College of Integrative Sciences

The College of Integrative Sciences (CIS) aims to equip students with the creative and quantitative skills needed to address current and emerging global challenges in science and technology. These challenges are multifaceted, requiring problem-solving approaches that integrate expertise from multiple perspectives.

The CIS promotes an interdisciplinary and integrative approach to scholarship and learning across mathematics and the life, physical, and behavioral sciences. By encouraging creative synergies among faculty and students of disparate disciplines, the CIS academic structure complements existing departments and has the flexibility to evolve with the needs of an ever-changing world.

Research is key to the CIS. With a faculty mentor, student researchers pursue inquiry-based learning that explores open questions and provides new perspectives. They develop the necessary problem-solving skills and build expertise at the frontiers of science. Through research, students are transformed from consumers into creators of knowledge.

Students interested in the CIS are advised to follow a course of study that emphasizes a core science background, achieved by pursuing a major in one of the departments or programs in natural science and mathematics (NSM). The linked major offered by the CIS combines the intellectual depth in one area (the major) with breadth achieved through courses and research in the linked major.

Faculty

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VISITING FACULTY

John Richard Cooley
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Visiting Assistant Professor of Integrative Sciences

Christopher S. Weaver
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Distinguished Professor of Computational Media in the College of Integrative Sciences
  - Undergraduate College of Integrative Sciences Major (catalog.wesleyan.edu/departments/cis/ugrd-cis)

CIS115 Experiential Design and Application
This course, co-taught with Director of Physical Plant Operations Mike Conte, will allow students to work directly with Facilities employees to design and execute modifications and repairs to existing Wesleyan spaces. The specific projects will change from semester to semester, but could include designing and building informal learning spaces, and planning and carrying out repairs and modifications to mechanical and plumbing systems. Students will learn design and engineering by carrying out projects to improve Wesleyan’s facilities. Students must be willing to work with tools and machinery with supervision. The grading in this quarter-credit repeatable course will be based primarily on active participation, and the class meetings will be held on location and at times built around participants’ schedules.
Offering: Host
Grading: Cr/U
Credits: 0.25
Gen Ed Area: NSM-CIS
Prereq: None

CIS116 Designing Books
This intensive course will help students to understand how books are physically designed and created. Students will learn to use the book format in their work as a means of expanding, preserving, and restructuring ideas. After a visit to Special
Collections and Archives to look at examples of artists' books and a review of 1200 years of Eastern and Western book binding types, students will make at least eight books, including an accordion book, a long-stitch book, a Coptic stitch book, side-sewn bindings including a Japanese four-hole stitch books, variations on pamphlet binding and a map fold book, as well as a simple box. The properties of bookbinding materials will be discussed in detail. No prior experience is necessary.

**Offering:** Host  
**Grading:** Cr/U  
**Credits:** 0.50  
**Gen Ed Area:** NSM-CIS  
**Prereq:** None

**CIS121 Wesleyan Mathematics and Science Scholars Colloquium I**  
This weekly colloquium of participants in the Wesleyan Mathematics and Science Scholars (WesMaSS) Program will provide participants with a framework for taking full advantage of the educational opportunities in the natural sciences and mathematics available at Wesleyan. Class sessions and assignments are designed to help students to develop effective individual and group study skills, to promote cohort-building, and to navigate the “hidden curriculum” in higher education.

**Offering:** Host  
**Grading:** Cr/U  
**Credits:** 0.25  
**Gen Ed Area:** NSM-CIS  
**Prereq:** None

**CIS122 Wesleyan Mathematics and Science Scholars Colloquium II**  
This weekly colloquium of participants in the Wesleyan Mathematics and Science Scholars (WesMaSS) Program will be focused on strategies for success in science and math higher education.

**Offering:** Host  
**Grading:** Cr/U  
**Credits:** 0.25  
**Gen Ed Area:** NSM-CIS  
**Prereq:** None

**CIS135 Mindfulness**  
During this course, students will be introduced to various techniques of mindfulness practice and awareness, including sitting meditation and yoga. These modalities are designed to aid in stress and anxiety reduction and, when practiced diligently, may also offer opportunities for greater self-awareness and personal development. The goal is to give students not only a peer community but also a contemplative toolbox that is portable, replicable, and sustainable. Students will gain an understanding of the roles these practices can play in leading a happier, healthier, and more fulfilling life.

