

B.S. BIOMEDICAL ENGINEERING – HONORS ACCELERATED CALCULUS 2026-27

Year 1

Year 2

Year 3

Year 4

Fall 17cr

Spring 16cr

Fall 18cr

Spring 14.5cr

Fall 14cr

Spring 12.5cr

Fall 14cr

Spring 14cr

BME 1010
Careers in Biomed Eng.
1cr
F

BME 1020
Fundamentals of BME I (LS)
3cr
Sp

BME 2100
Fundamentals of BME II
4cr
F

BME 3101
Biosignals Analysis
3cr
Sp

BME 3202
Physiology for Engineers
4cr
F

BME 3801
bioDesign I
3cr
Sp

BME 4801
bioDesign II
3cr
F

BME 4001
Biotransport/ Biomolecular
3cr
Sp

CHEM 1210
Gen Chem I (PS)
4cr
F,Sp,S

CHEM 1220
Gen Chem II
4cr
F,Sp,S

BIOL 2020
Cell Biology
3cr
F,Sp,S

BME 3091
Current Research in BME
0.5cr
Sp

BME 4101
Biosystems Analysis/Model.
4cr
F

BME 4301
Biomaterials
3cr
Sp

BME 4991
Sen. Thes. Comm. I
2cr
F

BME 4992
Sen. Thes. Comm. II (CW)
2cr
Sp

CHEM 1215
Gen Chem I Lab
1cr
F,Sp,S

CHEM 1225
Gen Chem II Lab
1cr
F,Sp,S

MATH 2250
Diff Eq/Lin Alg
4cr
F,Sp,S

BME 3070
Statistics for Engineers
3cr
Sp

BME ELECTIVE 1
3cr

BME 4990
Biomedical Eng. Research
0.5cr
Sp

BME 4250
Biomechanics I (QI)
4cr
F

BME ELECTIVE 4
3cr

MATH 1311
Hnrs Accel Eng Calc I
4cr
F,Sp,S

MATH 1321
Hnrs Accel Eng Calc II
4cr
F,Sp,S

PHYS 2210
Physics for Scientist II
4cr
F,Sp,S

BME 3150
Digital Design and Fabrication
2cr
Sp

GEN ED ELECTIVE 1
(HF&DV)
3cr

BME ELECTIVE 2
3cr

GEN ED ELECTIVE 3
(FF&IR)
3cr

BME ELECTIVE 5
3cr

WRTG 1010
Intro to Writing (WR1)
3cr
F,Sp,S

PHYS 2210
Physics for Scientist I
4cr
F,Sp,S

WRTG 2010
Intermediate Writing (WR2)
3cr
F,Sp,S

CHEM 2310
Org Chem I
4cr
F,Sp,S

GEN ED ELECTIVE 2
(BF)
3cr

GEN ED ELECTIVE 2
(BF)
3cr

BME ELECTIVE 3
2cr

GEN ED ELECTIVE 4
(AI)
3cr

CS 1400
Intro Comp Programming
4cr
F,Sp,S

Apply for Upper Division Ready

CHEM 2315
Org Chem I Lab
2cr
F,Sp,S

University GPA and Technical GPA (grey courses) are considered for entry into upper division courses. See section 3.2.2 of the BME Handbook for more information.

GUIDE

COURSE #
Title (GE Designation)
Credit Hours
Semester Offered

Requires Upper Division Ready Status
↓ Prerequisite Corequisite