ARCHAEOLOGY MINOR

Archaeology is the study of past human cultures through material remains; it is one of the sub-fields of the discipline of Anthropology. The minor in archaeology will introduce particular skill sets, concepts, and competencies to students who wish to apply them to their expertise in other disciplines. The minor requires the completion of 18-19 credits.

Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>ANT 1100</td>
<td>Introduction to Anthropology</td>
<td>3</td>
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<tr>
<td>ANT 3020</td>
<td>Introduction to Archaeology</td>
<td>3</td>
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Select four elective courses from the following, one ANT course must be at the 5000-level:

- ANT 2200 Lost Cities and Ancient Civilizations
- ANT 2500 Archaeology of the Great Lakes
- ANT 3220 The Incas and their Ancestors
- ANT 3530 Native Americans
- ANT 5270 Concepts and Techniques in Archaeology
- ANT 5280 Field Work in Archaeology of the Americas
- ANT 5500 Historical Archaeology
- ANT 5510 Pre-Columbian and Mesoamerican Civilization
- ANT 5565 Urban Archaeology
- ANT 5600 Museum Studies

One of the following specialty classes may be applied to the 4-course elective requirement:

- BIO 2870 Anatomy and Physiology
- BIO 3500 Ecology and the Environment
- BIO 3800 Botany
- CHM 1220 General Chemistry I
- CHM 1240 Organic Chemistry I
- GEL 3400 Principles of Sedimentology and Stratigraphy
- GEL 3650 Field Geology
- GEL 4200 Geomorphology
- GEL 5210 Environmental and Applied Geophysics
- GKM 3590 Byzantine Civilization
- GPH 3600 Introduction to Geographic Information Systems
- HIS 3650 History of Detroit
- HIS 3995 Special Topics in History
- PHY 2170 University Physics for Scientists I

Total Credits 18-19