**Offering:** Host  
**Grading:** Cr/U  
**Credits:** 0.25  
**Gen Ed Area:** SBS-CIS  
**Prereq:** None

**CIS150 The Art of Academic Writing: The Environmental Movement in American History**  
This writing-intensive course uses primary sources and a Write-to-Learn model to explore the roots of the environmental movement in America. Topics will include artistic explorations of nature, the rise of the conservation movement, legal protections of the environment, and environmental justice. The course will help students understand the rhetorical conventions of various academic disciplines. Readings will include popular literature and scientific papers, and example tasks will require students to master writing for a broad audience.

**Offering:** Host  
**Grading:** A-F  
**Credits:** 1.00  
**Gen Ed Area:** NSM-CIS  
**Prereq:** None

**CIS160 Life in the Oceans in the Anthropocene and Beyond**  
Little is known about life in the deep sea, the largest habitat on Earth, even about the largest animals living there, such as the giant squid. Humans, however, are severely affecting even these most remote areas of our planet, and wildlife populations in the oceans have been badly damaged by human activity. We will look at the amazing diversity of ocean life and the disparate building plans of its animals, and see how oceanic ecosystems are fundamentally different from land ecosystems. Then we will explore how human actions are affecting oceanic ecosystems directly, for instance by overfishing (especially of large predators and filter feeders), addition of nutrients (eutrophication) and pollutants, and the spread of invasive species, as well as indirectly, through emission of carbon compounds into the atmosphere. Rising atmospheric CO2 levels lead to ocean acidification and global warming, affecting the all-important metabolic rates of ocean life, as well as oceanic oxygen levels and stratification, thus productivity. We will try to predict the composition of future ecosystems by looking at ecosystem changes during periods of rapid warming in the geological past and see whether future ecosystems will become dominated by jellyfish, as they were 600 million years ago.

**Offering:** Crosslisting  
**Grading:** A-F  
**Credits:** 1.00  
**Gen Ed Area:** NSM-ES  
**Identical With:** E&ES160  
**Prereq:** None

**CIS170 Introduction to Design and Engineering**  
This course will provide a hands-on introduction to design and engineering. Students will engage in individual and team projects in a studio environment where we seek to develop a shared practice and understanding of the engineering design process. We will study biological organisms to find inspiration for design of hoppers, swimmers, and climbers. Students will build skills using computer-aided design (CAD) software and using tools for fabrication and prototyping including laser cutting and 3D printing. We will also hone skills in identifying which scientific and engineering principles need to be understood to achieve design goals.

**Offering:** Crosslisting  
**Grading:** Cr/U  
**Credits:** 1.00  
**Gen Ed Area:** NSM-CIS  
**Identical With:** IDEA170, PHYS170  
**Prereq:** None

**CIS173 Introduction to Sensors, Measurement, and Data Analysis**  
This course is an engineering fundamentals course supporting the Integrated Design, Engineering, and Applied Science (IDEAS) minor. It will involve a sequence of hands-on projects that introduce students to basic measurement devices and data analysis techniques using inexpensive modern sensors, a microprocessing platform (Arduino), and a computational software package (Matlab). The course will provide foundational knowledge of available resources and techniques that allow students to more confidently implement measurement systems in subsequent courses of the IDEAS minor and better understand experimental devices used in scientific research activities.

**Offering:** Host  
**Grading:** A-F  
**Credits:** 1.00  
**Gen Ed Area:** NSM-CIS  
**Prereq:** None
CIS 175 Principles of Engineering

Students will learn about engineering mechanics, electronic control systems, and physical actuators (e.g., for movement) using a microprocessor platform, sensors and motors. The final project will require a student team to ideate, design, analyze, and optimize a mechatronic system. This course will allow students to better understand components, methods, and challenges in mechatronics systems commonly found in automation and robotics. This course fulfills the project-based Design & Engineering course requirement for the Integrated Design, Engineering and Applied Science (IDEAS) minor degree program.

