The "space between our disciplines" is intellectually rich, educationally vibrant, and professionally productive. Our interdisciplinary degree options provide a strong foundation of use-inspired, experientially informed course work and research opportunities. Our programs are designed to produce graduates equipped to engage the international marketplace and shape global culture.

**Programs**

**Master of Science**

- Arts Administration and Cultural Entrepreneurship (http://catalog.northeastern.edu/graduate/arts-media-design/interdisciplinary-programs/arts-administration-cultural-entrepreneurship-ms/)
- Creative Practice Leadership (http://catalog.northeastern.edu/graduate/arts-media-design/interdisciplinary-programs/creative-leadership-practice-ms/)
- Urban Planning and Policy (http://catalog.northeastern.edu/graduate/social-sciences-humanities/public-policy-urban-affairs/urban-planning-policy-ms/)

**Graduate Certificate**

- Arts Administration (http://catalog.northeastern.edu/graduate/arts-media-design/interdisciplinary-programs/arts-administration-graduate-certificate/)
- Cultural Entrepreneurship (http://catalog.northeastern.edu/graduate/arts-media-design/interdisciplinary-programs/cultural-entrepreneurship-graduate-certificate/)

**Courses**

**Arts Administration and Cultural Entrepreneurship**

Search AACE Courses using FocusSearch (http://catalog.northeastern.edu/class-search/?subject=AACE/)

**AACE 6000. Arts and Culture Organizational Leadership. 3 Hours.**

Offers an overview and introduction to leadership knowledge areas, tools, and skills sets for the arts and culture sector. Key topics include issues and challenges in the management of arts-oriented organizations, leadership characteristics and techniques for arts and culture teams, balancing organizational priorities with artistic vision and values, board formation and management, audience outreach, and operational practices. Focuses on the administration of people and processes to communicate mission; realize goals; and effectively manage the creative resources, human resources, and financial challenges of nonprofit arts and cultural organizations.

**AACE 6010. Planning for Arts and Cultural Organizations. 3 Hours.**

Offers an overview and introduction to knowledge areas and primary skills sets for planning, launching, and sustaining arts and cultural organizations. Key topics include evaluating opportunities in the arts and culture sector; building effective vision, mission, and values for arts and culture initiatives in balance with civic and community contexts; smart approaches to arts and culture funding; developing sustainable and flexible strategic plans; and planning challenges for the contemporary strategic arts organization.

**AACE 6020. Experiential Study in Arts Administration. 3 Hours.**

Offers students an opportunity to learn best practices in arts project management, including how to assess and scope a project, develop a timeline with clear action items and goals, relay needs and expectations to clients, research materials to assist in the process, and measure and deliver project results. Faculty coach students to cultivate professional skill sets, build competency around key areas of student interest, and bridge theory with practice. Students receive feedback from their project sponsor, review lessons learned, and incorporate suggestions to improve and further develop their career plans. Seeks to support the development of business communication skills, project and client management skills, and frameworks for analysis.

**AACE 6110. Information Technology for Arts and Cultural Organizations. 3 Hours.**

Offers nontechnical students an opportunity to obtain a clear and current understanding of key information technology (IT) concepts set in the context of arts and cultural organizations and to empower them to make decisions that map technology to strategy. Covers how to identify technical terms, stakeholders, and issues; evaluate IT challenges; apply best-practice frameworks; and identify business needs and compare technical solutions in order to minimize cost and maximize strategic alignment. Combines readings, casework, video lectures, screen casts, guest videos, and a hands-on approach to researching solutions and leading change. Includes both group and individual deliverables that students synthesize to create and present a final project.

**AACE 6200. Programming and Community Engagement for Cultural Entrepreneurs. 3 Hours.**

Examines the role and tools of the cultural entrepreneur and investigates practical and tactical approaches centered around real-world examples. Topics include how cultural entrepreneurs turn new ideas into concrete initiatives and how they communicate with and learn from their audiences and communities to assess and evaluate the implementation of cultural endeavors. Offers students an opportunity to create their own cultural initiative from the ground up. Through modules covering mission and vision, program evaluation, community engagement, and basic resource management, the successful student should finish the course with a real project “in a box,” ready to launch.

