## **Multidisciplinary Engineering**

Catalog Year 2025-2026

Note: This is a recommended sequence and shifts are likely to occur due to prerequisite completion and course availability.

Semester One	Semester Two	
CHEM 1127Q: General Chemistry I (4 credits) (TOI 6)	CHEM 1128Q: General Chemistry II (4 credits) (TOI 6)	
MATH 1131Q: Calculus I (4 credits)	MATH 1132Q: Calculus II (4 credits)	
CSE 1010: Intro to Computing for Engineers (3 credits)	ENGR 1166: Foundations of Engineering (3 credits)	
ENGR 1000: Orientation to Engineering (1 credit)	ENGL 1007: Writing and Composition (4 credits)	
ENGR 1195: AI4AII (2 credits)	Area Elective (3 credits)	
14 credits	18 credits	

Semester Three	Semester Four	
PHYS 1501Q: Physics for Engineers I (4 credits) (TOI 6)	PHYS 1502Q: Physics for Engineers II (4 credits)(TOI 6)	
MATH 2110Q: Multivariable Calculus (4 credits)	MATH 2410Q: Elem. Differential Equations (3 credits)	
CHEG 2103: Intro to Chemical Engineering (3 credits)	CE 2110: Applied Mechanics I (3 credits)	
MSE 2001/2101: Materials Sci. & Engin. I (3 credits)	MSE 2002/2102: Materials Sci. & Engin. II (3 credits)	
Area Elective (3 credits)	Area Elective (3 credits)	
17 credits	16 credits	

Semester Five	Semester Six
CE 3110: Mechanics of Materials (3 credits)	STAT 3025Q Statistical Methods (3 credits)
ECE 2001: Electrical Circuits (4 credits)	ENVE 3120: Fluid Mechanics (4 credits)
ME 2233 or MSE 3001 or CHEG 2111 (3 credits)	TOI Course (3 credits)
TOI Course (3 credits)	TOI Course (3 credits)
Area Elective (3 credits)	Area Elective (3 credits)
16 credits	16 credits

Semester Seven		Semester Eight	
ENGR 4001: MDE Design I (3 credits)		ENGR 4002W: MDE Design II (3 credits)	
ENGR Elective (2000+) (3 credits)		ENGR Elective (3000+) (3 credits)	
ENGR Elective (3000+) (3 credits)		Free Elective (3 credits)	
Area Elective (3 credits)		Area Elective (3 credits)	
TOI Course (3 credits)		Area Elective (3 credits)	
TOI Course (3 credits)			
18	3 credits		15 credits

\*as needed to reach total degree credits

**Total Credits: 130**