Articulation Agreement by Major

Effective during the 2018-2019 Academic Year

To: University of California, Merced General Catalog, Semester From: Mission College General Catalog, Semester

COGNITIVE SCIENCE, B.S.

REQUIREMENTS FOR ADMISSION

For admission to the Cognitive Science, B.S. major, students must earn an overall GPA of 2.4 or better, and <u>must</u> complete classes articulated with the following UC Merced courses prior to admission:

o COGS 1 or PSY 1, PSY 10, and MATH 11 or MATH 21 or MATH 12 or MATH 22

Transfer students seeking fall admission should have the following completed by the end of the spring term preceding fall enrollment at UC Merced:

- 1. All minimum admission requirements including appropriate courses in math and the equivalent of WRI 1 and WRI 10 (see articulation by department on ASSIST.org).
- 2. All major preparation requirements as stated above.

ADVANCED PLACEMENT INFORMATION

Advanced Placement (AP) and International Baccalaureate (IB) Examination note:

AP and IB examination credit policies are detailed in the 2017-18 UC Merced general catalog viewable online at:

http://catalog.ucmerced.edu/content.php?catoid=7&navoid=647#AP_IB

ALERT It is strongly recommended that you obtain a full transcript of your academic records from each of the colleges and universities you have attended before you start your UC application. Applicants must report ALL grades in ALL courses--transferable and not transferable--from all institutions attended. Applicants are solely responsible for the integrity of their self-reported academic record in the UC application.

Applicants are encouraged to clear any No Pass, D, or F letter grade received in UC Transfer course. Applicants are most competitive in the Admissions Process with fewer withdrawals and/or repeated course work in major preparation.

All course work must be completed with a 'C' or better.

Following these guidelines will assist you to be more competitive for admission to your UC Merced major.

If you have any questions abour UC Merced admissions policy, please email: admissions@ucmerced.edu

*Please note: Courses used to satisfy lower-division major preparation may simultaneously satisfy lower-division general education for the School of Social Sciences, Humanites and Arts.

Completion of IGETC is recommended for this major.

For the most up-to-date information about transferring to UC Merced, please visit admissions.ucmerced.edu/transfer_requirements.

Information about applying for a Transfer Admission Guarantee is available at admissions.ucmerced.edu/tag.

LOWER DIVISION MAJOR PREPARATION COURSES

COGS 1 - Introduction to Cognitive — No Course Articulated Science (4.00)

TWO COURSES FROM THE FOLLOWING:

| COGS 5 - Introduction to Language and ← Linguistics (4.00) | No Course Articulated |
|--|---|
| ECON 1 - Introduction to Economics (4.00) | ECN 001A - Principles of Macroeconomics (4.00) And |
| | ECN 001B - Principles of Microeconomics (4.00) |
| PHIL 1 - Introduction to Philosophy (4.00) ← | PHI 001 - Introduction to Philosophy (3.00) |
| PSY 1 - Introduction to Psychology (4.00) ← | PSY 001 - General Psychology (3.00) |

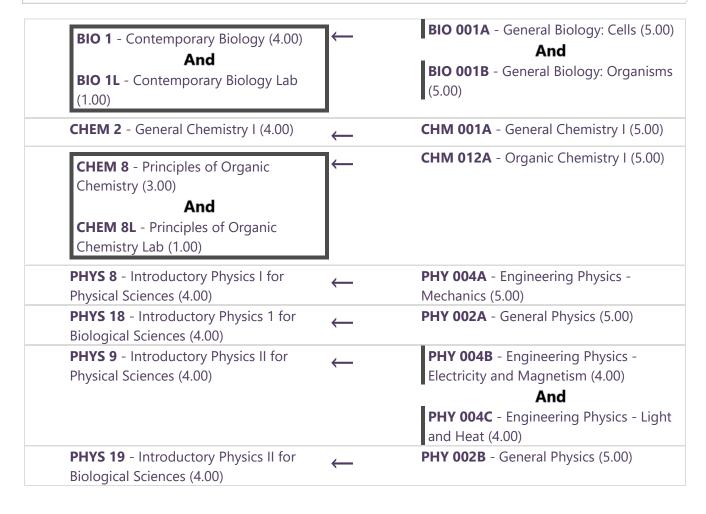
| MATH 11 - Calculus I (4.00) | ← | No Course Articulated | | |
|---|----------|--|--|--|
| Or | | | | |
| MATH 21 - Calculus I for Physical Sciences & Engineering (4.00) | ← | MAT 003A - Analytic Geometry and Calculus I (5.00) | | |
| PSY 10 - Analysis of Psychological Data (4.00) | — | MAT 010 - Elementary Statistics (4.00) | | |