Offering: Crosslisting
Grading: A-F
Credits: 1.00
Gen Ed Area: NSM-CIS
Identical With: IDEA 175
Prereq: None

CIS 221 Research Frontiers in the Sciences I

This seminar is designed to introduce students to interdisciplinary research projects in the sciences. Each week, a faculty member and his or her research group will present a broadly accessible overview of research work, including a description of methodologies, problem-solving activities, and future directions.

Offering: Host
Grading: Cr/U
Credits: 0.50
Gen Ed Area: NSM-CIS
Prereq: None

CIS 222 Research Frontiers in the Sciences II

This seminar is designed to introduce students to interdisciplinary research projects in the sciences. Each week, a faculty member and his or her research group will present a broadly accessible overview of research work, including a description of methodologies, problem-solving activities, and future directions.

Offering: Host
Grading: Cr/U
Credits: 0.50
Gen Ed Area: NSM-CIS
Prereq: None

CIS 231 Modeling and Data Analysis: From Molecules to Markets

The development of models to describe physical or social phenomena has a long history in several disciplines, including physics, chemistry, economics, and sociology. With the emergence of ubiquitous computing resources, model building is becoming increasingly important across all disciplines. This course will examine how to apply modeling and computational thinking skills to a range of problems. Using examples drawn from physics, biology, economics, and social networks, we will discuss how to create models for complex systems that are both descriptive and predictive. The course will include significant computational work. No previous programming experience is required, but a willingness to learn simple programming methods is essential.

Offering: Crosslisting
Grading: A-F
Credits: 1.00
Gen Ed Area: NSM-PHYS
Identical With: PHYS 221, QAC 221
Prereq: None

CIS 239 Proseminar: Web Scraping

Using Python and R programming tools, “Scraping the Web” is an introduction to the collection, measurement and management of publicly available information (data) from the World Wide Web.

Offering: Crosslisting
Grading: OPT
Credits: 0.50
Gen Ed Area: None

CIS 241 Introduction to Network Analysis

This is an interdisciplinary hands-on course examining the application of network analysis in various fields. It will introduce students to the formalism of networks, software for network analysis, and applications from a range of disciplines (history, sociology, public health, business, political science). We will review the main concepts in network analysis and learn how to use the software (e.g., network analysis and GIS libraries in R) and will work through practice problems involving data from several sources (Twitter, Facebook, airlines, medical innovation, historical data). Upon completion of the course, students will be able to conduct independent research in their fields using network analysis tools.

Offering: Crosslisting
Grading: A-F
Credits: 1.00
Gen Ed Area: NSM-MATH
Identical With: QAC 241
Prereq: None

CIS 250 Computational Media: Videogame Design and Development

This course examines the interplay of art and science in the development of contemporary video games using "game tool" applications to achieve a variety of purposes. It combines a detailed understanding of computational media, including legal and commercial aspects, with hands-on experience in the creative process. There will be discussions with invited industry leaders in various subject areas. Students will have the opportunity to work as part of development teams and create working prototypes to understand the challenges and rewards of producing video games in a professional context.

Offering: Crosslisting
Grading: A-F
Credits: 2.00
Gen Ed Area: NSM-MATH
Identical With: IDEA 250, FILM 250, COMP 350
Prereq: None

CIS 251 Data Visualization: An Introduction

This course will introduce students to the principles and tools necessary to present quantitative information in a visual way. While tables and graphs are widely used in our daily lives, it takes skill to deconstruct what story is being told. It also takes a perceptive eye to know when information is being misrepresented with particular graphics. The main goals of the course are for students to learn how to present information efficiently and accurately so that we enhance our understanding of complex quantitative information and to become proficient with data visualization tools. Beginning with basic graphing tools, we will work our way up to constructing map visualizations and interactive graphs. This course will require a substantial amount of computation in R. No prior programming experience is necessary, but learning does require willingness and time.

