Class Schedule - Fall 2017

Engineering

ENG 498 **Special Topics**  credit: 1 TO 4 hours.

Subject offerings of new and developing areas of knowledge in engineering intended to augment the existing curriculum. See Class Schedule or college course information for topics and prerequisites. Additional fees may apply. See Class Schedule. 1 to 4 undergraduate hours. 1 to 4 graduate hours. Approved for Letter and S/U grading. May be repeated in the same or separate terms if topics vary.

<table>
<thead>
<tr>
<th>CRN</th>
<th>Type</th>
<th>Section</th>
<th>Time</th>
<th>Days</th>
<th>Location</th>
<th>Instructor</th>
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</thead>
<tbody>
<tr>
<td>65441</td>
<td>Discussion/Recitation</td>
<td>AL3</td>
<td>ARRANGED -</td>
<td>-</td>
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<td>Minsker, B</td>
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<tr>
<td>63176</td>
<td>Lecture-Discussion</td>
<td>ELA</td>
<td>ARRANGED -</td>
<td>-</td>
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<td>Hyman, K</td>
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<tr>
<td>59220</td>
<td>Conference</td>
<td>OIX</td>
<td>ARRANGED -</td>
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<td>69638</td>
<td>Lecture-Discussion</td>
<td>OL3</td>
<td>11:00 AM - 12:15 PM</td>
<td>TR</td>
<td>3269 - Beckman Institute</td>
<td>Zilles, C</td>
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<tr>
<td>69639</td>
<td>Lecture-Discussion</td>
<td>OL4</td>
<td>11:00 AM - 12:15 PM</td>
<td>TR</td>
<td>3269 - Beckman Institute</td>
<td>Zilles, C</td>
</tr>
</tbody>
</table>

Credit Hours: 2 hours
Authentic Leadership Project 2
Instructor Approval Required

Credit Hours: 1 hour
ELA Leadership
Instructor Approval Required

Credit Hours: 3 hours
Intro to Online Learning Sys
Restricted to students with Junior or Senior class standing.
In this project-based course, students will learn about online learning systems, as they develop questions and tools for an existing online learning platform. Students will learn core educational theories about how to make effective online learning systems, including perspectives from statistics, cognitive science, and motivational research. Prerequisite: past programming experience

Credit Hours: 4 hours
Intro to Online Learning Sys
Restricted to Graduate - Urbana-Champaign.
In this project-based course, students will learn about online learning systems, as they develop questions and tools for an existing online learning platform. Students will learn core educational theories about how to make effective online learning systems, including perspectives from statistics, cognitive science, and motivational research. Prerequisite: past programming experience