

Biomedical Engineering – Program Map

Semester	Course 1	Course 2	Course 3	Course 4	Course 5	Seminar
1	Principles Chem I / Lab CHEM:1110 (Math & Science)	Engr Calculus I MATH:1550 (Math & Science)	Intro Engineering Problem Solving ENGR:1100 (Engineering Core)	Rhetoric RHET:1030 (Gen Ed)	—	
2	Principles Chem II / Lab CHEM:1120 (Math & Science)	Engr Calculus II MATH:1560 (Math & Science)	Engr Matrix Algebra MATH:2550 (Math & Science)	Physics I / Lab PHYS:1611 (Math & Science)	Intro Engr Computing ENGR:1300 (Engineering Core)	BME Forum BME:1010
3	Foundations of Biology / Lab BIOL:1411 (Math & Science)	Engr Diff Equations MATH:2560 (Math & Science)	Statics ENGR:2110 (Required Engineering)	Electrical Circuits ENGR:2120 (Required Engineering)	*Thermo ENGR:2130 or Intro AI & Machine Learning ENGR:3110 (Required Engineering)	BME Prof Seminar BME:2010
4	Fund Human Physiology HHP:2400 or BME:3260 Quantitative Physiology (Math & Science)	Biostatistics BIOS:4120 or STAT:3510 (Math & Science)	BME Core #1 (BME:2200, 2210, 2400, or 2500)	BME Core #2 (BME:2200, 2210, 2400, or 2500)	Required Course: Focus Area #1	
5	BME Core #3 (BME:2200, 2210, 2400, or 2500)	BME Core #4 (BME:2200, 2210, 2400, or 2500)	Required Course: Focus Area #2	Required Course: Focus Area #3	Cultural Perspectives, Values, & Society (Gen Ed)	
6	Focus Area Elective #1	Focus Area Elective #2	Required Course: Focus Area #4	Approved Gen Ed course	Be Creative (Gen Ed)	
7	BME Senior Design I BME:4910 (BME Core)	Focus Area Elective #3	Focus Area Elective #4	Focus Area Elective #5	Approved Gen Ed course	
8	BME Senior Design II BME:4920 (BME Core)	Physics II / Lab PHYS:1612 (Math & Science)	Focus Area Elective #6	Focus Area Elective #7	Approved Gen Ed course	

*Students in the Bioimaging and Computational Bioengineering Focus Areas can choose to take either ENGR:2130 or ENGR:3110; students in the Biomechanics & Biomaterials and Cellular Engineering Focus areas are required to take ENGR:2130.

At least two Focus Area Electives must be from the list of Engineering Topics.