**AACE 6210. Building Value Through Cultural Enterprise. 3 Hours.**

Examines the question of value through the lens of cultural institutions big and small. Explores examples from real-world case studies. Focuses on areas of value, ways to measure impact on both qualitative and quantitative levels, and how to demonstrate that impact to a variety of audiences from our daily visitors to our federal government. Value in the cultural sector is a critical question that institutions and individuals working in this area must answer on a regular basis for themselves, their constituents, and their supporters.

**Architecture**

Search ARCH Courses using FocusSearch (http://catalog.northeastern.edu/class-search/?subject=ARCH/)
ARCH 5115. Option Studio. 6 Hours.
Offers an upper-level design studio that covers new studio topics, content, and studio instructors each semester. The studio instructors offer topical content that best aligns with their research and practice expertise, which provides students with the latest concepts in architectural design, theory, and research on a consistently updated and rotating basis. Students select their top choices of studio topics and instructors, giving them more flexibility in the areas for which they would like to focus their education.

ARCH 5120. Comprehensive Design Studio. 6 Hours.
Focuses on the materials and making of architecture. Considers architectural connections at all scales, from the nut and bolt to the scale of a door or window to the scale of the whole building and the city. Grounds design proposals upon a tectonic strategy, unlike traditional design studios that produce a schematic design before considering constructional ideas.

ARCH 5210. Environmental Systems. 4 Hours.
Explores the ways in which architectural form can create particular conditions of light and shadow; provide shelter from heat, cold, and rain; and incorporate systems that provide for water, electricity, and sanitation. Provides a series of simple and straightforward small-scale design projects.

ARCH 5211. Recitation for ARCH 5210. 0 Hours.
Offers a small-group discussion format to cover material in ARCH 5210.

ARCH 5220. Integrated Building Systems. 4 Hours.
Studies how to integrate into students’ building designs all the environmental and tectonic systems that they have covered in previous architecture courses.

ARCH 5230. Structural Systems. 4 Hours.
Introduces the fundamental concepts of structural analysis and design for architecture. Examines the nature of forces and their effects on different types of structural elements; the structural properties of shapes and materials; and the selection, analysis, and design of efficient structural systems that resist the loads acting upon them. Uses historical and contemporary examples to illustrate how the changing context of architectural ideas drives structural form and the selection of structural systems. Includes field trips and student presentations of structural models and diagrams. Restricted to students in the architecture BS program and to students in the three-year MArch program.

ARCH 5231. Recitation for ARCH 5230. 0 Hours.
Provides a small-group discussion format to cover examples from the material in ARCH 5230.

ARCH 5310. Design Tactics and Operations. 4 Hours.
Encourages students to develop the connections between critical attitudes and techniques in design, through important historical texts. Offers a kind of “great books” approach to the integration of design and history, introducing the writings and seminal designs of Alberti, Palladio, Wright, Le Corbusier, Semper, Sitte, Rowe, Colquhoun, Moneo, Koolhaas, Rossi, Frampton, Venturi and Scott Brown, Scarpa, and Lynch.

ARCH 5530. Innovative Models in Real Estate Development and Design. 4 Hours.
Addresses advanced topics in real estate development and finance and examines innovative models of practice in real estate development available to design professionals. Studies a set of advanced analytical tools and techniques for evaluating the cash flows and economic returns of real estate investment and development. Introduces advanced methods of financing real estate and the structure of capital markets involved in property assets. Uses the case instruction method and includes active, discussion-oriented learning.

ARCH 6100. Graduate Skills Studio. 6 Hours.
Provides a series of increasingly complex assignments that emphasize the fundamentals of architectural design. Offers students an opportunity to propose and test proposals through an iterative process using a wide variety of tools and media, including design software, physical models, and freehand sketches. Explores spatial definition, the orchestration of a spatial sequence, modulation of natural light, and responsiveness to existing conditions (whether natural or man-made). Taught as a hands-on design studio (with ample studio access outside class meetings).

ARCH 6200. Graduate Studio 1: Architectural Design. 6 Hours.
Focussess on a series of increasingly complex assignments that emphasize the fundamentals of architectural design. Offers students an opportunity to propose and test proposals through an iterative process using a wide variety of tools and media, including design software, physical models, and freehand sketches. Explores spatial definition, the orchestration of a spatial sequence, modulation of natural light, and responsiveness to existing conditions (whether natural or man-made). Taught as a hands-on design studio (with ample studio access outside class meetings).

