Bachelor of Science in Mathematics

Major in Mathematics — Major Requirements - 12 units

Code	Title	Units
General Education Requirements		
The student must complete the General Education Requirements of the College of Arts and Sciences.		9
Major Requirements		
MATH 142Q	Calculus II with Analytic Geometry	1
MATH 243Q	Calculus III with Analytic Geometry	1
MATH 211Q	Linear Algebra	1
MATH 221Q	Introduction to Logic and Proof	1
Select one unit from the following proof-oriented courses:		1
MATH 312	Advanced Linear Algebra	
MATH 401	Real Analysis I	
MATH 431	Topology	
MATH 441	Abstract Algebra I	
Select one unit from the following applications-oriented courses:		1
MATH 321	Ordinary Differential Equations	
MATH 341	Mathematical Modeling and Computer Simulation	
MATH 351	Operations Research	
MATH 361	Numerical Analysis	
MATH 498	Senior Project I	1
MATH 499	Senior Project II	1
Four units in MATH, numbered 300 or higher		4
Collateral Requirements		
CSCI 141	Introduction to Computer Science I	1
or CSCI 261	Data Science I	
General Electives		**10**
Total Units		**32**

General Education Requirements

All students in the College of Arts and Sciences must meet General Education requirements in addition to specific requirements within the major area of study.

Each student must complete at least four writing or writing enhanced (WE) courses to complete the University Writing Requirement. At least two of these courses must be from General Education. Based upon Admissions application information, students may be placed in ENGL 100; ENGL 100 will count toward the Writing requirement if completed with a minimum grade of C.

A single course may not be used to meet more than one of the General Education requirements, but a single course may count toward a General Education requirement and the student's major or minor requirements, as well as count as a Writing Enhanced course in the Writing requirement. Students should check with their advisor regarding the eligibility of transfer credits to meet General Education requirements after students have enrolled at Stetson. A

key component of a liberal education is to learn about the modes of inquiry from a diverse set of disciplines, so no more than 3 courses used to meet General Education requirements may come from a single department and at least 16 of the 32 units required for graduation must come from departments outside the department of the major.

For many majors, certain courses outside the major field of study are required. These courses are called "collateral requirements."

A student majoring in Education may count among the 32 units as many in the major as are required for completion of an approved program for teacher certification by the State of Florida.

Code	Title	Units
Foundations [1]		
Writing Requirement		
FSEM 100	First Year Seminar	1
Quantitative Reasoning (any Q course)		1
Junior Seminar		1
Knowledge of Human Cultures and the Natural World		
Select five of the following: [2]		5
Creative Arts (any A course, or 4 - MUSC, MUSA or MUSE credit courses)		
Culture and Belief (any B course)		
Historical Inquiry (any H course)		
Individuals, Societies, and Social Systems (any S course)		
Modern Languages (any L course)		
Physical and Natural World (any P course)		
Personal and Social Responsibility		
Select any 'Stetson Values (V)' course		1
Total Units		**9**

Cultural Events/Campus Engagement

In addition to completing 32 course units, students join Stetson's intellectual and creative life outside the classroom by participating in at least 24 approved cultural events at Stetson. These events include lectures by distinguished visitors, musical performances, plays, and art shows. Students may also view the list of approved cultural events[3] under Calendar of Events at https://www.stetson.edu/other/calendar/ and selecting Deland Campus.

[1] Foundation courses may not be taken pass/fail.
[2] 1 unit each from 5 out of the 6 areas.
[3] The Calendar of Events (https://www.stetson.edu/other/calendar/) for the Deland campus identifies Cultural Events as those marked with a turquoise blue colored square in the lower-left corner of the event block.