

Sample 4-Year Course Plan for Web Design & Engineering

Fall	Winter	Spring
MATH 11 - Calculus I	MATH 12 - Calculus II	MATH 13 - Calculus III
Natural Science	University Core (Cultures & Ideas 1)	University Core (Cultures & Ideas 2)
University Core (Critical Thinking & Writing 1)	University Core (Critical Thinking & Writing 2)	University Core
COEN 60 - Introduction to Web Technologies	COEN 10 - Introduction to Programming ¹	COEN 11 - Advanced Programming
ENGR 1 & 1L - Introduction to Engineering (1 unit each to taken in any order during the first year)		

Fall	Winter	Spring
MATH 14 - Calculus IV	AMTH 108 - Probability and Statistics	University Core ²
University Core	SOCI 49 - Technology, Social Media & Society	University Core
COMM 2 - Media in a Global World	COMM 12 - Technology and Communication	COMM 30 - Introduction to Digital Filmmaking
COEN 12 - Data Structures	Free Elective	Free Elective

Fall	Winter	Spring
ARTS 174 - Computer Imaging	ARTS 177 - Website Graphic Design	ARTS 175 - Graphic Design
University Core ³	University Core	ENGL 181 - Engineering Communications
University Core	COEN 161 - Web Development	COEN 162 - Web Infrastructure
COEN 146 - Computer Networks	COEN 163 - Web Usability	COEN 164 - Advanced Web Development

Fall	Winter	Spring
University Core	Free Elective	Free Elective
Educational Enrichment Elective	Educational Enrichment Elective	Educational Enrichment Elective
COEN 174 - Software Engineering	Educational Enrichment Elective	COEN 169 - Web Information Management
COEN 194 - Senior Design I (2 units)	COEN 195 - Senior Design II (2 units)	COEN 196 - Senior Design III (2 units)

Arts, Humanities & Social Science
 Math & Science
 Engineering
 Other

¹ Students with previous programming experience may replace COEN 10 with a free elective.

² An RTC 1 course such as ENGR 16 is recommended during the sophomore year.

³ An Ethics course such as ENGR 19 is recommended during the junior year.