

QCC to WPI School of Arts & Sciences Pathways

Below are pathways for QCC transfers to *some* WPI Arts & Sciences BS degrees based on our TES credit evaluation system. Not seeing a major you are interested in? Reach out to us at transfer@wpi.edu.

Biology & Biotechnology

Course	Credits	Course	Units
BTT 101 Introduction to Biotechnology	3	BB 1035 Biotechnology	1/3
BIO 107 Principles of Biology I	4	BB 1001** Introduction to Biology	1/3
BIO 108 Principles of Biology II	4	BB 1045 Biodiversity	1/3
BIO 231 General Microbiology	4	BB 2003 Fundamentals of Microbiology	1/3
BIO 259 Cell Biology	4	BB 2550 Cell Biology	1/3
BIO 260 Molecular Biology	4	BB 2950 Molecular Biology	1/3
BIO 262 Principles of Genetics	4	BB 2920 Genetics	1/3
CHM 105 General Chemistry I	4	CH 1010 Chemical Properties, Bonding and Forces	1/3
CHM 106 General Chemistry II	4	CH 1020+ Chemical Reactions	1/3
CH 201 Organic Chemistry I	4	CH 2310 Organic Chemistry I	1/3
CHM 202 Organic Chemistry II	4	++CH 2310, CH 2320, CH 2660 with completion of both CHM 201 and CHM 202	3/3
ENG 101 Composition I	3	WR 1010 Elements of Writing	1/3
ENG 102 Composition II	3	EN 1251 Introduction to Literature	1/3
MAT 122 Statistics	3	MA 2611 Applied Statistics I	1/3
Optional: Calculus, Physics, and additional humanities and arts or social science are also great options (see TES for equivalencies)	3+		1/3+
Total credits	52+		16/3 +

** courses that will count as free electives but assumed to be pre-requisites at QCC

+ Completion of both CHM 105 and CHM 106 with acceptable grades will result in credit for CH 1010, CH 1020, and CH 1030

++Completion of CHM 201 and CHM 202 with acceptable grades will result in credit for CH 2310, CH 2320, and CH 2660

Bioinformatics & Computational Biology

Course	Credits	Course	Units
CSC 108 Computer Science I	4	CS 1101 Introduction to Program Design	1/3
CSC 109 Computer Science II	4	CS 2102 Object-Oriented Design Concepts	1/3
BIO 107 Principles of Biology I	4	BB 1001** Introduction to Biology	1/3
BIO 108 Principles of Biology II	4	BB 1045 Biodiversity	1/3
BIO 259 Cell Biology	4	BB 2550 Cell Biology	1/3
BIO 260 Molecular Biology	4	BB 2950 Molecular Biology	1/3
BIO 262 Principles of Genetics	4	BB 2920 Genetics	1/3
CHM 105 General Chemistry I	4	CH 1010 Chemical Properties, Bonding and Forces	1/3
CHM 106 General Chemistry II	4	CH 1020+ Chemical Reactions	1/3
CH 201 Organic Chemistry I	4	CH 2310 Organic Chemistry I	1/3
CHM 202 Organic Chemistry II	4	++CH 2310, CH 2320, CH 2660 with completion of both CHM 201 and CHM 202	3/3
ENG 101 Composition I	3	WR 1010 Elements of Writing	1/3
ENG 102 Composition II	3	EN 1251 Introduction to Literature	1/3
MAT 233 Calculus I	4	MA 1021 Calculus I	1/3
MAT 234 Calculus II	4	MA 1022 Calculus II**	1/3
MAT 125 Discrete Mathematics	3	MA 2201 Discrete Mathematics	1/3
MAT 122 Statistics	3	MA 2611 Applied Statistics I	1/3
Optional: Calculus, Physics, and additional humanities and arts or social science are also great options (see TES for equivalencies)	3+		1/3+
Total credits	61+		18/3 +

** Completion of MAT 233 and MAT 234 with acceptable grades will provide credit for MA 1021, MA 1022, and MA 1023

+ Completion of both CHM 105 and CHM 106 with acceptable grades will result in credit for CH 1010, CH 1020, and CH 1030

++Completion of CHM 201 and CHM 202 with acceptable grades will result in credit for CH 2310, CH 2320, and CH 2660

