暨南大學
JINAN UNIVERSITY

0101S101
Introduction to Sociology

Instructor: TBA

Time: December 14, 2026 - January 15, 2027

Office Hours: by appointment

Contact Hours: 60 (50 minutes each)

Credits: 4

Email: TBA

Course Description

Sociology is the academic discipline concerned with the systematic investigation and understanding of human action and interaction. This broad definition includes everything from the actions, attitudes and beliefs of individual persons to the structures and cultures of entire societies and global regions. Sociologists study all manner of topics, from race relations to sports to religious rituals to immigration patterns (and many other things as well), and they do so through large-scale surveys, interviews, participant observation, documentary analysis and other means of measurement. What unites such a diverse set of interests, methods and units of analysis is a common perspective. In the simplest terms, sociology is concerned with the contextual understanding of human behavior, where the context is relational, cultural, institutional, historical, or (most commonly) some combination of these.

Required Textbook(s)

Reading materials will be provided by the course instructor.

Course Goals

By the end of the course students will possess:

1. The basic principles and questions of the discipline;
2. How new members are socialized into the culture of their social worlds;
3. The relationship between individuals and the groups they belong to;
4. Major institutions of society including work, the family, education and religion;
5. Key dimensions of inequality in society, including class, and gender; and
6. Processes of social change.

Evaluation:

Module Quizzes: (10% of final grade) There will be a review quiz for each module.

Exams: (60% of final grade) There will be three exams over term. You are not allowed to search the internet for the answers to the questions.

Paper: (30% of final grade) Each student is required to do a 3-5 pages paper on a topic of their choosing. The paper should be double spaced in Times New Roman 12 or Calibri 11.

Topic: Please hypothetically design your own video game and focus on the culture and environment of that video game. Research this topic by focusing on the following:

- Look at the game from the different sociological perspectives (Functionalist, Interactionist, Feminist, Conflict)
- Who are the people or characters in the game?
- What do they look like? What are they wearing?

- How do they interact with other characters in the game?
- What does the environment of the game look like?
- What elements of culture are involved in the game?

Grading:

Research of topic	50 points
How does topic relate to sociology, sociological perspective	40 points
APA format	10 points
Total	**100 points**

Course Outline

Please note that the outline is meant to give an overview of the major concepts in this course. Changes may occur as needed to aid in the student`s development.

Module 1	1: Understanding Sociology 2: Sociological Research Quiz: Module Review
Module 2	3: Culture 4: Socialization and the Life Course Quiz: Module Review Exam 1
Module 3	5: Social Interaction 6: The Mass Media Quiz: Module Review
Module 4	7: Deviance and Social Control 8: Stratification and Social Mobility in the U.S. Quiz: Module Review

Module 5	9: Global Inequality Exam 2 10: Racial and Ethnic Inequality Quiz: Module Review
Module 6	11: Stratification by Gender and Age 12: The Family and Intimate Relationships Quiz: Module Review
Module 7	13: Religion and Education 14: The Government and the Economy Quiz: Module Review
Module 8	15: Population Communities and Health 16: Social Change in the Global Economy Quiz: Module Review Exam 3 (Final Exam) Assignment: Final Paper

Grading Scale

The instructor will use the grading system as applied by JNU:

Definition	Letter Grade	Score
Excellent	A	90~100
Good	B	80~89
Satisfactory	C	70~79
Poor	D	60~69
Failed	E	Below 60

Academic Integrity

As members of the Jinan University academic community, students are expected to be honest in all of their academic coursework and activities. Academic dishonesty, includes (but is not limited to) cheating on assignments or examinations; plagiarizing, i.e., misrepresenting as one's own work any work done by another; submitting the same paper, or a substantially similar paper, to meet the requirements of more than one course without the approval and consent of the instructors concerned; or sabotaging other students` work within these general definitions. Instructors, however, determine what constitutes academic misconduct in the courses they teach. Students found guilty of academic misconduct in any portion of the academic work face penalties that range from the lowering of their course grade to awarding a grade of E for the entire course.

Artificial Intelligence (AI) Policy: The use of ChatGPT or any other generative AI tools is forbidden. Violations of this policy will be considered academic misconduct. If AI use is suspected, students may be asked to prove they wrote their own paper by submitting it with track changes in Microsoft Word or using AI detection tools.