ARCH 6300. Seminar in Modern Architecture. 4 Hours.
Examines the state of architecture and urbanism in the two decades leading up to 2000. Explores contemporary issues in architectural theory and urban design. Examines a broad range of ideas affecting contemporary developments in architectural practice. Engages cultural and historical forces as well as contemporary criticism to define the nature of modernism, late modernism, postmodernism, and deconstruction. Case studies, analysis of theoretical models, and application of methods of history provide students with support for their own design work in studio and co-op experiences.

ARCH 6340. Graduate Topics in Architecture. 4 Hours.
Explores focused research topics relevant to the graduate program curriculum. The professor presents his or her research related to a particular urban, architectural, or technical topic. This exposes the students to methods of research and topics in current and ongoing research in the field. The students have an opportunity to engage in related and parallel research projects during the course of the semester. May be repeated without limit.

ARCH 6430. Case Studies 1. 4 Hours.
Focuses on how architectural practice occurs and must be understood within a larger social context. The cultures-interests and objectives of the constellation of participants in the bringing of a building to completion are dynamic, diverse, and complex, especially in an urban environment. Seeks to make sense of this broader social contract from within the perspective of professional design practice. As one of many participants in the process of bringing a building to completion, students review the roles, responsibilities, and interests of each contributor. Our task is to understand the obligations and constraints that constitute these relationships. Examines the products of design as manifestations of these relationships and situates them within a discourse of value-determined actions. Investigates normative and critical professional practices through selected readings and individual field research. Develops project case studies that provide examples of excellent design results achieved through the application of expert professional practices.
ARCH 6440. Case Studies 2. 4 Hours.
Continues ARCH 6430. Builds on the understanding of professional practice developed in the previous course and investigates the array of “artful ways in which some practitioners deal competently with the indeterminacies and value conflicts of practice.” These indeterminacies, uncertainties, and value conflicts are part of a rapidly changing, dynamic world. There is an unprecedented need for flexible and responsive practices that can bridge the gap between traditional professional techniques and these situations. Requires core competencies that are not mismatched with the changing situations of practice. Requires new skills as well as traditional analytic techniques to respond adequately to these unique conditions of work. Through a closer examination and development of an in-depth project case study, students speculate on possible approaches to a revised and restructured model of professional knowledge and guidelines for reflective practice that can sustain a culture of design excellence.

ARCH 6962. Elective. 1-4 Hours.
Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

ARCH 7130. Master's Research Studio. 6 Hours.
Offers the research portion of a two-part graduate project focused on the complex issues facing the postindustrial landscape of the contemporary city. Examines in detail the design elements of everyday building types, such as office buildings, labs, parking garages, and retail spaces, with an eye toward creating new prototypes for urban architecture that are informed by the realities of contemporary market forces. Provides the foundation for the more speculative design proposals of ARCH 7140. May be repeated without limit.

ARCH 7140. Master's Degree Project. 6 Hours.
Offers the second of a two-part degree project focused on manipulating contemporary market-driven building types. Seeks to invent new variations and hybrids from the existing store of urban building types to address new challenges, such as irregular sites, new adjacencies, and other unmet demands in cities. Based on research, analysis, and modeling of different types done in the first semester, offers students an opportunity to propose synthetic solutions to the complex problems of postindustrial development, housing, and identity facing the contemporary city. May be repeated without limit.

ARCH 7962. Elective. 1-4 Hours.
Offers elective credit for courses taken at consortium institutions. May be repeated without limit.

ARCH 7976. Directed Study. 1-4 Hours.
Offers independent work under the direction of members of the department on chosen topics. May be repeated without limit.

Interdisciplinary Studies in Arts, Media, and Design

Search INAM Courses using FocusSearch (http://catalog.northeastern.edu/class-search/?subject=INAM/)

INAM 5100. Performance Studies. 4 Hours.
Examines how live performance operates within the contexts of everyday life, interpersonal communication, performance art, music, games, and theatrical events. Defines “performance” broadly, encompassing performance installations, interactive events, theatrical performance, etc. Explores the interdisciplinary field of performance studies by investigating performance as a method of creating new knowledge. Examines foundational performance theory using theoretically grounded methods of creating performance and developing performances as research. Culminates in the creation of original performance projects, in which students use their varied disciplinary skills and talents to craft an encounter between a work and an audience. Students who do not meet course restrictions may seek permission of instructor.