Offering: Crosslisting
Grading: A-F
Credits: 1.00
Gen Ed Area: SBS-QAC, NSM-QAC
Identical With: QAC 251
Prereq: None

CIS 265 Bioinformatics Programming

This course is an introduction to bioinformatics and programming for students with interest in the life sciences. It introduces problem areas and conceptual frameworks in bioinformatics. The course assumes little or no prior programming experience and will introduce the fundamental concepts and mechanisms of computer programs and examples (e.g., sequence matching and manipulation, database access, output parsing, dynamic programming) frequently encountered in the field of bioinformatics.
CIS266 Bioinformatics

This course is an introduction to bioinformatics for students with interest in the life sciences. The course is similar to BIOL265 but only meets in the second half of the semester (with BIOL265) and is designed for students with programming background, ideally in Python. The course introduces problem areas and conceptual frameworks in bioinformatics and discusses programming approaches used in bioinformatics such as sequence matching and manipulation algorithms using dynamic programming, clustering analysis of gene expression data, analysis of genetic nets using Object Oriented Programming, and sequence analysis using Hidden Markov Models, Regular Expressions, and information theory.

Offering: Crosslisting
Grading: A-F
Credits: 1.00
Gen Ed Area: NSM-BIOL
Identical With: BIOL265, MB&B265, COMP113
Prereq: [MB&B181 or BIOL181]

CIS284 Data, Art, and Visual Communication

This course looks at the ways the digital arts—broadly defined—can be used to explore the intersections of research, data, design, and art. Following a creative software “bootcamp,” students will execute projects intended to help them generate, manipulate, and remix data for the purposes of visual communication and art. Students will use Adobe Creative Suite and Processing, an open source programming language, and integrated development environment (IDE) built for electronic arts, new media, and visual design. In addition to working in the studio, seminars, readings, and student presentations will explore the role of data visualization, "big data," and the web in culture and society today. No prior software knowledge or coding skills are required. Students working in STEM, humanities, and social sciences are encouraged to enroll.

Offering: Crosslisting
Grading: A-F
Credits: 0.50
Gen Ed Area: HA-ART
Identical With: ARST484
Prereq: None

CIS285 Generative Art, Computational Media, and Creative Coding

In this course, students will learn to use computers and software as platforms for creative expression. Following a series of intensive coding workshops, students will learn to execute projects involving chance operations, rule-based systems, simulated autonomy, and interactivity. These projects will emerge as animations, drawings, prints, and screen-based artworks. Students will work primarily with the creative coding applications Processing and Grasshopper. These are coding environments designed by artists to facilitate the use of data, mathematics, and computation in visual practice. In addition to learning to program, students will translate their code into physical artifacts using computer-driven hardware such as a CNC router, a laser cutter, and Arduinos. Additionally, students will be exposed to the history and practice of generative and computational art through lectures and student presentations. This conceptual work will emphasize the formal and critical paradigms of computational media and design beginning in the 1960s.

Offering: Crosslisting
Grading: OPT
Credits: 1.00
Gen Ed Area: HA-ART
Identical With: ARST285
Prereq: ARST131

CIS307 Experimental Design and Causal Inference

The course provides the foundations and statistical thinking to design, collect, and analyze experimental data and introduces appropriate techniques for observational data when causal inference is the objective of the analysis. Throughout the course, we introduce and compare various experimental designs. We will discuss sample size and power calculations as well as the advantages and disadvantages of each of these designs. With observational data, we will explore difference-in-difference models, propensity score matching techniques, regression discontinuity designs. This course gives students the opportunity to develop further their computational skills as we learn how to describe, interpret, control, and draw inferences from experimental and observational data.

Offering: Crosslisting
Grading: A-F
Credits: 1.00
Gen Ed Area: SBS-QAC, NSM-QAC
Identical With: QAC307
Prereq: QAC201 OR PSYC200 OR MATH132 OR ECON300

CIS310 Genomics Analysis

This course is an introduction to genomics and analysis for students with interest in life sciences. It introduces current applications of genomics techniques, covers how to build a genomics workflow, and introduces statistical analyses in R programming language. This course assumes little or no prior programming experience and will provide hands-on experience in taking raw next-generation sequencing data through a custom workflow and ending with analyses in R statistical software.

Offering: Crosslisting
Grading: A-F
Credits: 1.00
Gen Ed Area: NSM-BIOL
Identical With: BIOL310, MB&B311
Prereq: [MB&B181 or BIOL181]

CIS320 Advanced Academic Writing

This course is designed to help students master the skills needed for thesis-level academic writing. The course uses an example-driven approach emphasizing an iterative revision process, with an emphasis on expository writing skills appropriate for publishable literature. Students will be encouraged to focus on their own independent research work as subject matter of writing exercises.

