ARCHAEOLOGY MINOR (ARTH)

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https://classics.umd.edu/academicprograms/archaeology (https://classics.umd.edu/academicprograms/archaeology/)

Advising will be coordinated in any given year by the faculty member who is teaching the required, cross-listed course. Contact Prof. Lillian Doherty (ldoherty@umd.edu) in the Classics Department for information.

The interdisciplinary minor in Archaeology is intended to introduce students to the global importance of archaeology and its value as a mode of scholarly inquiry.

Requirements
The minor requires a minimum of 15 credits and consists of three elements:

1. A required 3-credit, 3xx-level course, Archaeological Methods and Practice, cross-listed as ANTH305, CLAS305, ARTH305, and JWST319Y, to be offered once each year. There is a one-course prerequisite, to be chosen from among the following: ANTH240, CLAS180, or ARTH200.

2. 3 to 6 credits in approved courses offering fieldwork experience. There are many options at UMCP, including historical archaeology courses in ANTH that do not require travel abroad. Study-abroad programs at other institutions must be approved in advance by a UMCP faculty member with the appropriate specialization.

3. 6 to 9 credits in supporting courses involving subject matter that includes a significant focus on archaeology (in, e.g., ARCH, ANTH, ARTH, CLAS, HIST, JWST, LARC, RELS). A list of approved courses will be made available to students interested in the minor. The list will be updated as course offerings change.

As required for all minors, at least 9 credits overall must be in courses at the 3xx or 4xx level. The grade point average in the minor must be at least 2.0 and no grade below ’C’ can be counted toward the minor. A maximum of 6 credits may be counted toward both the minor and the student’s major. A maximum of 6 credits earned at other institutions may be counted toward the minor.