INAM 6100. Critical Foundations of Creative Practice Leadership. 4 Hours.
Introduces core theoretical foundations of the creative practice and creativity studies fields. Considers interdisciplinary, contemporary, and critical frameworks alongside themes such as creative economies; performance and reception studies; placemaking; social and ecological justice; critical race and gender studies; and the intersection of ethics, culture, politics, and public policy around modes of creative practice.

INAM 6200. Topics in Communication Strategies. 4 Hours.
Explores methods and techniques of professional writing to build creative narratives for cultural leaders as well as written and nonwritten communication. Covers strategies for advocacy, including artists/program notes, grant opportunities, business plans, blogs, op-eds, new media, marketing/promotion, and strategic positioning. Offers students an opportunity to develop a portfolio of documents (written and nonwritten) to establish a core for future communication platforms.

INAM 6210. Projects in Creative Practice Leadership. 4 Hours.
Focuses on project management and assessment for creative projects and related entrepreneurial enterprises; critiques of creative work and creative organizing projects; analysis and application of multiple forms of assessment of the professional practice; and planning for intellectual property, branding, and marketing challenges. Offers students an opportunity to learn how to articulate and implement medium-to-long-range strategies for reaching next career stages and achieving larger goals in their creative enterprises.

INAM 6300. Models for Applied Inquiry in Creative Practice. 4 Hours.
Focuses on thoughtful engagement with diverse and emerging forms of critical inquiry, professional engagement, and creative practice for artists, entrepreneurs, and administrators. Through course work and interaction with leading practitioners, offers students an opportunity to gain an understanding of the impact that forms of production and business models have on potential contribution to fields of critical practice and their diverse culture, while developing innovative models for their own creative, critical, and entrepreneurial endeavors.

Music, Music Industry, and Music Technology

Search MUSC, MUSI, MUST Courses using FocusSearch (http://catalog.northeastern.edu/class-search/?subject=MUSC%2CMUSI%2CMUST/)

MUSC 5540. Special Topics in Music. 3,4 Hours.
Focuses on various topics related to music. May be repeated up to two times.

MUSI 5540. Special Topics in Music Industry. 3,4 Hours.
Focuses on various topics related to the music industry. May be repeated up to two times.
MUSI 5900. Ethnography in Creative Industries. 4 Hours.
Offers students an opportunity to work together on a class project with a partner organization, conduct individual ethnographic projects, and experiment with different forms of documenting and presenting ethnographic research. Ethnography includes participant/observation and other qualitative methods. Ethnographic research provides insights into institutions and organizations within creative industries—their particular corporate cultures, structures, priorities, market emphases, divisions of labor, etc. Ethnographic data informs corporate strategy and contributes to marketplace research. For creative producers—actors, architects, artists, dancers, designers, musicians, writers—ethnography can inform creative practice, enriching the artworks that form the core of creative industries. Studies what we learn from ethnography, what purposes ethnographic research is best suited for, how ethnography contributes to strategic decision making, and how ethnography enriches creative practice and art making.

MUSI 6000. Management of Music Organizations. 3 Hours.
Examines approaches used to manage and oversee various music organizations, including managing change, decision making, negotiation and presentation skills, and assessing management style. Successful music industry leaders must be well grounded in traditional management knowledge and practices, yet at the same time appreciate the unique aspects of the creative industries.

MUSI 6100. Music Industry Research Methodology. 3 Hours.
Offers students an opportunity to develop and enhance their research skills. Success as a music industry manager often hinges on the ability to find solutions effectively and efficiently. Many business mistakes can be directly traced to inaccurate information, inappropriate data, or invalid interpretation. All of these are due to inappropriate research. In an increasingly diversified music industry, managers must be functional in both qualitative and quantitative research methods and data analysis and must develop sensitivity to the target market or subjects of interest. This course is designed to help students understand how good research enables managers to make informed decisions. Requires students to complete written research reports.

MUSI 6200. Financial Management in the Music Industry. 3 Hours.
Examines financial reporting and decision making in the music industry. Offers students an opportunity to become proficient in analyzing financial statements to predict the future performance and growth of a firm.

MUSI 6300. Intellectual Property for Music Management. 3 Hours.
Focuses on the regulatory frameworks and converging media law. Topics include contracts, licensing, standards, and best practices in intellectual property both at a national and international level.