Offering: Crosslisting
Grading: OPT
Credits: 1.00
Gen Ed Area: NSM-CIS
Identical With: CIS520
Prereq: None

CIS321 Senior Colloquium I: Integrative Sciences

This colloquium provides students the opportunity to discuss and present their research to their peers and mentors, as well as explore current topics of interest to the group. A key goal will be developing students’ presentation skills because this is the primary means of promoting research. Faculty and peers will provide insights and advice. Mentors from the primary department or programs will also be invited.

Offering: Host
Grading: Cr/U
Credits: 0.50
Gen Ed Area: NSM-CIS
Prereq: None

CIS322 Senior Colloquium II: Integrative Sciences

This colloquium provides students the opportunity to discuss and present their research to their peers and mentors, as well as explore current topics of interest to the group. A key goal will be developing students’ presentation skills because
Experience with computer programming is helpful but not essential. and in groups and participate in studio-style critiques of one another's work. They will complete analyses of games and game design projects both alone and possibilities of the moving image. We will work to understand what games are, what they can do, and how successful games do what they do best. Students will have an opportunity to create their own algorithms.  

**CIS323 Bayesian Data Analysis: A Primer**

This course introduces the applied principles of Bayesian statistical analysis. The Bayesian paradigm is particularly appealing in research where prior research and historical data are available on parameters of interest. This course will teach students appropriate techniques for analyzing data from this nature as well as broaden computational skills in R. The course will lay the foundation for Bayesian data analysis that students can use to further develop skills in decision making.

**CIS327 Evolutionary and Ecological Bioinformatics**

Bioinformatic analysis of gene sequences and gene expression patterns has added enormously to our understanding of ecology and evolution. For example, through bioinformatic analysis of gene sequences, we can now reconstruct the evolutionary history of physiology, even though no traces of physiology exist in the fossil record. We can determine the adaptive history of one gene and all the gene's descendants. We can now construct the evolutionary tree of all of life. Bioinformatics is particularly promising for analysis of the ecology and biodiversity of microbial communities, since well over 99 percent of microorganisms cannot be cultured; our only knowledge of these organisms is through analysis of their gene sequences and gene expression patterns. For example, even when we cannot culture most of a microbial community, we can determine which metabolic pathways are of greatest significance through analysis of community-level gene expression. All these research programs are made accessible not only by breakthroughs in molecular technology but also by innovation in the design of computer algorithms. This course, team-taught by an evolutionary biologist and a computer scientist, will present how bioinformatics is revolutionizing evolutionary and ecological investigation and will present the design and construction of bioinformatic computer algorithms underlying the revolution in biology. Students will learn algorithms for reconstructing phylogeny, for sequence alignment, and for analysis of genomes, and students will have an opportunity to create their own algorithms.

**CIS331 Video Games as and the Moving Image: Art, Aesthetics, and Design**

Video games are a mess. As a relatively new medium available on a range of platforms and in contexts ranging from the living room to the line for the bathroom, video games make new but confusing contributions to the meaning and possibilities of the moving image. We will work to understand what games are, what they can do, and how successful games do what they do best. Students will complete game design exercises, create rapid prototypes, playtest their games, and iteratively improve their games with play and their players in mind. They will complete analyses of games and game design projects both alone and in groups and participate in studio-style critiques of one another's work. Experience with computer programming is helpful but not essential.
**CIS424 Advanced Research Seminar, Undergraduate**
Advanced research tutorial; project to be arranged in consultation with the tutor.
Offering: Host
Grading: OPT

**CIS492 Teaching Apprentice Tutorial**
The teaching apprentice program offers undergraduate students the opportunity to assist in teaching a faculty member's course for academic credit.
Offering: Host
Grading: OPT

**CIS520 Advanced Academic Writing**
This course is designed to help students master the skills needed for thesis-level academic writing. The course uses an example-driven approach emphasizing an iterative revision process, with an emphasis on expository writing skills appropriate for publishable literature. Students will be encouraged to focus on their own independent research work as subject matter of writing exercises.
Offering: Host
Grading: OPT
Credits: 1.00
Gen Ed Area: NSM-CIS
Identical With: CIS320
Prereq: None