

Urban Studies

College of Arts and Sciences

The Academic Minor

Many departments have designed academic minors for the convenience of undergraduate students.

A minor is a structured group of courses that leads to considerable knowledge and understanding of a subject, although with less depth than a major. Some employers consider minors desirable, and the corresponding major requirements at the University may stipulate a minor. Some students choose to complement their major program with a minor in a related field or even in an entirely different field of interest. Students interested in pursuing an academic minor should contact their college dean's office and the department responsible for the minor program for guidance and advising.

Please note that undergraduate students can only complete a minor in addition to and as a complement to a major. The University does not award stand-alone minors.

Minor in Urban Studies

The minor in Urban Studies requires 18 hours as follows:
Introduction to Cities
Students must complete 6 credit hours of course work in Introduction to Cities:
GEO 220 U.S. Cities
Urban Approaches Students must complete 3 credit hours of course work in Urban Approaches from the list below:
GEO 285 Introduction to Planning
GEO 422 Urban Geography3
Data Analysis and Representation Students must complete 3 credit hours of course work from Data Analysis and Representation from the list below:
GEO 305 Elements of Cartography
or GEO 309 Introduction to GIS
GEO 310 Data Explorations and Applications in Everyday Life
GEO 311 Qualitative Methods in Geography3
Urban Perspectives Students must complete 6 credit hours of course work in Urban Perspectives from the list below. Courses used to satisfy the Urban Approaches requirement may not be used to satisfy the Urban Perspectives requirement:
GEO 221 Immigrant America: A Geographic Perspective

Geography majors cannot count more than 6 credit hours of course work used to satisfy

the Minor in Urban Studies towards their geography major requirements.