

Prepare to Declare Electrical Engineering!

Propose!

In order to declare the Electrical Engineering major, your proposed major in myUCSC must be one of the following:

- •Biomolecular Engineering and Bioinformatics
- Computer Engineering
- Computer Science: Computer Game Design
- •Computer Science (BA or BS)
- Electrical Engineering
- Robotics Engineering
- Technology and Information Management

To change your proposed major to a School of Engineering major:

Please visit http://tinyurl.com/proposedbsoe

Take classes your first year!

Within your first 3 quarters at UCSC you **MUST** pass MATH 19A or MATH 20A AND 2 courses from the following list*:

- CHEM 1A General Chemistry
- CHEM 1B General Chemistry
- •CSE 12 Computer Systems & **Assembly Language**
- •CSE 13E Embedded Systems & C **Programming OR** CSE13S Computer Systems & C Programming
- CSE 16 Discrete Math
- •CSE 30 Programming Abstractions in Python
- •CSE 50 Business Information Systems
- •CSE 58 Systems Analysis & Design
- MATH 19B Calculus
- •MATH 20B Honors Calculus
- •PHYS 5A Intro to Physics I
- •PHYS 5C Intro to Physics III

Make sure to take all classes you are using for major requirements for a letter grade!

Qualify!

Complete all of the major qualification courses (listed below) no later than the end of your 5th quarter at UCSC to declare.

Major Qualification Courses:

MATH 19A MATH 19B AM 10 or MATH 21 AM 20 or MATH 24 PHYS 5A/L

PHYS 5B/M PHYS 5C/N

ECE 80T (recommended) or CSE 80C

Earn at least a 2.8 GPA in the major qualification courses. That's just above a B- average! ECE 80T and CSE 80C are not included in the Major Qualification **GPA**

Declare!

Declare your major no later than vour 6th quarter at UCSC.

Visit

https://undergrad.soe.ucsc.edu/declare-your-major to see the steps to the major declaration process.

Baskin School of Engineering declaration deadlines are different than those for the rest of campus! Be sure to visit the website and start the declaration process within the first 2 weeks of the quarter you are declaring!