

1			
1ST SEMESTER	HRS	2ND SEMESTER	HRS
TROY 1101	1	ENG 1102/04	3
ENG 1101/03	3	AREA III SCI/LAB COURSE	3/1
AREA III MTH COURSE	3	AREA II HUM/FA COURSE	3
AREA IV SS COURSE	3	AREA IV SS COURSE	3
AREA II FINE ARTS COURSE	3	FREE ELEC	3
	<b>13</b>		<b>1</b>
2			
3RD SEMESTER	HRS	4TH SEMESTER	HRS
AREA II LIT COURSE	3	AREA II HUM/FA COURSE	3
IS 2241	3	AREA IV SS COURSE	3
AREA III SCI/LAB COURSE	3/1	REQ MIN COURSE (1)	3
AREA IV HIS COURSE	3	REQ MIN COURSE (2)	3/1
REQ MIN COURSE (1)	3	REQ MIN COURSE (3)	3
	<b>1</b>		<b>1</b>
3			
5TH SEMESTER	HRS	6TH SEMESTER	HRS
REQ MIN COURSE (1)	3	REQ MIN COURSE (1)	3
REQ MIN COURSE (2)	3	REQ MIN COURSE (2)	3
REQ MIN COURSE (2)	3	REQ MIN COURSE (3)	3
REQ MIN COURSE (3)	3	REQ MIN COURSE (3)	3
FREE ELEC	3	FREE ELEC	3
	<b>1</b>		<b>1</b>
4			
7TH SEMESTER	HRS	8TH SEMESTER	HRS
REQ MIN COURSE (1)	3	REQ MIN COURSE (1)	3
REQ MIN COURSE (2)	3	REQ MIN COURSE (2)	3
REQ MIN COURSE (3)	3	REQ MIN COURSE (3)	3
FREE ELEC	3	FREE ELEC	3
FREE ELEC	3	FREE ELEC	3
	<b>1</b>		<b>1</b>
			<b>120</b>



EVERY REASONABLE ATTEMPT TO ENSURE ACCURACY HAS BEEN MADE. SOME COURSES (SUCH AS DEVELOPMENTAL OR PRE-REQUISITE COURSES) ARE NOT REFLECTED IN THIS DEGREE MAP. COMPLETION OF DEGREE REQUIREMENTS IS BASED ON THE SPECIFIC CATALOG YEAR FOR EACH STUDENT. A MINIMUM OF 120 HOURS IS REQUIRED FOR ALL BACCALAUREATE DEGREE PROGRAMS. AT LEAST 25% OF THE CREDIT HOURS REQUIRED FOR THE DEGREE MUST BE COMPLETED IN RESIDENCY WITH TROY UNIVERSITY. AT LEAST 12 SEMESTER HOURS OF RESIDENCY MUST BE COMPLETED IN EACH MAJOR FIELD(S) OF STUDY. A MINIMUM GPA OF 2.0 OVERALL AND IN THE MAJOR IS REQUIRED TO GRADUATE. NOTE: PLEASE CONSULT YOUR CURRENT COLLEGE OR CATALOG FOR OTHER REQUIREMENTS NOT COVERED IN THIS DOCUMENT. NOTES: A SEQUENCE IN LITERATURE OR HISTORY IS REQUIRED. WHEN SELECTING COURSEWORK IN AREAS II OR IV, PLEASE CONSIDER THIS REQUIREMENT.

2.0

SELECT ANY THREE 18 HOUR APPROVED MINORS  
(DENOTED AS 1, 2, & 3 NEXT TO "REQ MIN COURSE" ON THE MAP)

( 4 )

TAKE 21 SEMESTER HOURS OF FREE ELECTIVE CREDIT

(21 )

21 HOURS