MUSI 6400. Marketing Strategies in the Music Industry. 3 Hours.
Examines the role of strategic planning in developing effective marketing programs that enhance the overall performance of a music organization. Specific topics include consumer behavior, market segmentation, targeting, customer equity, brand equity, brand positioning, marketing research, product policy, pricing strategy, distribution channels, marketing communications, global branding, new product development, and social marketing.

MUSI 6540. Special Topics in Music Industry Leadership. 1-4 Hours.
Focuses on various topics related to the music industry. May be repeated up to 11 times for up to 12 total credits.

MUSI 6700. Advanced Licensing Techniques for Music Management. 2-4 Hours.
Identifies and explores advanced licensing strategies, techniques, and transactions for various intellectual properties, including music publishing, sound recordings, trademarks/service marks, and likeness/publicity rights. Examines complex or hybrid licenses that cover more than one aspect of IP in the same license and approaches, strategies, and tactics (both successful and unsuccessful) that have been applied to licensing. Offers students an opportunity to develop a dynamic and effective licensing methodology and practice.

MUSI 6800. Music and Mobile Technologies. 3 Hours.
Examines the mobile music landscape and the major underlying technical, legal, economic, and creative principles in play. The music mobile space is a hotbed of innovation, new content, and novel monetization approaches. The technology, telecommunications, and creative sectors are undergoing rapid changes at the point of their intersection, and this is particularly true for the music industry. Examines this arena from the points of view of artists, businesses, and consumers.

MUSI 6964. Co-op Work Experience. 0 Hours.
Offers eligible students an opportunity for work experience.

MUSI 7976. Directed Study. 1-4 Hours.
Offers independent work under the direction of members of the department on chosen topics. May be repeated without limit.

MUSI 7980. Capstone. 4 Hours.
Offers students an opportunity to integrate their course work, knowledge, and experiences into a capstone project. Offers students an opportunity to work in partnership with local, state, or national leaders to produce an operational music company. This is a faculty-guided project for students completing course work in music industry leadership studies.

MUST 5540. Special Topics in Music Technology. 3,4 Hours.
Focuses on various topics related to music technology. May be repeated up to two times.

Sustainable Urban Environments
Search SUEN Courses using FocusSearch (http://catalog.northeastern.edu/class-search/?subject=SUEN/)

SUEN 6110. Graduate Studio 1: Sustainable Urban Sites. 6 Hours.
Offers a studio-based graduate-level introduction to design and management of sustainable urban sites. Core topics include fundamental site analysis, formal organization, spatial definition, and site operations. Emphasizes the contextual, programmatic, performative, aesthetic, and experiential aspects of downtown development, with a focus on urban and landscape ecology best management practices (BMPs). Key tools and media are introduced and practiced in increasingly complex applications, including basic drawing, modeling, and design software.

SUEN 6120. Graduate Studio 2: Sustainable Urban Systems. 6 Hours.
Offers a graduate-level studio following SUEN 6110 and introducing fundamental landscape planning, design, and strategic management of environmental infrastructures at the urban and regional scale. Core topics include the spatial and operational role in the built landscape of living systems—such as constructed wetlands, urban forests, urban wilds, and managed habitats—and their dynamic relationship to recreation, transit, food, housing, and industrial networks. Emphasizes the integration of constructed ecologies into the cultural landscape around issues of environmental justice. Continues the introduction of key tools and media from SUEN 6110, including advanced digital drawing, modeling, and design communication.
SUEN 6210. Implementation and Visualization for Urban Environments 1. 4 Hours.
Offers an intensive introduction to site analysis and manipulation of earthworks, water, and vegetation, with a focus on disturbance regimes within waterfront and brownfield zones. Core topics emphasize the ecological services promoted by the urban environment, including urban soil structure; contouring the urban surface; regional plant communities; and storm water, surge, and tidal flux management. Supports development of implementation skills by training in vector, raster, and 3D modeling software. Constitutes the first half of a two-part sequence and provides the foundation for SUEN 6220.