Computer Science

Course	Credits	Course	Units
CSC 108 Computer Science I	4	CS 1101 Introduction to Program Design	1/3
CSC 109 Computer Science II	4	CS 2102 Object-Oriented Design Concepts	1/3
CSC 212 Introduction to Software Engineering	4	CS 3733 Software Engineering	1/3
CSC 208 Introduction to Architecture and Assembly Language	4	CS 2011 Introduction to Machine Organization and Assembly Language	1/3
ENG 101 Composition I	3	WR 1010 Elements of Writing	1/3
ENG 102 Composition II	3	EN 1251 Introduction to Literature	1/3
MAT 233 Calculus I	4	MA 1021 Calculus I	1/3
MAT 234 Calculus II	4	MA 1022 Calculus II**	1/3
MAT 235 Calculus III	4	MA 1024 Calculus IV***	1/3
MAT 238 Differential Equations (optional)	3	MA 2051 Ordinary Differential Equations	1/3
MAT 125 Discrete Mathematics	3	MA 2201 Discrete Mathematics	1/3
MAT 122 Statistics or MAT 237 Probability & Statistics for Engineers and Scientists	3	MA 2611 Applied Statistics I	1/3
1-2 lab sciences (see TES for equivalencies)	4-8		1/3-2/3
Optional: Additional humanities and arts or social science are also great options (see TES for equivalencies)	3+		1/3+
Total credits	46+		14/3 +

** Completion of MAT 233 and MAT 234 with acceptable grades will provide credit for MA 1021, MA 1022, and MA 1023

***Completion of MAT 233, MAT 234, and MAT 235 with acceptable grades will provide credit for MA 1021, MA 1022, MA 1023, and MA 1024

Data Science

Course	Credits	Course	Units
CSC 108 Computer Science I	4	CS 1101 Introduction to Program Design	1/3
CSC 109 Computer Science II	4	CS 2102 Object-Oriented Design Concepts	1/3
CSC 212 Introduction to Software Engineering	4	CS 3733 Software Engineering	1/3
ENG 101 Composition I	3	WR 1010 Elements of Writing	1/3
ENG 102 Composition II	3	EN 1251 Introduction to Literature	1/3
MAT 233 Calculus I	4	MA 1021 Calculus I	1/3
MAT 234 Calculus II	4	MA 1022 Calculus II**	1/3
MAT 235 Calculus III (optional)	4	MA 1024 Calculus IV***	1/3
MAT 238 Differential Equations (optional)	3	MA 2051 Ordinary Differential Equations	1/3
MAT 125 Discrete Mathematics	3	MA 2201 Discrete Mathematics	1/3
MAT 122 Statistics or MAT 237 Probability & Statistics for Engineers and Scientists	3	MA 2611 Applied Statistics I	1/3
1-2 lab sciences (see TES)	4-8		1/3-2/3
Optional: Additional humanities and arts or social science are also great options (see TES for equivalencies)	3+		1/3+
Total credits	46+		14/3 +

** Completion of MAT 233 and MAT 234 with acceptable grades will provide credit for MA 1021, MA 1022, and MA 1023

***Completion of MAT 233, MAT 234, and MAT 235 with acceptable grades will provide credit for MA 1021, MA 1022, MA 1023, and MA 1024

Interactive Media & Game Development – Bachelor of Arts

Course	Credits	Course	Units
CSC 108 Computer Science I	4	CS 1101 Introduction to Program Design	1/3
CSC 109 Computer Science II	4	CS 2102 Object-Oriented Design Concepts	1/3
ENG 101 Composition I	3	WR 1010 Elements of Writing	1/3
ENG 102 Composition II	3	EN 1251 Introduction to Literature	1/3
MAT 233 Calculus I	4	MA 1021 Calculus I	1/3
MAT 234 Calculus II	4	MA 1022 Calculus II**	1/3
ART 131 Introduction to Drawing I	3	AR 1100 Essentials of Art	1/3
ART 132 Introduction to Drawing II Or IMG 100 Drawing the Human Figure	3	AR 2202 Figure Drawing Or AR 2202 Figure Drawing	1/3
IMD 114 Digital Design Concepts I	3	AR 1101 Digital Imaging and Computer Art	1/3
IMD 154 Digital Imaging and Media	3	IMGD 2100 IMGD 2000-level elective	1/3
IMD 155 Digital Illustration and Animation	3	IMGD 2222 2D Animation I	1/3
MAT 233 Calculus I Or MAT 122 Statistics	4 Or 3	MA 1021 Calculus I Or MA 2611 Applied Statistics I	1/3
Total credits	40-41		12/3

