# Mechanical Engineering, BSME

# **Bachelor of Science in Mechanical Engineering Degree Program Requirements**

### **Core Curriculum 42 Credit Hours**

Core Curriculum 42 Credit Hot	ui S	
Communication (Select Two)		6
Mathematics		3
MATH 2413	Calculus with Analytic Geometry I	
Life and Physical Sciences		6
PHYS 2325	University Physics I	
PHYS 2326	University Physics II	
Language, Philosophy, and Cultu	ure (Select One)	3
Creative Arts (Select One)		3
American History (Select Two)		6
Government/Political Science		6
POSC 2305	American Government	
POSC 2306	Texas Government	
Social and Behavioral Science		3
CHEG 2308	Eco Anal Technical Application	
Component Area Option One		3
CVEG 2304	Global Development Issues	
Component Area Option Two (Se	elect One)	3
College and Support Area Req	uirements	
MATH 2320	Differential Equations	3
MATH 2413	Calculus with Analytic Geometry I	1
MATH 2414	Calculus with Analytic Geometry II	4
MATH 3302	Probability and Statistics	3
MATH 4317	Advanced Math for Engineers	3
CHEM 1112	General Chemistry Lab II	1
CHEM 1403	Chemistry for Engineers	4
OR		
CHEM 1303	General Inorganic Chemistry I	
& CHEM 1304	and General Inorganic Chemistry II	
PHYS 2125	University Physics Lab I	1
PHYS 2126	University Physics Lab II	1
CVEG 2301	Engineering Mechanics I	3
MCEG 2302	Engineering Mechanics II	3
ELEG 1304	Computer Applications in Engineering	3
ELEG 2315	Introduction to Electrical Engineering	3
MCEG 1101	Intro Engr Cs Tech	1
MCEG 1102	Introduction to Mechanical Engineering Drawing and Design Lab I	1
MCEG 2301	Thermodynamics I	3
MCEG 4247	Senior Design and Professionalism-1	2
MCEG 4248	Senior Design and Professionalism II	2
Major Requirements		
MCEG 2303	Materials Science and Engineering	3
MCEG 3101	Measurement and Instrumentation Laboratory	1
MCEG 3301	Heat Transfer	3
MCEG 3102	Thermal Science Laboratory	1
MCEG 3302	Thermodynamics II	3
MCEG 3303	Manufacturing Processes	4
& MCEG 3103	and Manufacturing Processes Laboratory	

Total Hours		126
Technical Electives		6
CVEG 2332	Mechanics of Materials	3
MCEG 4309	Finite Element Analysis and Design	3
MCEG 4306	Dynamic Systems and Controls	3
MCEG 4304	Machine Design II	3
MCEG 3306	Fluid Mechanics	3
MCEG 3305	Kinematic Design and Analysis	3
MCEG 3304	Machine Design I	3

# **Mechanical Engineering Suggested Technical Electives**

Technical electives must be 3000 level or above. At least one technical elective must be taken in the department. Internship and co-op courses are not suitable for technical electives.

MCEG 3307	Automatic Controls	3
MCEG 3319	Introduction to Robotics	3
MCEG 4308	Design Thinking and Device Development	3
MCEG 4316	Special Topics	3
MCEG 4318	Gas Dynamics	3
CHEG 4313	Process Modeling and Simulation	3
CHEG 4315	Bioengineering	3
CVEG 3304	Structural Analysis	3
CVEG 3301	Environmental Engineering	3
CVEG 4303	Water Resources Engineering	3
CVEG 4304	Systems Engineering	3
ELEG 3303	Physical Principles of Solid State Devices	3
MATH 3307	Linear Algebra	3
MATH 4306	Numerical Analysis	3

# **Technical Electives through Five-Year BS/MS Degree Plan Option**

Students may, upon approval to the Five-Year BS/MS Degree Plan Option (see College of Engineering Academic Programs and Degree Plans (https://catalog.pvamu.edu/academicprogramsanddegreeplans/roygperrycollegeofengineering/#collegerequirementstext)), apply up to six semester credit hours of graduate courses toward technical electives requirements.

# **Bachelor of Science in Mechanical Engineering Degree Sequence**

Core: https://catalog.pvamu.edu/universitycorecurriculum/ (https://catalog.pvamu.edu/universitycorecurriculum/)

Fall - Semester 1	Hours	Spring - Semester 2	Hours
Mathematics Core		4 MATH 2414	4
MATH 2413		Life and Physical Sciences Core	3
ELEG 1304		3 PHYS 2325	
MCEG 1101		1 PHYS 2125	1
MCEG 1102		1 Communication Core	3
Component Area Option Two Core		3 CHEM 1403	4
Communication Core		3 CHEM 1112	1
Total		15 Total	16

**Total Hours: 31** 

#### Sophomore

Fall - Semester 1	Hours	Spring - Semester 2	Hours
American History Core		3 MATH 2320	3
CVEG 2301		3 MCEG 2301	3
Government/Political Science Core		3 MCEG 2302	3

Total	16 Total	18
PHYS 2126	1	
PHYS 2326	CHEG 2308	
Life and Physical Sciences Core	3 Social and Behavioral Science Core	3
MCEG 2303	3 MATH 3302	3
POSC 2305 or 2306	CVEG 2332	3

**Total Hours: 34** 

#### **Junior**

Fall - Semester 1	Hours	Spring - Semester 2	Hours
MCEG 3304		3 MCEG 3302	3
MCEG 3101		1 Government/Political Science Core	3
MATH 4317		3 POSC 2306 or 2305	
MCEG 3305		3 MCEG 3303	3
MCEG 3306		3 MCEG 3103	1
Creative Arts Core		3 MCEG 4304	3
		ELEG 2315	3
Total		16 Total	16

Total Hours: 32

#### Senior

Fall - Semester 1	Hours	Spring - Semester 2	Hours
MCEG 4309		3 MCEG 4306	3
MCEG 4247		2 MCEG 4248	2
Component Area Option One Core		3 American History Core	3
CVEG 2304		Technical Elective	3
MCEG 3102		1 Language, Philosophy, and Culture Core	3
MCEG 3301		3	
Technical Elective		3	
Total		15 Total	14

Total Hours: 29

Total Semester Credit Hours 126

## Marketable Skills

Marketable skills, as defined by the Texas Higher Education Coordinating Board's 60x30TX Plan (http://www.60x30tx.com/), include interpersonal, cognitive, and applied skill areas, are valued by employers, and can be either primary or complementary to a major. Marketable skills are acquired by students through education, including curricular, co-curricular, and extracurricular activities.

# **BSME Mechanical Engineering**

### Degree Skills

- 1. Ability to address complex technical challenges by applying core principles of mathematics, science, and engineering
- 2. Ability to design machines, devices, and components that meet specified customer requirements with consideration of public health & safety as well as economic and environmental impact
- 3. Ability to work effectively toward engineering solutions both independently and as part of a team

### Co-curricular and Extracurricular Skills

- 1. Ability to define objectives and assume leadership roles in accomplishing organizational goals
- Ability to effectively collaborate with team members and efficiently implement available resources to develop competitive machines for national design contests
- 3. Ability to successfully interface with external partners, including technical advisors and corporate sponsors