



BIOMEDICAL ENGINEERING

PhD in Biomedical Engineering Curriculum Guide

UD ID#: _____ First Name: _____ Last Name: _____

Advisor: _____ Admit term: _____

Core Courses

Course #	Course Name	Credits	Semester	Grade
__ BISC 605	Advanced Mammalian Physiology	3		
__ BMEG 606	Principles of Biomedical Engineering II	3		
__ BMEG 801	Communication in Biomedical Engineering	3		

Core – Advanced Math – Take One

Course #	Course Name	Credits	Semester	Grade
__ BMEG 671	*Mathematical Physiology (preferred)	3		
__ MATH 607	Survey of Scientific Computing			
__ MATH 616	Modeling in Applied Mathematics			
__ MEEG 690	Intermediate Calculus			

Core - Statistics– Take One

Course #	Course Name	Credits	Semester	Grade
__ BISC 643	Biological Data Analysis	3		
__ STAT 608	Statistical Research Methods			

Technical Electives See list in Student Handbook (12 credits needed – level 600 or higher)

Course #	Course Name	Credits	Semester	Grade
__		3		
__		3		
__		3		
__		3		

Research

Course #	Course Name	Credits	Semester	Grade
__ BMEG 868	Research	3		

Teaching Aide

Course #	Course Name	Credits	Semester	Grade
__		na		na

Seminar Series (3 semesters)

Course #	Course Name	Credits	Semester	Grade
__ BMEG 890		0		
__ BMEG 890		0		
__ BMEG 890		0		

UD ID#: _____ First Name: _____ Last Name: _____

___ **Qualifying Exam:** Taken in summer after first year, after five classes. Date taken: _____

___ **Cumulative GPA 3.0 or better** (see website for details) Current GPA: _____

___ **Graduate Seminar Presentation** (3rd or 4th Yr. students) Dates: _____

___ **Establish Dissertation Committee**

___ **Candidacy Form** to the Office of Graduate and Professional Education

Dissertation Research (9 credit hours)

Course #	Course Name	Credits	Semester	Grade
___ BMEG 969	Doctoral Dissertation	9		
___ BMEG 964	Pre-Candidacy Study (may be registered before candidacy) up to 9 credits			

Become Sustaining & register for UNIV 999 Each semester

Course #	Course Name	Credits	Semester	Grade
___ UNIV 999	Doctoral Sustaining			
___ UNIV 999	Doctoral Sustaining			