

Appendix A
Sample Computation of Credit Hours

Course and Lesson Card Titles	Lecture	Seminar	Film	Prac App Exercise	Staff Ride	Exam	Student Prep/PSPT (no credit)	Total Semester Credits
Total Hours on Lesson Card Warfighting From the Sea Block One	9.25	9.25	1	10	5	1	39	
Total Contact Hours¹ Warfighting From the Sea Block One	9.25	9.25	1	5	5	1	0	
Total Semester Credits² Warfighting From the Sea Block One	0.61	0.61	0.065	0.33	0.33	0.065	0	2.01
1100 – Marine Corps Operations Point Paper							5	0
1101 – MAGTF Organization and Employment	2	1.25					3.5	0.21
1102 - MAGTF Enablers: C2, the Command Element, and		2				1	4	0.20
1103 - Expeditionary and Amphibious Operations	4.5	1					4.5	0.36
1104 - Logistics in Expeditionary Operations	2.75	1					4	0.25
1105 - China Pol-Mil Wargaming Exercise			1	10	5		3	0.73
1106 - China's Emergent Military		4					4.5	0.26

Note 1: One Contact Hour equals 60 minutes for Direct Faculty Instruction (e.g., lecture, seminar, film, exam, or staff ride); 120 minutes for Experiential Learning Activities (e.g., student decision exercises, war games, practical exercises); 180 minutes for Directed Research Projects
 Note 2: Semester Hour Credits are determined by dividing the number of contact hours by 15; 15 Contact Hours equals 1 Semester Hour.