

Your Core Curriculum requirements can become a Minor in Anthropology

Fulfill 5 Core curriculum requirements and earn a minor in Anthropology

The Minor in Anthropology provides students with a broad introduction to this field. This Minor is an excellent supplement for students from the other social sciences, humanities, environmental science, and other fields who are interested in human behavior, cultural diversity, environmental adaptation, and historical lifeways.

Program Requirements

Students must complete at least fifteen (15) credits of any anthropology (ANT) courses at USM, with no course grade lower than a C-. Courses should represent at least two subfields of anthropology and be taught by at least two different instructors. Subfields are cultural anthropology, physical anthropology, archaeology, and applied anthropology. A maximum of one course may be either transferred from another institution or drawn from another major at USM, such as Linguistics, with approval from the student's faculty advisor in the Program in Geography-Anthropology.

Science Exploration:

ANT 204 Gulf of Maine: Archaeology, Ecology, and Environmental Change

Socio-Cultural Analysis: ANT 101 Cultural Anthropology; ANT 201 Human Origins; ANT 202 Origins of Civilization; ANT 220 Indigenous Studies of North America; ANT 230 Hunters and Gatherers; ANT 232 The Anthropology of Sex and Gender; ANT 233 Food and Culture.

Cultural Interpretation:

ANT 224 Ancient Mesoamerica; ANT 280 Prehistoric Art (**International**)

Diversity: ANT 101 Anthropology the Cultural View (**SCA**); ANT 103 Introduction to Archaeology; ANT 232 Sex and Gender; ANT 450 African American Historical Archeology

International: ANT 103 Introduction to Archeology; ANT 105 Society, Environment and Change; ANT 232 Sex and Gender (**SCA**); ANT 255 Cultures of Africa; ANT 262 Women, Arts and Global Tourism; ANT 280 Prehistoric Art(**CI**)

Your Core Curriculum requirements can become a Minor in Archaeology

Fulfill 4 Core curriculum requirements and take ANT 306 Analysis of Archaeological Materials and earn a minor in Archaeology

The Geography-Anthropology program offers a minor in archaeology. The minor prepares students to examine past cultures through their material remains and environmental context. Students develop an appreciation for the management of cultural heritage and preserving the past.

Program Requirements

The minor in archaeology consists of a minimum of 15 credits. No grades of D will be counted toward fulfillment of the major or minor requirements:

Required:

- ANT 103 Introduction to Archaeology (**International**)
- ANT 306 Analysis of Archaeological Materials

Any two or three of the following (to meet minor credit minimum):

- **(SCA)**ANT 202 Origins of Civilization
- **(SE)**ANT 204 Gulf of Maine: Archaeology, Ecology, and Environmental Change
- **(CI)** ANT 280 Prehistoric Art
- **(Diversity)** ANT 380 African American Historical Archaeology
- ANT 308/ANT 508 Environmental Archaeology (3-6 credits)
- ANT 320 Anthropology & the Museum
- ANT 360/ANT 560 Public Archaeology (3-6 credits)
- ANT 410 Japan: Archaeology, Environmental History and Multicultural Perspectives
- GYA 300 Archaeology Field School (3-6 credits)

Your Core Curriculum requirements can become a Minor in Geography

Fulfill 5 Core curriculum requirements and earn a minor in Geography

The Geography-Anthropology program offers a minor in geography. The Minor in Geography provides students a broad exposure to the discipline with courses focused on the interaction of humans and their natural and built environments, urban and regional development, and resource conservation, among other areas. Students also receive training in cutting edge geographic tools and techniques like GIS and remote sensing.

Program Requirements

The Minor in Geography shall consist of 15 credits minimum. No grades of D will be counted toward fulfillment of the major or minor requirements:

- GEO 101 Human Geography (3 credits) **(SCA, International)** OR GEO 102 Physical Geography and Lab (4 credits) **(SE)** OR GEO 170 Global History: Mapping the World Across Cultures (3 credits) **(International)**

and 4 additional topical or methods GEO courses to make up 15 credits minimum.

QR: GEO 107: Maps and Math; GEO 270: Mapping Environments and People

SE: GEO 102 Physical Geography and Lab (4 credits)

SCA: GEO 101 Human Geography; GEO 120 Geography of Maine; GEO 203 Urban & Regional Development

EISRC: GEO 209 Land Use Planning; GEO 210 Planning Maine Communities

Diversity: GEO 202 Making A Living; GEO 402 Urban Geography

International: GEO 101 Human Geography **(SCA)**; GEO 105 Society, Environment and Change; GEO 170 Global History; GEO 202 Making A Living; GEO 203 Urban and Regional Development **(SCA)**; GEO 481 Megacities and Global Planning Issues