhere.
- Describe the origins and major historical periods in Confucian belief and practice.
- Examine the relationship between religion and culture/society.

REL 207: Understanding Buddhism

Survey of major forms and practices of Buddhism.

Credits: 3

Lecture Hours: 3

Program: Religion

Recommended:

ENG 100 and either REL 150 or REL 151.

Student Learning Outcomes:

- Identify the myths, histories, doctrines, and practices of the major schools of Buddhism.
- Identify each school's understanding of the human condition, ethics, knowledge, death, the afterlife, and conceptions of the divine.
- Interpret primary sources.
- Examine the relationship between religion and culture/society.
- Question and think critically.

REL 212: Science Fiction and Religion

This course explores and reflects on the presence of religions and religious themes in science fiction films and television shows. Students will also discuss the ethics of robots and other forms of artificial intelligence (AI). This course explores the presence of religious themes such as the messianic hero, immortality, free will and determinism, prophecy, evil, mysticism, and apocalypse in films and tv shows including Star Trek, Star Wars, the Matrix, I Robot, Avatar, Superman, and more.

Credits: 3

Lecture Hours: 3

Program: Religion

Recommended:

REL 150

Student Learning Outcomes:

- Identify the presence of the major religious motifs in science fiction films and television shows.
- Analyze the hero archetype, the monomyth, in religious literature and science fiction media.
- Investigate the ways in which science fiction constitutes contemporary religious myth-making.
- Examine the influence and impact that artificial intelligence will have on society.

REL 217: Understanding Polynesian Religions

This course provides an introduction to the study of Polynesian religions through an exploration of the oral traditions of Hawai'i, Aotearoa (New Zealand), French Polynesia (Tahiti et al.), and Samoa among others. In this class, students will gain a foundational understanding of important religious themes that permeate Polynesia. Main themes include but are not limited to deities' forms & functions, cosmogonies, etiologies, and belief-regulated practices. Additionally, a portion of the semester will focus on belief narratives as vehicles for the transmission of knowledge and the significance of contemporary representation and self-representation of Polynesian religion and culture. This class will use comparative analysis between Hawaiian religion and the religious traditions of Aotearoa, French Polynesia, and Samoa to identify the fundamental concepts needed to understand Polynesian religions and explore how they are interconnected and interwoven into the fabric of our lives today. (Cross-listed as HWST 217)

Credits: 3

Lecture Hours: 3

Program: Religion

Student Learning Outcomes:

- Identify and describe significant source-language terms, major figures, and stories in Hawaiian and other Polynesian religions
- Identify and describe important themes common to Hawaiian and other Polynesian religions
- Analyze, compare, contrast, major themes common to Hawaiian and other Polynesian religions

THEA 177: Introduction to Theatre of Hawai'i

An exploration of theatrical performances and plays showcasing the people, places and history of Hawai'i.

Credits: 3

Lecture Hours: 3

Program: Theatre

Recommended:

THEA 101

Student Learning Outcomes:

- Describe the historical, religious and cultural content of theatre in Hawai'i.
- Analyze the dramatic and cultural content of local, original Hawaiian plays using artifacts from original performances.
- Communicate the themes and body of work of a major local or Hawaiian playwright, director or theatrical company.

Literature (DL)

HWST 238: Native Voices through Contemporary Hawaiian and Indigenous Literature

This course surveys contemporary Literature of Native Hawaiians and other Indigenous Peoples, especially to focus on the situational and cultural impetus from which these texts were created.

Credits: 3

Lecture Hours: 3

Prerequisites:

Grade of C or better in ENG 100 and HWST 107 or PACS 108, or instructor consent.

Program: Hawaiian Studies

Student Learning Outcomes:

- Demonstrate knowledge of the authors of the 19th and 20th century from a range of ethnic and cultural groups.
- Describe knowledge of major themes seen across different ethnic or cultural literary works.
- Discuss knowledge in the diversity of literary opinions, conflict and commonality in examined literary texts.

ENG 271: Introduction to Literature: Genre

This course introduces students to the study of significant works of literature in selected genres. Emphasis is on discussion of and writing about characteristics and themes of the works. A student may enroll in this course more than one time (for different genres); however, only three credits will be applied toward degree.

Credits: 3

Lecture Hours: 3

Prerequisites:

A grade of "C" or better in ENG 100.

Program: English

Student Learning Outcomes:

- Use concepts and terminology particular to literary study to analyze and interpret imaginative literary works orally and in writing.
- Respond to a work of literature as an expression of a culture's values and compare those with the student's own.
- Enjoy a more creative, enlightened, and fulfilled life through an appreciation of literature's social, cultural, political, and philosophical themes and techniques.
- Exhibit knowledge about selected writers and their characteristic themes and techniques.

ENG 272: Introduction to Literature: Culture and Literature

This course introduces students to the study of significant works of literature in selected cultures and cultural formations. Emphasis is on discussion of and writing about characteristics and themes of the works. A student may enroll in this course more than one time (for different cultures); however, only three credits will be applied toward degree.

Credits: 3

Lecture Hours: 3

Prerequisites:

A grade of "C" or better in ENG 100.

Program: English

Student Learning Outcomes:

- Use concepts and terminology particular to literary study to analyze and interpret imaginative literary works orally and in writing.
- Respond to a work of literature as an expression of a culture's values and compare those with the student's own.
- Enjoy a more creative, enlightened, and fulfilled life through an appreciation of literature's social, cultural, political, and philosophical themes and techniques.
- Exhibit knowledge about selected writers and their characteristic themes and techniques.