PROGRAM PLANNING WORKSHEET



This worksheet is for **PLANNING PURPOSES ONLY**. In the event of any discrepancy, the academic calendar (uvic.ca/calendar) should be considered the authority.

Degree: Bachelor of Engineering (BEng) and Bachelor of Software Engineering (BSEng)

Faculty: Engineering and Computer Science **Effective:** Winter Session 2024/25

Bachelor of Engineering

First Year - Two Term and Three Term Schedule

Winter Session				Summer Session		
Two Term Schedule						
Fall (Sept – Dec)		Spring (Jan – April)		Summer (May – Aug)		
Requirement	Unit Value	Requirement	Unit Value			
CSC 111	1.5	CHEM 150	1.5			
ENGR 110 ¹	2.5	ENGR 120	2.5	C (ENCD 004)		
ENGR 130	0.5	ENGR 141	1.5	Co-op (ENGR 001)		
MATH 100 or MATH 109 ²	1.5	MATH 101	1.5	or Term Off		
MATH 110	1.5	PHYS 111	1.5	Term On		
PHYS 110	1.5					
Te	otal units: 9.0	Т	otal units: 8.5			

Three Term Schedule (May require being on campus for the Summer Term)						
Fall (Sept – Dec)		Spring (Jan – April)		Summer (May – Aug)		
Requirement	Unit Value	Requirement	Unit Value	Requirement	Unit Value	
ENGR 110 ¹	2.5	CSC 111	1.5	CHEM 150 or CSC 115	1.5	
ENGR 130	0.5	ENGR 120	2.5	ENGR 141	1.5	
MATH 100 or MATH 109 ²	1.5	MATH 101	1.5	MATH 211 ³	1.5	
PHYS 110	1.5	PHYS 111	1.5			
Total units: 6.0		Total units: 7.0		Total units: 4.5		

Bachelor of Software Engineering

First Year - Two Term and Three Term Schedule

Two Term Schedule					
Fall (Sept – Dec)		Spring (Jan – April)		Summer (May – Aug)	
Requirement	Unit Value	Requirement	Unit Value		
CSC 111	1.5	CHEM 150	1.5		
ENGR 110 ¹	2.5	CSC 115	2.5	Grand (ENGRADA)	
ENGR 130	0.5	ENGR 120	1.5	Co-op (ENGR 001)	
MATH 100 or MATH 109 ²	1.5	MATH 101	1.5	or Term Off	
MATH 110	1.5	Natural Science Elective	1.5	Term On	
PHYS 110	1.5				
Total units: 9.0		-	Total units: 8.5		

Three Term Schedule (May require being on campus for the Summer Term)						
Fall (Sept – Dec)		Spring (Jan – April)		Summer (May – Aug)		
Requirement	Unit Value	Requirement	Unit Value	Requirement	Unit Value	
ENGR 110 ¹	2.5	CSC 111	1.5	CHEM 150	1.5	
ENGR 130	0.5	ENGR 120	2.5	CSC 115	1.5	
MATH 100 or MATH 109 ²	1.5	MATH 101	1.5	MATH 211 ³	1.5	
PHYS 110	1.5	Natural Science Elective	1.5			
To	otal units: 6.0	Total units: 7.0		Total units: 4.5		

Footnotes:

- 1. ENGR 110 is a program requirement and is not exempted through the completion of English 12. If you have received transfer credit for ATWP 135, you may take ENGR 112 instead of ENGR 110.
- 2. Students must take either MATH 100 or MATH 109. These courses are equivalent. Students who have previously taken calculus should register in MATH 100, those who haven't taken calculus should register in MATH 109.
- 3. MATH 211 is the approved substitute for MATH 110.

Should a student require further registration alternatives, which are available, please contact first year student advising www.uvic.ca/ecs/undergraduate/advising/index.php.

Program Declaration Requirements

- Achievement of 2nd year standing (12.0 units or more), and
- A "C+" average, and
- No grades less than "C"
- Plus a competitive average where required by program

More information in <u>UVic Calendar</u> under heading 'Declaration into programs'.



Be sure to attend Registration 101 and review Course registration information.

Further Registration Tips

- You should register for both Fall Term (Sept Dec) and Spring Term (Jan April). If you are pursuing the three-term schedule, registration for Summer Session courses begins in mid-March.
- The first-year engineering curriculum is not just 'ENGR' prefixed courses. First year engineering is a combination of ENGR, CHEM, CSC, MATH, and PHYS courses. When you go to 'Search for classes', make sure to look up each subject individually.
- All courses have a lecture (A##). A course could have a lab (B##) that accompanies the lecture, or a tutorial (T##), or <u>both</u>. If
 a course has a lecture, lab and tutorial, you must be registered in a section of each to complete your registration for that
 course. If you are registered in lecture section A01 of a course, you do not need to then be in lab section B01 and tutorial
 section T01, you can mix and match the section numbers as long as you have one of each.
- You must register in a time conflict free course schedule. If a course's section, whether it is a lecture, lab or tutorial, overlaps with another, the registration system will display an error and will not complete your registration
- You must complete ENGR 110 as part of the Bachelor of Engineering or Bachelor of Software Engineering program. Satisfaction of the <u>Academic Writing Requirement (AWR)</u> does not exempt you from ENGR 110. Only students with post-secondary transfer credit for ATWP 135, can be exempted from ENGR 110, and complete only the Design I course (ENGR 112).
- If you have completed an IB diploma program or AP courses or had accelerated access to post-secondary (college/university) courses read the following:
 - IB diploma program: You already submitted your records with your application.
 - *AP courses:* Be sure to order your <u>AP score report</u> no later than June 20. The report should be sent to <u>Undergraduate Admissions</u>. Transfer credit cannot usually be considered after September 15.
 - Accelerated access to post-secondary courses: Be sure to order your final transcript from the institution which you completed the course(s) through to have your final transcript sent to <u>Undergraduate Admissions</u>.
- You can check on the BC Transfer Guide Website to determine how your IB and AP courses will transfer to UVic.
- If you are curious what a course's specific pre or co-requisites are, you can search for them in the <u>UVic Calendar</u>. The UVic Calendar is the definitive resource for information on university policies, regulations, and deadlines.
- You may notice that between some course sections there is only a 10-minute break. This is sufficient time for you to get from class to class. It only takes a maximum of 10 minutes to get from one end of campus to the other
- Further Questions? The <u>University website</u> or our <u>Faculty webpage</u> will often contain the answers you're looking for.

