

General Education Courses

Carolina University's general education program is designed to prepare students for success in a variety of professional settings and to provide a base of learning to manage the complexities of living in an ever-changing world. At a minimum, the general education program at CU seeks to provide a breadth and depth of knowledge in areas outside a student's major to prepare them for success in the major and for further studies. This philosophy is underpinned by an understanding that students need knowledge beyond their immediate discipline in order to make sense of the world around them and to become successful in employment contexts that require a diverse set of hard and soft skills. As the modern professional world continues to experience disruptions due to technology and other factors, students need to possess foundational disciplinary and connective knowledge to help them become expert professionals in their area of expertise and lifelong learners who are able to adapt as the world around them changes.

To be sure, Carolina University did not determine its general education program in a vacuum. Whilst there are similarities to programs at other institutions, Carolina University's general education program emphasizes a closer connection to success in the employment market upon graduation and preparation for lifelong professional success in the future workplace environment.

In cataloging the courses that are necessary to provide a valuable general education program, the university relies on benchmarking against other higher education institutions, research about the future of work, employment projections, estimations about future skills gaps, surveys from employers, and other relevant data. Based on research, Carolina University has established a general education program that enables graduates to possess the following capabilities:

1. oral and written communication;
2. research and information retrieval;
3. reasoning, logic, and knowledge synthesis;
4. numeracy and quantitative analysis;
5. ethics and diversity awareness;
6. a sound foundation in business, technology, social, natural, and physical sciences.

To that end, Carolina University's general education program requires the completion of the following compulsory courses:

- One math course (Most students take [GC 111 - Mathematics I](#), [GC 203 - College Algebra](#) or [GC 205 - Calculus I](#))
- [GE 101 - English Composition I](#)
- [GE 102 - English Composition II](#)
- [GT 103 - Learning & Technology](#)

In addition, students are expected to complete:

1. A minimum of two courses in the Arts and Humanities (one of which is [BT 100 - Introduction to Christianity](#)) worth at least 6 credits in total from courses including:

[BH 100 - Introduction to the Bible](#)
[BH 103 - Survey of the Bible](#)
[BH 203 - Biblical Interpretation: Procedure and Practice](#)
[BT 100 - Introduction to Christianity](#)
[BN 102 - New Testament Survey](#)
[BN 220 - Gospels](#)
[BO 101 - Old Testament Survey](#)
[BP 102 - Christian Ethics](#)
[BT 203 - Apologetics](#)
[CM 201 - Public Speaking](#)
[EN 201 - Survey of British Literature I](#)
[EN 202 - Survey of British Literature II](#)
[EN 205 - Fantasy Literature](#)
[EN 210 - Gothic Literature](#)
[GF 102 - Survey of Fine Arts \(Art\)](#)
[GF 220 - Graphic Design](#)
[GH 101 - Survey of World History I](#)
[GH 102 - Survey of World History II](#)
[GH 201 - United States History to 1865](#)
[GH 202 - United States History since 1865](#)
[GH 204 - American Government](#)
[GH 210 - History of Crime & Criminal Justice](#)
[GH 301 - Cultural Geography](#)
[IC101 - Introduction to Missions](#)

2. A minimum of two courses in the Physical and Natural Sciences worth at least 6 credits in total from courses including:

[BG110 - Biology I](#)
[BG 210 - Biology II](#)
[BG 220 - Genetics with Seminar](#)
[CH 110 - General Chemistry I](#)
[CH 115 - General Chemistry II](#)
[GC 215 - Food Chemistry](#)
[PH 235 - COVID-19 & Society](#)
[PH 301 - Introduction to Public Health](#)
[PY 210 - General Physics I](#)
[PY 215 - General Physics II](#)

3. A minimum of two courses in the Social Sciences worth at least 6 credits in total from courses including:

[CJ 101 - Introduction to Criminal Justice](#)
[CJ 102 - Crime in America](#)
[CJ 103 - Current Career Opportunities in Criminal Justice](#)
[CJ 104 - Criminology: Crime, Theory & Criminal Behavior](#)
[CJ 212 - Crime and the Law](#)
[CJ 222 - Digital Skills & Criminal Justice](#)
[GH 310 - International Relations](#)
[GO 101 - Introduction to Sociology](#)
[PS 101 - Introduction to Psychology](#)
[PS 102 - Developmental Psychology](#)
[PS 103 - Behavior Modification](#)
[PS 201 - Sports Psychology](#)
[PS 210 - Cross-Cultural Psychology](#)
[PS 230 - Psychology of Women](#)
[PS 250 - Psychology of Persuasion](#)
[PS 260 - Psychology of Law](#)
[SO 240 - Social Psychology](#)
[SO 280 - Gender and Society](#)
[SW 301 - Introduction to Social Work](#)

4. A minimum of two courses related to business or technology worth at least 6 credits from courses including:

[CS 105 - Introduction to Computer Science](#)
[CS 110 - Programming I](#)
[CS 150 - Scripting](#)
[EN 215 - Technical Writing](#)
[ES 210 - Introduction to Esports](#)
[ES 220 - Contemporary Issues in Esports](#)
[GS 201 - Principles of Speech](#)
[IS 305 - Introduction to Information Systems](#)
[IS310 - Introduction to Network Technology](#)
[IS330 - Introduction to Data Science](#)
[MG 111 - Introduction to Management](#)
[MG 113 - Introduction to Marketing](#)
[MG 210 - Introduction to Statistics](#)
[MG 211 - Economics I](#)
[MG 245 - Management Information Systems](#)
[MG 305 - Influencers](#)
[MG 322 - Entrepreneurship](#)
[SM 201 - Sports Psychology](#)
[SM 301 - Sports and Event Management](#)
[SM 305 - Sports Information and Public Relations](#)
[SM 315 - Sports Business Management](#)