

MESABI RANGE COMMUNITY & TECHNICAL COLLEGE – VIRGINIA/EVELETH

Course Outline

Course Title: The Literature of Science Fiction
Semester Course Prefix and Number: ENGL 1576
Old Quarter Course Prefix and Number: ENGL 119

Submitted By: English Dept
Approval Date: Jan. 2003
Revision Date: Oct. 2002

Number of Credits: 3 Number of Lecture Credits: 3
Semester(s) Offered: Number of Lab Credits: Number of Lab Hours:
Negotiated Class Size: Number of Studio/Demonstration/Internship Credits:

Course Purpose Code:

- 0 – Developmental Courses
- 1 – Non-transferable, General Education
- 2 – Technical course related to career programs
- 3 – College course which has the primary goal of applying certain concepts (e.g. vocal ensemble)
- 4 – Other college course not considered a part of general education (MNTC) e.g. computer science, health, physical education
- 5 – Course which is intended to fulfill the Minnesota Transfer Curriculum (MNTC) requirements.
- 9 – Continuing Education/Customized Training specialized credit course (not occurring in 0-5)

Catalog Description:

This course explores the origins, elements, and genres of science fiction. This course is designed to offer the student an understanding of the key concerns of science fiction, examining the relationship between man and his technology, the possibilities involved in alternate futures, and the ramifications of alternate value systems as reflected in the literature.

Prerequisites and/or recommended entry skills/knowledge:

Course Prerequisite(s): None
Reading Prerequisite: CPT score of 72 or higher, or “C” or better in READ 0082 (or previous course READ 098)
Composition Prerequisite: None
Mathematics Prerequisite: None

Career Programs and Transfer Majors Accessing this Course:

For English majors and for general education requirement or elective credit.

Minnesota Transfer Curriculum Goal(s) partially met by this course if applicable: Notes: No more than two goals may be met by any one course. (Curriculum Committee review and the Chief Academic Officer’s approval are required).

- 0. None
- 1. Communications
- 2. Critical Thinking
- 3. Natural Sciences
- 4. Mathematical/Logical Reasoning
- 5. History and the Social and Behavioral Sciences
- 6. The Humanities and Fine Arts
- 7. Human Diversity
- 8. Global Perspectives
- 9. Ethical and Civic Responsibility
- 10. People and the Environment

Learning outcomes, including any relevant competencies listed in the Minnesota Transfer Curriculum:

Upon completion of this course, the student will be able to

Goal Six:

- Demonstrate awareness of the scope and variety of works in the arts and humanities.
- Understand those works as expressions of individual and human values within an historical and social context.
- Respond critically to works in the arts and humanities.
- Articulate an informed personal reaction to works in the arts and humanities.

Student assessment methods:

- Objective tests on history of science fiction.
- Subjective tests on selected themes of science fiction
- Course paper(s)

Use of instructional technology (includes software, interactive video and other instructional technologies):

- VCR – selected movies, films, lectures

Outline of the major course content:

- The course reviews the elements of science fiction as revealed in the work from ancient times to the 1990's.

Additional special information (special fees, directives on hazardous materials, etc.)

Transfer Information: (Please list colleges/majors that accept this course in transfer.)

Approvals:

Body	Representative Signatures	Date
Curriculum Committee	Dr. Bonnie K. Edwards	October 31, 2002
Faculty Association	Georgia Suoja	November 6, 2002
Meet and Confer	Jill Peterson	January 15, 2003
Chief Academic Officer	Jill Peterson	January 15, 2003

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