

## QUANTITATIVE INQUIRY

Provides students an opportunity to investigate and explore university-level mathematical and/or computer science analysis. (The GE code is QI, 3 credits)

***Learning Outcome:*** Students create sophisticated arguments supported by quantitative evidence and can clearly communicate those arguments in a variety of formats (using words, tables, graphs, mathematical equations, etc., as appropriate). [Revised spring 2014]

### Computer Science

[CPSC 230: Computer Science I](#)

### Honors Program

[HON 208: Universal Geometry](#)

[HON 254: Symmetry](#)

[HON 350: Scientific Prediction: Information, Technology and Progress](#)

[HON 359: Fundamentals of Deductive and Inductive Logic](#)

[HON 367: Pythagoras Revisited: A Quest for Interior Precision](#)

[HON 382: The Fabric of the Universe: Space, Time, and Reality](#)

[HON 385: Is Big Data Enough? A Conceptual Exploration of Data Science](#)

[HON 389: The Science Blender](#)

### Mathematics

[MATH 108: The Nature of Mathematics](#)

[MATH 109: Calculus with Application in Business and Social Science](#)

[MATH 110/110L: Single Variable Calculus I](#)

[MATH 111/111L: Single Variable Calculus II](#)

[MATH 115: Calculus Part I: Differentiation and Integration](#)

[MATH 116: Calculus Part II: Optimization and Differential Equations](#)

[MATH 120: Introduction to Cryptography: The Mathematics of Privacy](#)

[MATH 203: Introduction to Statistics](#)

[MATH 208: Foundations of Geometry](#)

[MATH 210: Multivariable Calculus](#)

[MATH 211: Linear Algebra](#)

[MATH 215: Introduction to Linear Algebra and Differential Equations](#)

[MATH 250: Discrete Mathematics I](#)

### Management Science

[MGSC 209: Introductory Business Statistics](#)

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### Philosophy

[PHIL 300: Symbolic Logic](#)

[PHIL 306: Games and Decisions](#)

### Psychology

[PSY 203: Statistics for Behavioral Sciences](#)

### Sociology

[SOC 203: Statistics for the Social Sciences](#)