TWO COURSES FROM THE FOLLOWING:

| CSE 20 - Introduction to Computing I (2.00) CIS 037A - Introduction to C Programming (4.00) Or CIS 040 - Software Development with Visual C++ (4.00) Or CIS 043 - Software Development with Java Programming (4.00) Or EGR 030 - Introduction to Computing for Engineers (4.00) CSE 21 - Introduction to Computing II (2.00) CIS 037A - Introduction to C Programming (4.00) Or CIS 040 - Software Development with Visual C++ (4.00) | CCE 20 L L L L L C L L L | | CIC 0374 L. L. L. C. |
|--|---------------------------------------|--------------|--|
| Or CIS 040 - Software Development with Visual C++ (4.00) Or CIS 043 - Software Development with Java Programming (4.00) Or EGR 030 - Introduction to Computing for Engineers (4.00) CSE 21 - Introduction to Computing II (2.00) CIS 037A - Introduction to C Programming (4.00) Or CIS 040 - Software Development with | | \leftarrow | |
| CIS 040 - Software Development with Visual C++ (4.00) Or CIS 043 - Software Development with Java Programming (4.00) Or EGR 030 - Introduction to Computing for Engineers (4.00) CIS 037A - Introduction to C Programming (4.00) Or CIS 040 - Software Development with | (2.00) | | Programming (4.00) |
| Visual C++ (4.00) Or CIS 043 - Software Development with Java Programming (4.00) Or EGR 030 - Introduction to Computing for Engineers (4.00) CSE 21 - Introduction to Computing II (2.00) CIS 037A - Introduction to C Programming (4.00) Or CIS 040 - Software Development with | | | Or |
| CIS 043 - Software Development with Java Programming (4.00) Or EGR 030 - Introduction to Computing for Engineers (4.00) CSE 21 - Introduction to Computing II (2.00) CIS 037A - Introduction to C Programming (4.00) Or CIS 040 - Software Development with | | | CIS 040 - Software Development with |
| CIS 043 - Software Development with Java Programming (4.00) Or EGR 030 - Introduction to Computing for Engineers (4.00) CSE 21 - Introduction to Computing II (2.00) CIS 037A - Introduction to C Programming (4.00) Or CIS 040 - Software Development with | | | Visual C++ (4.00) |
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| Engineers (4.00) CSE 21 - Introduction to Computing II (2.00) CIS 037A - Introduction to C Programming (4.00) Or CIS 040 - Software Development with | | | |
| CSE 21 - Introduction to Computing II (2.00) CIS 037A - Introduction to C Programming (4.00) Or CIS 040 - Software Development with | | | EGR 030 - Introduction to Computing for |
| (2.00) Programming (4.00) Or CIS 040 - Software Development with | | | Engineers (4.00) |
| Or CIS 040 - Software Development with | CSE 21 - Introduction to Computing II | — | CIS 037A - Introduction to C |
| CIS 040 - Software Development with | (2.00) | • | Programming (4.00) |
| · | | | Or |
| Visual C++ (4.00) | | | CIS 040 - Software Development with |
| | | | Visual C++ (4.00) |
| Or | | | Or |
| EGR 030 - Introduction to Computing for | | | EGR 030 - Introduction to Computing for |
| Engineers (4.00) | | | Engineers (4.00) |
| CSE 30 - Data Structures (4.00) CIS 044 - Introduction to Data Structures | CSE 30 - Data Structures (4.00) | — | CIS 044 - Introduction to Data Structures |
| Using Java (4.00) | | | Using Java (4.00) |
| CSE 31 - Computer Organization and No Course Articulated | CSE 31 - Computer Organization and | \leftarrow | No Course Articulated |
| Assembly Language (4.00) | Assembly Language (4.00) | , | |

| MATH 12 - Calculus II (4.00) | \leftarrow | No Course Articulated |
|------------------------------------|--------------|----------------------------------|
| Or | | |
| MATH 22 - Calculus II for Physical | — | MAT 003B - Analytic Geometry and |
| Sciences & Engineering (4.00) | ` | Calculus II (5.00) |

CHOOSE ONE ADDITIONAL COURSE FROM THE FOLLOWING LIST. THIS REQUIREMENT IS IN ADDITION TO THE COURSES REQUIRED FOR THE GE/BREADTH FOR THE SCHOOL OF SOCIAL SCIENCES, HUMANITIES, AND ARTS



END OF AGREEMENT