ANTHROPOLOGY MAJOR

Program Director: George Hambrecht, Ph.D.

Anthropology, the study of culture, seeks to understand humans as a whole - as social beings who are capable of symbolic communication through which they produce a rich cultural record. Anthropologists try to explain differences among cultures - differences in physical characteristics as well as in customary behavior. Anthropologists study how culture has changed through time as the human genus has spread over the earth. Anthropology is the science of the biological evolution of human species, and the disciplined scholarship of the cultural development of human beings' knowledge and customary behavior.

Anthropology at the University of Maryland offers rigorous training for many career options. A strong background in anthropology is a definite asset in preparing for a variety of academic and professional fields, ranging from the law and business, to comparative literature, philosophy and the fine arts. Whether one goes on to a Master's or a Ph.D., the anthropology B.A. prepares one for a wide range of non-academic employment, such as city and public health planning, development consulting, program evaluation, and public archaeology. A Bachelor of Science in Anthropology degree offers more concentrated training including physical science in the areas of archaeology, ecological anthropology and medical anthropology. Courses offered by this department may be found under the acronym ANTH.

Program Learning Outcomes

Having completed the degree program, students should have acquired the following knowledge and skills:

- 1. Students shall have an integrated knowledge, awareness and understanding of a culturally and biologically diverse world.
- 2. Students shall demonstrate an understanding of culture and society.
- 3. Students shall demonstrate the ability to understand complex research problems, and articulate appropriate methods and theory.

REQUIREMENTS

Students may seek an undergraduate Bachelor of Arts degree or a Bachelor of Science degree. Every course used to satisfy anthropology major requirements must be completed with a grade of "C-" or higher. Students must have a minimum 2.0 cumulative grade point average across all courses used to satisfy major degree requirements.

AnthropOlogy Degree Requirements

All courses are three credits unless otherwise indicated.

Course	Title	Credits
5 1	nents (https://academiccatalog.umd.edu/ olleges-schools/behavioral-social-sciences/ nentstext)	
Foundational Cou	irses	
Select three of th	e following:	9-10
ANTH210	Introduction to Medical Anthropology and Glob Health	al
ANTH222	Introduction to Ecological and Evolutionary Anthropology (4 credits)	
ANTH240	Introduction to Archaeology	

ANTH260	Introduction to Sociocultural Anthropology and Linguistics	
Method and Theo	ory Courses	
Select two of the	following:	6
ANTH310	Method & Theory in Medical Anthropology and Global Health	
ANTH322	Method and Theory in Ecological Anthropology	
ANTH340	Method and Theory in Archaeology	
ANTH360	Method and Theory in Sociocultural Anthropology	
Anthropology Ele	ctives	
	n of 12 credits offered in Anthropolgy, not double- r Anthropology requirements	12
Applied Field Me	thods	
Select a minimur	n of 3 credits of the following:	
ANTH271		
ANTH341	Introduction to Zooarchaeology	
ANTH447	Material Culture Studies in Archaeology	
ANTH451	Environmental Archaeology	
ANTH464	Anthropology of Cultural Heritage	
ANTH467	Researching Environment and Culture	
ANTH468	Special Topics in Cultural Anthropology (ANTH468P - Anthropology, War & Security)	
ANTH472		
ANTH491		
ANTH492		
ANTH498	Advanced Field Training in Ethnography (ANTH498C - Environmental Conservation and Indigenous People in Brazil)	
ANTH496	Field Methods in Archaeology ¹	
Quantitative Skills Requirement		
Please refer to the 'Quantitative Skills Requirement' section below to 3 view this requirement for the Bachelor of Arts or Bachelor of Science degree		3-8
Supporting Course Work		

Please refer to the 'Supporting Course Work' section below to view 9-18 this requirement for the Bachelor of Arts or Bachelor of Science degree

Total Credits	
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39-54

¹ Students with an archaeological focus must take this class

Quantitative Skills Requirement

Bachelor of Arts		
Course	Title	Credits
Select one of the following:		3
BIOM301	Introduction to Biometrics	
ECON201	Principles of Macroeconomics	
ECON321	Economic Statistics	
EDMS451	Introduction to Educational Statistics	
GEOG306	Introduction to Quantitative Methods for the Geographical Environmental Sciences	
PSYC200	Statistical Methods in Psychology	
SOCY200	Innovation, Exploration and the Evolution of Human Societies	

