COURSE INFORMATION FORM

DISCIPLINE  English

COURSE TITLE  Science Fiction

CR.HR  3  LECT HR  3  LAB HR  CLIN/INTERN HR.  CLOCK HR.

CATALOG DESCRIPTION

Introduction to science fiction. Its current position as an independent genre making a unique contribution to the social comment of the 21st century.

PREREQUISITES

None

EXPECTED STUDENT OUTCOMES IN THE COURSE

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

1. Outline the development of science fiction as a distinct genre.
2. Describe different stages in the development of the genre.
3. Analyze and critique short fiction, novels, and film within the genre.
4. Compare treatment of similar subject matter in different stories.
5. Create one’s own fiction(s) consistent with the genre.
6. Design alternative worlds/futures consistent with current historical, economic, cultural, and political theories.
CLASS-LEVEL ASSESSMENT MEASURES

Student accomplishment of expected student outcomes will be assessed using the following measures. (Identify which measures are used to assess which outcomes.)

1. Locally developed quizzes (1-6)
2. Locally developed exams (1-6)
3. Small group/class discussion (1-6)
4. Critical response/literary analysis essays (1-6)
5. Oral, hypertext, and new media presentations (1-6)
6. Original creative writing in literary style (1-6)
7. Journals (1-6)

PROGRAM-LEVEL OUTCOMES ADDRESSED

GENERAL EDUCATION OUTCOMES
Specify which general education outcomes, if any, are substantially addressed by the course by completing the “Course/Program Assessment Matrix” to show the relationships between course and program outcomes and assessment measures.

OCCUPATIONAL PROGRAM OUTCOMES
Specify which occupational program outcomes, if any, are substantially addressed by the course by completing the “Course/Program Assessment Matrix” to show the relationships between course and program outcomes to assessment measures.
Individual instructors may order this outline as fits the needs of their individual courses. In addition, they may place more emphasis on some areas than others. What is assured is that this particular list is covered in the course. Other topics may be added to a course as the instructor sees fit, and as time and interest allows. An *asterisk can be used to mark an item as optional.

I. Historical orientation
   A. 19th century forerunners
   B. 20th century
      1. Golden age
      2. New age
      3. Cyberpunks
      4. Hyperfiction
   C. 21st century directions

II. Genre approach
   A. Short fiction
   B. Novels
   C. Film
   D. Comics
   E. Hyperfiction
   F. Fantasy and role playing

III. Thematic orientation
   A. Societal barriers (based on race, gender, colonization)
   B. Psychological barriers
   C. Relationships
   D. Societal dreams
   E. Technological progress
   F. Dreams and myth