ARTS AND SCIENCE: INTERDISCIPLINARY (ASCX)

ASCX 150  Learning and Working in a Digital World  Units: 3.00
The future is uncertain. Information is expanding at an exponential rate. Jobs that were formerly done by humans are being taken over by artificial intelligence and automation. This course will ask what it means to be a human learner and worker in a rapidly changing digital world. Students will develop a transferable and flexible toolbox of skills.
Learning Hours: 120 (12 Seminar, 12 Group Learning, 48 Online Activity, 48 Private Study)
Requirements: Prerequisite Registration in an Arts and Science Degree Plan. Equivalency ASCX 101/3.0*.
Offering Faculty: Faculty of Arts and Science

ASCX 200  Dean's Changemaker Challenge: Collaborative Problem Solving  Units: 3.00
This course is part of the Dean's Changemaker Challenge. It is dedicated to preparing students to identify a real-world problem and to implement their solution to a problem. Successful completion of this course will provide access to ASCX 300 where students will have the opportunity to execute on the real-world implementation of their solution.
Learning Hours: 120 (36 Seminar, 24 Group Learning, 24 Online Activity, 36 Private Study)
Requirements: Prerequisite Level 2 or above and registration in an Arts and Science Degree Plan. Exclusion ENIN 200/3.0.
Offering Faculty: Faculty of Arts and Science

ASCX 300  Dean's Changemaker Challenge: Implementation Strategies  Units: 3.00
This course is part of the Dean's Changemaker Challenge. Students from this course will have successfully completed ASCX 200 to advance into ASCX 300. The course is dedicated to the implementation of their solution to a problem (identified in ASCX 200). The majority of work done in this course will be group work in an interdisciplinary team.
Learning Hours: 120 (36 Seminar, 36 Group Learning, 24 Online Activity, 24 Private Study)
Requirements: Prerequisite ASCX 200/3.0 and registration in an Arts and Science Degree Plan. Exclusion CHEE 302/3.5.
Offering Faculty: Faculty of Arts and Science

ASCX 400  Interdisciplinary Client-based Project  Units: 3.00
Multi-disciplinary teams of engineering, commerce, law, science, social science, and humanities students undertake consulting projects with industrial, government and not-for-profit clients. Projects will encompass topics based on societal and industry interests (such as social innovation, process improvement, business strategy, environment etc.).
Learning Hours: 120 (36 Tutorial, 24 Group Learning, 24 Online Activity, 36 Private Study)
Requirements: Prerequisite Level 4 or above and permission of the Instructor. Exclusion APSC 401/4.5.
Offering Faculty: Faculty of Arts and Science

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