

BIC – Bachelor of Science in Informatics Degree Planner (Biology First Year) – Pre-Med***

BIC courses are taken in sequence and are only offered in their respective sequence semesters.

Fall – 18 hrs	Spring – 18 hrs
BIC 1314: World Cultures I	BIC 1324: World Cultures II
BIC 1413: World of Rhetoric I	CSI 1440: Computer Science II
CSI 1430: Computer Science I	CSI 2350: Discrete Structures
CSI 1095: First Year Seminar	BIO 1306/1106: Bioscience II
MTH 1321: Calculus I	CHE 1301/1101
BIO 1305/1105: Bioscience I	
Chapel	Chapel
BIC 1212 Examined Life I (must take MTH 1321); replace with LF	
Summer I - 4 hrs	Summer II - 3-4 hrs
CHE 1302/1102	PSY 1305: Introductory Psychology
Fall – 17 hrs	Spring - 16 hrs
BIC 2334: World Cultures III	BIC 2344: World Cultures IV
BIC 2330: Social World I	BIC 2340 Social World II
CSI 3334: Data Structures	CSI 3344: Intro Algorithms
BIO 2306/2106: Genetics	CSI 3471: Software Engineering I
STA 2381 or 3381	CHE 3331 Organic Chemistry I
PHP 1105	
Summer I – 4 hrs	Summer II – 4 hrs
PHY 1408: Physics I	PHY 1409: Physics II
Fall - 15 hrs	Spring - 17 hrs
BINF 3350: Genomics and Bioinformatics	BINF 3360: Intro to Computational Biology
CSI 2334: Intro Computer Systems	CSI 3336: Programming
CSI 3335: Database Design	BIO 4306/4106: Molecular Genetics ¹
CHE 3332: Organic Chemistry II	CHE 4341: General Biochemistry
CHE 3238: Organic Chemistry Lab	Language (through level 2310)
LF 11xx	
Summer I	Summer II
Fall – 14 hrs	Spring – 13 hrs
BINF 43C9: Capstone	BIC 3358: Biblical Heritage and Ethics
CSI 3372: Software ENG. II or CSI 4337	*Biology Elective(s) – (4 hrs)
CSI Elective	ENG 3300
Language (through 2310)	Language (through 2310)
LF 11xx	

*Biology Electives: BIO 3300 (Human Genetics), 3422 (Human Physiology), 4100 (Genetics Seminary), 4107 (Cell Physiology Lab), 4108 (Cell & Dev. Biology Lab), 4307 (Cell Physiology), 4308 (Cell & Dev. Biology), 4401 (General Bacteriology).

1. BIO 4306/4106 is often taught in the fall and can be moved back to Fall of senior year.

*** Junior and Senior years are liable to change