

**BME with ME as a second major**

**Graduating classes of 2019 and later Course Requirements  
(Matriculating Classes of 2015 and later)**

\_\_\_\_\_  
Name

	Term/Yr Taken	Grade
<b>Writing</b>		
1. Writing 101	_____	_____
<b>Mathematics and Natural Science</b>		
2. MATH 111L or 21	_____	_____
3. MATH 112L or 122L or 22	_____	_____
4. MATH 212	_____	_____
5. MATH 216	_____	_____
6. MATH 353	_____	_____
7. CHEM 101DL or 110DL or 21	_____	_____
8. CHEM 210DL or 201DL	_____	_____
9. PHY 151L or 25	_____	_____
10. PHY 152L or [26 + PHY _____ ]*	_____	_____
11. Biology 201L	_____	_____
12. Life Science Elective _____	_____	_____
<b>Engineering</b>		
13. EGR 103L	_____	_____
14. EGR 201L	_____	_____
15. EGR 121L	_____	_____
16. EGR 244L	_____	_____
17. ECE 110L	_____	_____
18. BME 244L	_____	_____
19. BME 260L	_____	_____
20. BME 271 or ECE 280L	_____	_____
21. BME 354L	_____	_____
22. BME 302L	_____	_____
23. BME/ME Design course** _____	_____	_____
24. BME Advanced Elective in BB Area*** _____	_____	_____
25. ME 221L	_____	_____
26. ME 321L	_____	_____
27. ME 331L	_____	_____
28. ME 336L	_____	_____
29. ME 344L	_____	_____
30. ME 421L	_____	_____
31. ME 431L	_____	_____
32. ME elective 1 _____	_____	_____
33. ME elective 2 _____	_____	_____
<b>Humanities and Social Sciences</b>		
34. _____	_____	_____
35. _____	_____	_____
36. _____	_____	_____
37. _____	_____	_____
38. _____	_____	_____

One Physics course must be taken. If AP for both, then Physics 153L is required.

Five required. At least one SS and 2 from remaining areas of knowledge (FL, CZ, ALP). For depth, two must be from the same department, and one of those must be at the 200 level or higher. Limit of 2 APs.

\* One Physics course must be taken. If AP for both, then Physics 153L is required. Students may not take Physics 151L at Duke and use AP credit for Physics 152L. Students who have IPC instead of AP for both Phys 151L and 152L should take Phys 264.

\*\* ME 424L with BME project.

\*\*\* Listed in Tables 5-6 of the BME Undergraduate Program Handbook