

RELIGION OPTION

Religion Option, Liberal Arts AA (RELG-AA)

| | | |
|---|------------------------|-----------------------|
| Communications Area | | 6 Credit Hours |
| ENC 1101 | English Composition I | 3 |
| ENC 1102 | English Composition II | 3 |
| Humanities Area | | 9 Credit Hours |
| Visual and Performing Arts (See General Education Requirements) | | 3 |
| +*Philosophy/Religion (See General Education Requirements) | | 3 |
| +*Literature (See General Education Requirements) | | 3 |
| Mathematics Area | | 6 Credit Hours |
| •+*See General Education Requirements | | 6 |
| Natural Sciences Area | | 6 Credit Hours |
| Physical Science (See General Education Requirements) | | 3 |
| Biological Science (See General Education Requirements) | | 3 |
| Social Sciences Area | | 6 Credit Hours |
| Behavioral Sciences (See General Education Requirements) | | |
| History (See General Education Requirements) | | 3 |
| Government (See General Education Requirements) | | 3 |

Recommended electives:

- ANT2000, Anthropology, 3 crs. (Meets Social Sciences, Behavioral Sciences requirement for AA)
- EUH1001, Western Civilization II (Meets Social Sciences, History requirement for AA)
- SYG2000, Sociology, 3 crs. (Meets Social Sciences, Behavioral Sciences requirement for AA)
- +*REL2121, Religion in American Life, 3 crs. (Meets Humanities, Philosophy/Religion requirement for AA)
- +*REL2300, Religions of the World, 3 crs. (Meets Humanities, Philosophy/Religion requirement for AA)
- +*REL2315, Eastern Religions, 3 crs. (Meets Humanities, Philosophy/Religion requirement for AA)
- +*PHI2010, Introduction to Philosophy, 3 crs. (Meets Humanities, Philosophy/Religion requirement for AA)

• General Education Core. Students must complete at least one identified core course in each area of study—Communications, Humanities, Mathematics, Natural Sciences, and Social Sciences—as part of the general education course requirements.

+ Prerequisites and/or corequisites required. See course descriptions.

* Minimum grade of "C" required.