SUEN 6220. Implementation and Visualization for Urban Environments 2. 4 Hours.
Constitutes the second half of a two-part sequence and builds upon material in SUEN 6210. Core topics include an introduction to regional landscape ecology in urbanized watersheds. Focuses on landscape-scale systems and soft infrastructure. Introduces GIS and geo-design software as a lens to learn about and visualize change in regional environments. Offers students an opportunity to advance landscape analysis and visualization skills through further training in vector, raster, and 3D modeling software.

SUEN 6310. Cities, Nature, and Design in Contemporary History and Theory. 4 Hours.
Offers a lecture course presenting a historical overview of evolving cultural, environmental, and technological influences on societal attitudes toward the relationship of cities, nature, and design. Core topics include the emergence of critical theories, aesthetic philosophies, and design typologies in the modern era of industrialization and the subsequent impact of information, participation, and globalization trends on twenty-first-century-designed urban environments.

SUEN 6340. Topics in Urban Environmental Design. 4 Hours.
Offers a lecture- and discussion-based course focusing on research themes relevant to the MDes-SUEN graduate program curriculum. Topics are developed based upon instructor’s research relative to particular urban, ecological, sociological, landscape architectural, or technical subjects. Exposes students to cutting-edge methods of research and practice in designed urban environments. May be repeated up to two times.

SUEN 6964. Co-op Work Experience. 0 Hours.
Offers eligible students an opportunity for work experience. May be repeated up to two times.

SUEN 7130. Master’s Research Studio: Design and the Resilient City. 6 Hours.
Offers an advanced graduate studio focusing on contemporary landscape and urbanism research strategies. Themes include ecological, economic, and social resiliency in urban environments. Offers students an opportunity to formulate original approaches to design research. Uses integrated analysis, visualization, and conceptualization skills to progress through group and individual exercises with a focus on design thinking for climate change, water rise, public health and security, and other issues of global relevance. Requires the formulation of a design thesis for resilient urban environments, presented and defended in written, oral, and digital formats, which provides the basis for development of individual design proposals in SUEN 7140. Requires permission of the Urban Landscape program for students without a BARCH, BLA, MARCH, MCP, MLA, MRP, MUD, or equivalent. May be repeated once.

SUEN 7140. Master’s Research Studio: Master’s Project. 6 Hours.
Constitutes the second half of the Master’s Research Studio sequence. Using the design thesis established in SUEN 7130, offers students an opportunity to formulate proposals for intervention into a specific urbanized environment. Individual projects progress with instructor guidance from schematic phasing through design development, with a focus on change management and vitalization of the ecological, economic, social, and aesthetic facets of contemporary cities and regions. Requires individual presentation and defense of master’s projects in written, oral, and digital formats. May be repeated once.

SUEN 7230. Urban Ecologies and Technologies 1. 4 Hours.
Offers a workshop-based course as the first in a two-part sequence. Lectures, in-class exercises, and site-based investigation use case-study methods to document ecotechnologies operating in the built environment, with a focus on design and implementation metrics, material life cycle management, funding models, and aesthetic and cultural aspects. Potential topics include green roofs, green walls, bioswales, pervious pavements, constructed wetlands, “complete streets” elements, geosensor networks, alternative waste management, water detention and energy generation methods, and living infrastructure for coastal environments.

SUEN 7240. Urban Ecologies and Technologies 2. 4 Hours.
Offers a community outreach course as the second in a two-part sequence and builds upon SUEN 7230. The core theme is development of innovative, market-based ecotechnology prototypes for the urban landscape that contribute to the environmental and cultural life of the city. With instructor guidance, offers students an opportunity to identify a potential ecotechnology project to design through engagement with community members, public, or institutional clients. The course outcome includes site documentation; a schematic design proposal produced by students working in groups; and, if appropriate in terms of time, budget, and scale, implementation.

SUEN 7320. Pro-Seminar: Issues in Designed Urban Environments. 4 Hours.
Offers an advanced graduate seminar examining the forces shaping designed urban environments in contemporary global culture. A diverse range of material from published design criticism to open source social media engagement provides basis for discussion and written and oral presentations. Course themes determined by the instructor parallel the studio sequence SUEN 7130 and SUEN 7140, although discussion topics are broadly presented to engage graduate students from any background. May be repeated up to three times.

SUEN 7978. Independent Study. 1-6 Hours.
Offers independent work under the direction of members of the department and/or interdisciplinary faculty. Course content is defined and approved by instructor. May be repeated up to 11 times for up to 12 total credits.