

Cognitive Archaeology Degree Plan

What is cognitive archaeology?

Cognitive archaeology is a multidisciplinary field that draws primarily upon concepts and theories from psychology and anthropology to reach a broader understanding of archaeological artifacts and the minds of their makers. This discipline also applies concepts and theories from other fields such as the neurosciences, neuropsychology, linguistics, evolutionary theory, behavioral genetics, and philosophy. Cognitive archaeology considers the origins and adaptive evolutionary purposes of cognitive processes and capabilities, including concept formation, spatial cognition, social cognition, language, symbolic structures, working memory, and many others.

Who might be interested in this degree?

Students interested in cognitive evolution

What can student expect to gain with this focus?

Knowledge of psychology includes an overview of general psychology and its major paradigms (e.g., psychoanalytic, behaviorism, humanism, cognition, and evolutionary psychology), statistics and research methodology, abnormal psychology, biopsychology, and learning and cognition.

Knowledge of archaeology will include its biological foundations, cognitive evolutionary archaeology, archaeology's history and current practice, and a field practicum.

What are the proposed courses and recommended sequence?

ANTH 2250/PSY 2250/ID 2250 Introduction of Cognitive Archaeology (required - 3 credit hours)

Anthropology

Required:

Anth 1030-3 Introduction to Biological Anthropology

Anth 3240-3 Paleolithic Archaeology

Anth 3340-3 Human Evolution

Anth 3170-6 Field Practicum in Native American Archaeology

Total Anthropology: 19 credit hours

Psychology

Required:

Psy 1000-3 General Psychology

Psy 2100-4 Introduction to Psychological Statistics

Psy 2250-3 Introduction of Cognitive Archaeology

Psy 2110-4 Introduction to Psychological Research

Psy 3130-3 Learning and Cognition

Psy 3270-4 Introduction to Biopsychology

Psy 3280-3 Abnormal Psychology

Total Psychology: 21 credit hours

Electives

(but not limited to):

Anth 2220-3 Experimental Archaeology
Anth 2800-3 Anthropological Linguistics
Anth 3320-3 Primatology
Anth 4915 History of Cognitive Archaeology since 1969
Anth 4355 Neanderthal Cognition
Anth 4345 Paleoneurology
Anth 4115 Evolution of Ritual and Religion
Anth 4215 Rock Art and Modern Cognition
Psy 3240-3 Theories of Personality
Psy 3400-3 Social Psychology
Psy 3620-3 Developmental Psychology
Psy 3650-3 Clinical Neuropsychology
Psy 4650-3/Anth 4650 Evolutionary Neuropsychology

Students may choose from 1 of 2 courses for their CAPSTONE*

Anth 4310-3 Cognitive Evolution
Psy 4130-3 Senior Seminar in Learning and Cognition
Anth 3170-6 Field Practicum in Native American Archaeology

Prerequisites: Senior UG status, Psy 1000-3 General Psychology, Psy 2100-4 Introduction to Psychological Statistics, Psy 2110-4 Introduction to Psychological Research.

If you would like to explore this degree plan further, please contact Fred Coolidge (fcoolidg@uccs.edu) or Thomas Wynn (twynn@uccs.edu)