Interactive Media & Game Development – Bachelor of Science

Course	Credits	Course	Units
CSC 108 Computer Science I	4	CS 1101 Introduction to Program Design	1/3
CSC 109 Computer Science II	4	CS 2102 Object-Oriented Design Concepts	1/3
CSC 212 Introduction to Software Engineering	4	CS 3733 Software Engineering	1/3
ENG 101 Composition I	3	WR 1010 Elements of Writing	1/3
ENG 102 Composition II	3	EN 1251 Introduction to Literature	1/3
Take a lab science or engineering science (see TES for equivalencies)	4		1/3
ART 131 Introduction to Drawing I	3	AR 1100 Essentials of Art	1/3
ART 132 Introduction to Drawing II OR IMG 100 Drawing the Human Figure	3	AR 2202 Figure Drawing OR AR 2202 Figure Drawing	1/3
IMD 114 Digital Design Concepts I	3	AR 1101 Digital Imaging and Computer Art	1/3
IMD 154 Digital Imaging and Media	3	IMGD 2100 IMGD-2000 level elective	1/3
IMD 155 Digital Illustration and Animation	3	IMGD 2222 2D Animation I	1/3
MAT 233 Calculus I OR MAT 122 Statistics	4 3	MA 1021 Calculus I OR MA 2611 Applied Statistics I	1/3
Total credits	40-41		12/3

Mathematical Sciences

Course	Credits	Course	Units
CSC 108 Computer Science I	4	CS 1101 Introduction to Program Design	1/3
CSC 109 Computer Science II	4	CS 2102 Object-Oriented Design Concepts	1/3
Take 2 lab sciences (see TES for equivalencies)	8		2/3
ENG 101 Composition I	3	WR 1010 Elements of Writing	1/3
ENG 102 Composition II	3	EN 1251 Introduction to Literature	1/3
MAT 233 Calculus I	4	MA 1021 Calculus I	1/3
MAT 234 Calculus II	4	MA 1022 Calculus II**	1/3
MAT 235 Calculus III	4	MA 1024 Calculus IV***	1/3
MAT 238 Differential Equations	3	MA 2051 Ordinary Differential Equations	1/3
MAT 243 Linear Algebra	3	MA 2071 Matrices and Linear Algebra I	1/3
ECO 215 Principles of Macroeconomics OR ECO 216 Principles of Microeconomics	3	ECON 1120 Introductory Macroeconomics OR ECON 1110 Introductory Microeconomics	1/3
MAT 125 Discrete Mathematics	3	MA 2201 Discrete Mathematics	1/3
Total credits	46		13/3

** Completion of MAT 233 and MAT 234 with acceptable grades will provide credit for MA 1021, MA 1022, and MA 1023

***Completion of MAT 233, MAT 234, and MAT 235 with acceptable grades will provide credit for MA 1021, MA 1022, MA 1023, and MA 1024

Physics

Course	Credits	Course	Units
PHY 105 General Physics I: Newtonian Mechanics	4	PH 1110 General Physics - Mechanics	1/3
PHY 107 General Physics II: Electricity and Magnetism	4	PH 1120 General Physics – Electricity and Magnetism	1/3
PHY 207 General Physics III: Optics & Modern Physics	4	PH 1130 Modern Physics	1/3
MAT 233 Calculus I	4	MA 1021 Calculus I	1/3
MAT 234 Calculus II	4	MA 1022 Calculus II**	1/3
MAT 235 Calculus III	4	MA 1024 Calculus IV***	1/3
MAT 238 Differential Equations	3	MA 2051 Ordinary Differential Equations	1/3
ENG 101 Composition I	3	WR 1010 Elements of Writing	1/3
ENG 102 Composition II	3	EN 1251 Introduction to Literature	1/3
CSC 101 Introduction to Programming Using Python OR CSC 108 Computer Science I	3 4	CS 1004 Introduction to Programming for Non-Majors OR CS 1101 Introduction to Program Design	1/3
Take an additional computer science, lab science, engineering science, or business course (see TES for equivalencies)	4-8		1/3 – 2/3
Total credits	40-49+		11/3 +

** Completion of MAT 233 and MAT 234 with acceptable grades will provide credit for MA 1021, MA 1022, and MA 1023

***Completion of MAT 233, MAT 234, and MAT 235 with acceptable grades will provide credit for MA 1021, MA 1022, MA 1023, and MA 1024