

EDEX - Educational Experiences

Global Citizenship Program Knowledge Areas (....)	
ARTS	Arts Appreciation
GLBL	Global Understanding
PNW	Physical & Natural World
QL	Quantitative Literacy
ROC	Roots of Cultures
SSHB	Social Systems & Human Behavior

Global Citizenship Program Skill Areas (....)	
CRI	Critical Thinking
ETH	Ethical Reasoning
INTC	Intercultural Competence
OCOM	Oral Communication
WCOM	Written Communication
** Course fulfills two skill areas	

EDEX 1000 Educational Program Analysis (3)

Many adult students have gained the equivalent of college-level learning through their work experiences, training on the job, volunteer activities, civic involvement, travel or other nonacademic settings. In this independent course, students learn to document their college-level learning into a portfolio that can then be assessed for college credit. Permission from the Coordinator for Experiential Learning required for enrollment. **Prerequisite:** Permission from Academic Advising.

EDEX 1001 Prior Learning Portfolio Assessment (0)

Students submitting portfolios for Prior Learning Assessment without taking EDEX 1000 or submitting additional portfolios after EDEX 1000 must register for this course. There is an additional course fee of \$350. This course may be repeated up to the maximum allowable credits earned by prior learning assessment (PLA), which is 30 credit hours. **Prerequisite:** Permission from Academic Advising.

EDEX 1500 Webster 101 (1)

Webster 101 is designed as an introduction to college life and is intended for first year students. This course will help the first year student make the most of his/her career at Webster University. Using various assessments and exercises, each student will develop a deeper understanding of him/herself and use that understanding to learn adaptation strategies, such as goal setting, values clarification, time management, money management, and stress management skills that will work for each student in and out of the classroom. Each student will also learn how to use the many resources Webster provides to support students in meeting both academic and social challenges. All freshmen are invited but not required to enroll. See also: Student Affairs. **Prerequisite:** First time freshman status.

EDEX 1510 Major and Career Explorations (1)

This class is designed to provide students with the opportunity to explore major and career interests. Students will take several self-evaluation assessments that will allow them to understand their values, interest, personality characteristics and skills in relation to a variety of majors. Students will also learn resources for obtaining accurate major and career related information. The course will include one-on-one meeting with career counselors to create individualized career development plans and career-related group outings. The skills and strategies learned in this class will enable students to make informed decisions about choosing majors and careers.

EDEX 1520 Certified Peer Educator (1)

The Certified Peer Educator (CPE) course will help to develop leadership skills in our students in their growth to be able to become successful Peer Educators. The course will include eight modules, covering the role of peer education, helping peers make a behavior change, listening skills, response and referral skills, how to take action and intervene, recognizing the role of diversity and inclusivity, programming and presentation skills, self-care and group dynamics. The course is driven through the Certified Peer Educator (CPE) Training material offered through a BACCHUS Initiative of NASPA.

EDEX 1530 A Little Work, Mostly Play (3)

A Little Work, Mostly Play is part of the Creative Explorations Learning Community (LC) that includes GLBC 1200 Creativity, Play, Productivity and EDEX 1500 Webster 101. EDEX 1530 will provide students with a foundational experience that focuses on how the arts profoundly shape and influence their world. Focus will be on visual art, music, theatrical performances, and performance art. Students will pull back the curtain to go behind the scenes and gain insights into the creative process as well as interact with artists and performers for a glimpse into the creative mind. Venturing beyond campus, students will discover a rich array of St. Louis art events. Emphasis will be on expanding awareness, enhancing understanding, and refining interpretive skills to comprehend significance and meaning in the arts. Students will engage with content via in-depth discussion of ideas and opinions, written reflections, oral presentations, attending theatrical performances and art happenings, and an integrated LC project-based activity that extends beyond the classroom. **NOTE:** Students will be expected to attend five evening events during the semester. **GCP Coding: (ARTS) (CRI)**

EDEX 2750 Student Leadership Development (1-12)

A semester-long course in leadership skills assessment, leadership theory, interpersonal communications, leading in a diverse community, teamwork, ethical decision making, motivation, organizational dynamics, goal setting, and promotion. May be taken as part of the leadership certificate program or separately. **Prerequisite:** Permission of the coordinator of the leadership program, Student Affairs Office, 314-968-6980. See also: Special Study Opportunities.

EDEX 3001 Chess for Beginners (1)

In today's world that focuses on the importance of networking in almost any profession, and especially in business, playing chess joins the ranks of tennis and golf as a conduit. Chess players are often considered to be intelligent, strategic, studious and good employers. Learning how to play chess, and/or how to improve your chess game, is a perfect way to enhance your marketability and widen your networking circles. This class will teach you the basics of the game of chess through instruction and play.

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EDEX 3002 Beyond the Basics (1)

Stronger chess players are the ones who train more and learn different aspects of the game. This has tremendous similarities to what is expected in the work force. This class will build on prior basic knowledge of the game of chess through instruction and play. Importantly, this class will focus on Chess Openings. Learning one's "style" is important both on and off the board. **Prerequisite:** EXED 3001 or USCF Chess Rating of 1000+ (or converted equivalent).