STAT100	Elementary Statistics and Probability	
MATH107	Introduction to Math Modeling and Probability	1
Total Credits		3
Or a higher lev	vel MATH class is required.	
Bachelor of Sc		Orredite
Course Select two of th	Title	Credits 7-8
STAT100	Elementary Statistics and Probability	7-0
MATH140	Calculus I (4 credits)	
MATH140 MATH141	Calculus II (4 credits)	
MATH120	Elementary Calculus I (4 credits)	
MATH120 MATH121	Elementary Calculus II (4 credits)	
Fotal Credits	Elementary balentas in (4 creatts)	7-8
Iotal Cleuits		1-0
Supporting (Course Work	
Bachelor of Art	ts	
Course	Title	Credits
Supporting cou	rses approved by a faculty member	18
Fotal Credits		18
Bachelor of Sc		Overlite
Course	Title	Credits
Select three of t	5	9-12
AGNR301 AREC241	Sustainability	
AREC241 AREC326	Environment, Economics and Policy (4 credits) Intermediate Applied Microeconomics ¹	
AREC326 AREC345	Global Poverty and Economic Development	
AREC365	World Hunger, Population, and Food Supplies	
AREC433	Food and Agricultural Policy	
AREC453	Natural Resources and Public Policy ¹	
AOSC123	Causes and Consequences of Global Change	
BSCI103	The World of Biology	
BSCI170	Principles of Molecular & Cellular Biology	
& BSCI171	and Principles of Molecular & Cellular Biology Laboratory (4 credits)	
BSCI160 & BSCI161	Principles of Ecology and Evolution and Principles of Ecology and Evolution Lab (4 credits)	
BSCI135	Amazing Green: Plants that Transformed the W (4 credits)	/orld
BSCI189	(4 credits)	
BSCI201	Human Anatomy and Physiology I (4 credits)	
BSCI202	Human Anatomy and Physiology II (4 credits)	
BSCI222	Principles of Genetics (4 credits) 1	
BSCI223	General Microbiology (4 credits)	
BSCI360	Principles of Animal Behavior ¹	
BSCI361	Principles of Ecology (4 credits) ¹	
BSCI363	The Biology of Conservation and Extinction ¹	
BSCI370	Principles of Evolution ¹	
BSCI462	Population Ecology ¹	
BSCI471	Molecular Evolution ¹	
CMSC131	Object-Oriented Programming I (4 credits)	

CMSC132	Object-Oriented Programming II (4 credits)
ENST233	Introduction to Environmental Health
ENST440	
GEOL100	Physical Geology
& GEOL110	and Physical Geology Laboratory (4 credits)
GEOL340	Geomorphology ¹
GEOL342	Sedimentation and Stratigraphy ¹
GEOL446	Geophysics ¹
GEOG330	As the World Turns: Society and Sustainability in a Time of Great Change
GEOG332	Economic Geography
GEOG372	
GEOG373	Geographic Information Systems
GEOG416	Conceptualizing and Modeling Human- Environmental Interactions ¹
GEOG431	Culture and Natural Resource Management
GEOG472	Remote Sensing: Digital Processing and Analysis ¹
GEOG473	Geographic Information Systems and Spatial Analysis ¹
MIEH300	A Public Health Perspective: Introduction to Environmental Health ¹
MIEH321	Environmental Determinants of Emerging Infectious Diseases
HLTH130	Introduction to Public and Community Health
HLTH200	Introduction to Research in Community Health
HLTH300	1
HIST204	Introduction to the History of Science
Total Credits	9-12

¹ Prerequisites apply.

GRADUATION PLANS

Click here (https://fellercenter.umd.edu/academic-advising/formspolicies/graduation-plans/) for roadmaps for graduation plans in the College of Behavioral and Social Sciences.

Additional information on developing a graduation plan can be found on the following pages:

- http://4yearplans.umd.edu
- the Student Academic Success-Degree Completion Policy (https:// academiccatalog.umd.edu/undergraduate/registration-academicrequirements-regulations/academic-advising/#success) section of this catalog