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Early Access Program Options for Fall 2022

Algoma UNIVERSITY

CODE	FALL 2022 COURSE OFFERINGS (SEPT 7, 2022 – DEC 6, 2022)	DAY	TIME
ADMN 1016CE	**Introduction to Canadian Business** This course surveys the core concepts and topics in business and management. Topics include the function and role of small to large for-profit and not-for-profit organizations, and service and production oriented organizations, within the context of the domestic and global environment. The basic principles of management, finance, marketing, organizational theory, human resources, general operations, and decision processes are introduced. Prerequisite: successful completion of all program entry requirements. 3 credits.	Thurs	7 PM – 10 PM
ADMN 1126AE	**Introduction to Financial Accounting** The main objective of this course is to provide students with a solid foundation in financial accounting principles and concepts and to develop a thorough understanding of how financial information is collected, summarized, reported and utilized in a range of business contexts. Students will develop an appreciation of how financial information can be used for internal and external reporting, decision making and for planning and control purposes. Topics will include analyzing and recording transactions and adjusting and closing accounts, preparing financial statements, accounting for cash, inventory and merchandising activities, receivables, and capital assets. Accounting in a corporate context will be introduced as well as the analysis of financial statements and cash flows. Students may not retain credit for both ADMN 1126 and ADMN 1106. Prerequisite: Successful completion of all program entry requirements. 3 credits.	ONLINE	ONLINE
ADMN 1706AE	**Introduction to Esports** Students will have their first look at Esports from an entry level. This course will introduce them to the history of Esports, the difference between gaming and Esports, Esports culture, and touch on some of the topics that will be taught throughout the rest of the program. Students will explore topics such as the growth of esports in the Canadian market, the economic and social impact of esports and the current state of the esports industry among other esports introductory topics. 3 credits.	ONLINE	ONLINE
ANII 1006BE	**Anishinaabe Peoples and Our Homelands I** This course will provide an introduction to the fundamentals of Anishinaabe worldview and Anishinaabe philosophy through Anishinaabe Creation Stories and select oral/written history. It will develop students` understanding of how Anishinaabe lifeways past and present express the Anishinaabe worldview of an interactive and interconnected universe. Students will also be introduced to the meaning of "inherent rights" as defined by Anishinaabe and as articulated in the UN Declaration on the Rights of Indigenous Peoples and other documents/research. The course focuses on developing students` understanding of the persistence of Anishinaabe worldview, identity and connections to land, and how these inform the revitalization of Anishinaabe traditions as well as Anishinaabe People's continued resistance to the ongoing processes of colonization. ANIS 1006 will enable the students to participate in discussions and activities at the local level and beyond, demonstrating the value of the Anishinaabe worldview as a valid way of thinking and knowing. Students may not retain credit for both ANII 1006 and ANIS 1006. 3 credits.	Thurs	7 PM - 10 PM

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CESD 1006AE	**Introduction to Community Economic and Social Development** The course situates CESD within the global, regional and local context, providing students with an introductory understanding of the history, theory and models necessary for community development practice. Students will examine basic concepts using interdisciplinary, holistic and anti-colonial approaches. Attendance at the course lab or 'Learning Community' is a required component of the course. 3 credits.	Mon & Wed	4 PM – 5:30 PM
COSC 1036AE	**Games Marketplace** This course introduces the Computer Science student to the fundamental questions "What makes a game fun?" and "What makes a game commercially successful?" Since game software is commercial entertainment software, the two are intrinsically related. The objective is to introduce the student to the realities of a career in the game entertainment industry and to expose the student to the need for a wide and informed perspective on game design. The course borrows from fields as diverse as psychology, cultural anthropology, marketing, finance, visual art and music appreciation and literary criticism. The material is presented in lectures and seminars based on case studies of the composition and financing of current game companies, the typical game development software engineering life-cycle process and examination of existing games, including games which sell well in other cultures but do not attract equivalent interest in our culture, and vice versa. 3 credits.	Tues	7 PM – 10 PM
ECON 1007BE	**Introduction to Macroeconomics** Topics include: national income; inflation; unemployment; taxation; exchange rates; money and banking; monetary policy; and fiscal policy. 3 credits.	ONLINE	ONLINE
ENGL 1606AE	**Introduction to Film I: Fundamentals of Film Aesthetics** This course will provide a foundation for future film study by offering an introduction to the formal elements of film – cinematography, mise-en-scène, editing and sound – and to the basic aesthetics and vocabulary of film style and genre. Students will develop their critical viewing skills and acquire a critical vocabulary for describing and analyzing films. Students will view films from the Silent Era to contemporary Hollywood, Independent, and International films. Students may not retain credit for more than one of FILM 1606, FILM 1005, or ENGL 1606. 3 credits.	Tues	7 PM - 10 PM

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ENGL 1996AE	**Algoma Reads** This course invites students from across Algoma University's campus and the Algoma region to read together the five novels selected by the CBC for Canada Reads. Students will approach these five novels from multiple perspectives and disciplines and will reflect on what they can teach us. Through lively and respectful conversation, students will develop their persuasive abilities in both speech and writing. No prerequisite. Students may not receive credit for both ENGL 1996 and ENGL 2996. 3 credits.	Tues	4 PM - 7 PM
GEOG 1026AE	**Introduction to the Physical Environment** A geographical investigation of the natural environment and its links with humankind. An introduction to environmental concepts and spatial systems. Development of skills to describe and interpret environmental data. Lectures and practical assignments. 3 credits.	ONLINE	ONLINE
OJIB 1016AE	**Introductory Anishinaabemowin I** This course introduces students to oral Anishinaabemowin with skills and concepts necessary for a basic understanding of the Anishinaabe oral sound system. The course assists students in acquiring the skills for speaking, reading, and writing the language. Topics of discussion sensitize students to the culture and customs of the Anishinaabe people. This course is intended for students with no previous knowledge of the Anishinaabe language. Students may not retain credit for more than one of OJIB 1016, ANIS 1016, and OJIB 1005. 3 credits.	Mon & Wed	4 PM - 5:30 PM
PHIL 1046AE	**The Philosophy of Rock and Roll** This course examines the philosophical themes and context of rock and roll since the early 1950's. Students critically examine the philosophical messages in rock and roll and their connection with the core branches of philosophical thought including epistemology, ontology, aesthetics, political and social philosophy, existentialism, and axiology. Through the examination of rock and roll and its influence on Western intellectual and cultural identity, students develop a deeper understanding and appreciation of the importance of interpretive and evaluative skills in their everyday lives. 3 credits.	Mon & Wed	5:30 PM - 7 PM
PSYC 1106BE	**Introductory Psychology: Biological Bases of Behaviour** This course provides an introduction to the field of psychology in terms of the biological bases of human and non-human behaviour. Emphasis is first placed on the science of psychology by introducing students to the scientific method, including historical and ground-breaking research that has led to what is known today regarding the functioning of the central nervous system and the resulting behaviours. Further topics include evolution and diversity of the human species, sensory processing and perceptual interpretation of the world around us, as well as learning theories and memory. 3 credits.	Wed	7 PM - 10 PM