EDEX 3003 Chess Theory and Practice (1)

Success, both on and off the board, is often marked by how you finish a meeting, bid or competition. Closing the deal is something that most people have to learn how to do. This class will build on prior basic knowledge of the game of chess through instruction and play. Importantly, this class will focus on Chess Endgames. Learning how to win a "winning" game or saving a difficult position is a very important skill to have. **Prerequisite:** EDEX 3002 or USCF Chess rating of 1000+.(or converted equivalent).

EDEX 3004 Advanced Chess Skills (1)

The hardest part of a game, an interview, a job and just about anything else that humans do is the Middle part. With all of the beginning options finished, and so many paths to choose next, there is much room for errors. Chess, like life, has a complex middle game filled with potential pitfalls. Learning how to safely take risks and how to rely on the knowledge you have is important for chess and otherwise. This class will build on prior basic knowledge of the game of chess and increase knowledge of Middlegame aspects that work well on and off the board. **Prerequisite:** EDEX 3003 or USCF Chess rating of 1000+.(or converted equivalent).

EDEX 3005 Chess Engine Analysis (1)

Unfortunately, until now computer chess experts and human players, for different reasons, have generally worked independently from one another through sharing reciprocal benefits of the other. Literature in the field of chess computers has been difficult to properly translate to the everyday player without losing its depth of scientific research, algorithms, and proper understanding. The outcome has included trivial chess software, overly-simplified manuals, and anecdotal but too technical of works. Conversely, in today's world, chess software has become essential for a professional chess player to increase their learning and performance abilities. This course brings together the world of chess and computer science. Students who take this course will learn how to proficiently use chess software.

EDEX 3010 Intro to Chess in Education (3)

An introduction to Chess in Education explores chess as an interdisciplinary educational tool and professional practice. This course will provide an overview of the Chess in Education program by exploring various corresponding program topics each week. Introductory chess topics will highlight the creation of the game, basic gameplay, educational implementation, journalism and commentating, historical and political significance, integration of technology, psychology, competition, and chess as a community developing tool, all through a globalized perspective. Students will begin developing their own chess portfolios to track academic knowledge, passionate projects, and professional progress.

EDEX 3015 Chess Through History (3)

This course will focus on the intersections of history and chess from the 6th Century through the Present time. This is not a class where you will learn how to play a basic game of chess. Instead, we will focus on meaningful periods in time, such as the necessity of Indian rulers to learn how to fight against Central Asian nomads, Napoleon's Strategy, the Cold War, Proving Women's Intellect, and Artificial Intelligence: Man versus Machine. Current and past chess books focus on how the game has changed over time, and who has played, but they do not look at History with the ribbon of chess woven through it. This course will be of special interest to students who may not want to become professional chess players, but who are interested in how a board game can be so influential throughout history! **Prerequisite:** EDEX 3010.

EDEX 3020 Psychology of Chess (3)

Psychology of Chess is a course designed for students to reflect on their strengths at the chessboard and beyond. Chess has been researched in psychology since at least 1984 by Alfred Binet, one of the inventors of the IQ test. Chess is an objective game of perfect information, but human play brings subjectivity in skill and psyche, thus impacting the result. Researchers have been interested in the cognition of chess players for over a century, ranging from understanding intelligence to abnormal psychological disorders. Students who take this course will be introduced to psychological tests, chess psychology, positive psychology, research areas, chess for mental health, and sports psychology. **Prerequisite:** EDEX 3010.

EDEX 3025 Chess Strategy: War, Business, and Chess (3)

This course will introduce students to the concepts of strategy and strategic thinking as demonstrated through the classic game of Chess. Strategic thinking is essentially 'critical thinking applied to completion'. A critical thinking framework for making decisions forms the basis of the course, which is then applied and demonstrated through Chess as Chess provides the necessary 'competition' for critical thinking to become 'strategy' vis-à-vis a rival competing for a mutually-exclusive outcome - win or lose. **Prerequisite:** EDEX 3010.

EDEX 3030 Chess and Artificial Intelligence (3)

Since the inception of the first computer chess program, Turbochamp, in 1948, by Alan Turing and David Champernowne, the world of chess has forever changed. The Chess and Artificial Intelligence course is designed to highlight the historical and cultural impact of globalized chess technology, the fall of people in the rise against machines, the struggle of cheating in competition, improvements of educational access, chess and Esports, the Pre-Covid 2020 Chess Boom, and the rapidity of learning by creating neural networks. Students who take this course will gain insight into the role of technology in chess and build digital literacy skills for chess growth. **Prerequisite:** EDEX 3010.

EDEX 3040 Service Learning Project: Community Chess (1-3)

Service Learning Project: Community Chess is a course designed to provide students an opportunity to engage their local community beyond the classroom and provide chess as an enrichment tool academically and socially. Students will select a chess topic of interest and volunteer with an established local organization. The goal is for students to work on a passion project that serves a community in need. In return, students receive professional experience, an increase in network, and

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create unique content for their chess portfolio. Projects may include but are not limited to developing chess programs for underrepresented demographics, rehabilitation centers, curriculum development for chess in education, and conducting research. **Prerequisite:** EDEX 3010.

EDEX 3300 Special Topics in Educational Experience (1-3)

Topics involve inquiry or action around current education or service-learning related activities. May be repeated for credit if content differs.