

Physics

A Bachelor of Science degree in Physics offers an excellent starting point for students interested in future graduate studies in physics or engineering, as well as providing a solid foundation for students seeking a career in a variety of laboratory, industrial, or engineering settings. The physics program at LSUS is supported by faculty members with areas of specialization in general physics, computational physics, astrophysics, and electronics. Additional courses are offered in electronics and physics in support of the computer science program, and a secondary education science-physics degree is offered through the College of Education and Human Development.

PHYSICS			
TOTAL HOURS: 129			
<u>FRESHMAN YEAR</u>	<u>Sem. Hrs.</u>	<u>SOPHOMORE YEAR</u>	<u>Sem. Hrs.</u>
Chemistry 121, 121L, 124, 124L	8	English 205, 210, 215, or 220	3
Computer Science 135	3	German or French 101, 102	6
English 105, 115	6	Mathematics 254	3
Mathematics 221, 222	8	Mathematics (200 level or above)	3
Social Sciences (Anthropology or Economics) ¹	3	Physics 220, 261, 261L, 262, 262L	12
Biology	3	Social Sciences (Political Science or Psychology) ¹	3
History 105, 106, 145 or 146	3		30
	34		
<u>JUNIOR YEAR</u>	<u>Sem. Hrs.</u>	<u>SENIOR YEAR</u>	<u>Sem. Hrs.</u>
Chemistry 303	4	Mathematics (300 or 400 level)	3
English 325	3	Physics 326, 462, 463, 475	8
Mathematics 223, 355	7	Physics (300 or 400 level)	9
Physics 325, 335, 365	9	Physics (400 level)	6
Physics (300 or 400 level)	6	Sciences 485	1
Communications 135	3	Social Sciences (Geography or Sociology) ¹	3
	32	Humanities (Dance, Drama, Fine Arts, Music) ¹	3
			33

¹See "General Degree Requirements" *LSU in Shreveport Catalog* for restrictions

Physics Minor: The student who chooses to minor in physics must take 24 hours consisting of the following courses: 12 hours of PHYS 261, 261L, 262, 262L, 220; and 12 hours of PHYS electives.

Electronics Minor: The student choosing to minor in electronics must take 22 hours of physics consisting of PHYS 251, 252, 120, 220, 320, 420, and 495.