COURSE OUTCOME MATRIX COURSE SYLLABUS PART 3 of 3

Course Number and Title		RL 275: Religion and Pop Culture in America					
Credit Hours	3]					
Course Description							
Prerequisite(s) and/or Corequisite(s)	None						

Required Textbooks/References/Course Materials:

Religion and Popular Culture in America, Edited by Bruce David Forbes and Jeffrey H. Mahan. Publisher: University of California Press; Third edition (2017). ISBN:0520291468

	General Education Outcomes
1	Utilize written and verbal language to discuss and comprehend information, incorporating a variety of technologies, such as text, data, and images (written language,
	verbal language, and information technology).

- 2 Identify and interpret relevant information in order to formulate an opinion or conclusion (critical thinking).
- 3 Demonstrate and communicate computational methods and mathematical reasoning in a variety of formats (using words, tables, graphs, mathematical equations, etc., as appropriate) (quantitative literacy and fluency).
- 4 Communicate in appropriate ways with those who are culturally diverse (intercultural competence).

Program Outcomes Students demonstrate competence in the social science subject area(s). Students analyze written and verbal content and respond with informed interpretations. Students assess opinions, arguments, and conclusions of others in order to form a constructive judgment, defense, or rebuttal.

	Course Outcomes (CO)	Bloom's Domain for CO (C, A, P), Category, and Level	Program Outcome(s)	Written Language	Verbal Language	Information Technology	Critical Thinking	Quantitative Literacy and Fluency	Intercultural Competence
1	Compare various definitions of the word <i>Religion</i> , including substantive, functional and formal.	C-Understanding (2)	1, 2, 3	2	2	1	2	0	2
2	Define the term <i>Culture</i> and differentiate between High Culture, Folk Culture and <i>Popular</i> Culture.	C-Remembering (1)	1, 2, 3	2	1	1	2	0	2
3	Describe various ways that popular culture and religion relate to one another.	C-Remembering (1)	1, 2, 3	2	2	1	2	0	2
4	Describe what a person could possibly learn by analyzing popular culture.	C-Remembering (1)	1, 2, 3	2	1	1	2	0	2
5	Summarize and differentiate how both religion and popular culture influence standards of morality, social ethics and human rights, gender issues and human sexuality.	C-Understanding (2)	1, 2, 3	2	1	1	2	0	2
6	Examine the ways traditional religious symbols, narratives, and forms of religious practice appear in popular culture.	C-Analyzing (4)	1, 2, 3	2	1	1	2	0	2
7	Consider how religion takes on and is reshaped by styles and values of popular culture.	C-Applying (3)	1, 2, 3	2	1	1	2	0	2
8	Explore the ways that aspects of popular culture and their reception might be considered forms of religion.	C-Analyzing (4)	1, 2, 3	2	1	1	2	0	2
9	Discuss religiously based critiques of popular culture and ways that popular culture articulates common critiques of religion.	C-Applying (3)	1, 2, 3	2	2	1	2	0	2
10	Discussion of religious references and influences in popular music, movies, and media.	C-Applying (3)	1, 2, 3	2	2	1	2	0	2
11									
12 13									
14									
15									
		Bloom's Domain Legend C = Cognitive A = Affective P = Psychomotor		2 = Include			sed and Not	Measurable	

P = Psychomotor

0 = Not included

Approved: January 12, 2022 Updated: January 18, 2022 Reviewed: April 11, 2022