4915. Computer Engineering Design II. 3 hours. Second course in the senior capstone design sequence. Focus is the application of techniques to the design of electronic systems that have digital hardware and software components. Students apply the theory acquired from numerous engineering courses to solve real-world design problems. The design will consider realistic constraints including economic, environmental, sustainability, manufacturability, ethical, social, safety. Prerequisite(s): CSCE 4910.

4920. Cooperative Education in Computer Science and Engineering. 1–3 hours. Supervised field work in a job directly related to the student's major field of study or career objective. May be repeated for credit. Prerequisite(s): junior or senior standing in computer science or computer engineering and consent of department.

4925. Capstone II. 3 hours. Second of a two-course sequence in which students develop a complex IT system starting from customer requirements and progressing through the entire analysis, design, implementation, testing and delivery lifecycle. Students work in teams to develop a project plan, complete the technical components of the project, prepare a variety of deliverable documents, and finally deliver the finished product to the customer. The second course focuses on the implementation, testing and delivery of the system. Prerequisite(s): CSCE 4905.

4930. Topics in Computer Science and Engineering. 3 hours. Topics vary. May be repeated for credit. Prerequisite(s): junior or senior standing in computer science or computer engineering and consent of instructor.

4940. Special Computer Application Problem. 1–4 hours. Study defined by the student in applying computer science to another field. Work supervised and work plan approved by one faculty member from computer science and one from relevant application area; one to three students may work together if all faculty advisors concerned agree. Prerequisite(s): prior approval of plan by faculty supervisor. Open to advanced undergraduate students capable of developing problems independently. May be repeated for credit.

4950. Special Problems in Computer Science and Engineering. 1–3 hours. Prior approval of plan of study by faculty supervisor. Prerequisite(s): junior or senior standing in computer science or computer engineering.

4951. Honors College Capstone Thesis. 3 hours. Major research project prepared by the student under the supervision of a faculty member and presented in standard thesis format. An oral defense is required of each student for successful completion of the thesis. Prerequisite(s): completion of at least 6 hours in honors courses; completion of at least 12 hours in the major department in which the thesis is prepared; approval of the department chair and the dean of the school or college in which the thesis is prepared; approval of the dean of the Honors College. May be substituted for HNRS 4000.

Construction Engineering Technology
see Engineering Technology

Counseling and Higher Education

Counseling, COUN

2610. Principles of Counseling I. 3 hours. An introduction to the broad range of counseling services and their application to schools and community agencies. May be taken concurrently with COUN 3620, 3630, 3640, 4610 and 4620.

3600. Therapeutic Play. 3 hours. Didactic and experiential training in how to be a therapeutic agent in children's lives by using structured therapeutic play sessions. Participants are taught basic child-centered play therapy principles and skills, including reflective listening, recognizing and responding to children's feelings, therapeutic limit setting, building children's self-esteem, and structuring therapeutic play sessions with children using a special kit of selected toys. Observations of play therapy sessions and skill building therapeutic play sessions are required.

3620. Principles of Counseling II. 3 hours. An integrated overview of counseling services through personal self-exploration by the counseling associate. Focus is on the understanding of interpersonal dynamics through self-awareness. Prerequisite(s): COUN 2610 (may be taken concurrently).

3630. Survey of Career Development and Career Guidance. 3 hours. Overview of current problems and developments in career choices. Prerequisite(s): COUN 2610 (may be taken concurrently).

3640. Group Process in Helping Relationships. 3 hours. Group dynamics laboratory: group functions and leadership styles as related to helping relationships. Prerequisite(s): COUN 2610 (may be taken concurrently).

4610. Appraisal Techniques. 3 hours. Principles, concepts, procedures of appraisal, and utilizing tests and non-test instruments and techniques. Prerequisite(s): COUN 2610 (may be taken concurrently).

4620. Interpersonal Skills in Helping Relationships. 3 hours. Didactic and experiential training in interpersonal relationships; analysis and application of effective counseling activities. Prerequisite(s): COUN 2610 (may be taken concurrently).

Early Childhood Education, DFEC changed to ***Early Childhood Education, EDEC*** *and moved to Teacher Education and Administration.*

Counseling
see Counseling and Higher Education

Criminal Justice

Criminal Justice, CJUS

2100 (CRIJ 1301). Crime and Justice in the United States. 3 hours. This course examines the societal responses to people and organizations that violate criminal codes; discusses the history, development, organization and philosophy of the justice process; and analyzes the complex inter-relationships between the major components of the criminal justice system (police, courts and corrections). *Satisfies the Social and Behavioral Sciences requirement of the University Core Curriculum.* (Same as SOCI 2100.)

2600. Diversity Issues in Criminal Justice. 3 hours. Critically examines race, gender and other diversity issues within the U.S. criminal justice system. Topics of emphasis include the importance of diversity issues in the development, organization and operation of the criminal justice system. *Satisfies a portion of the Understanding the Human Community requirement of the University Core Curriculum.*