

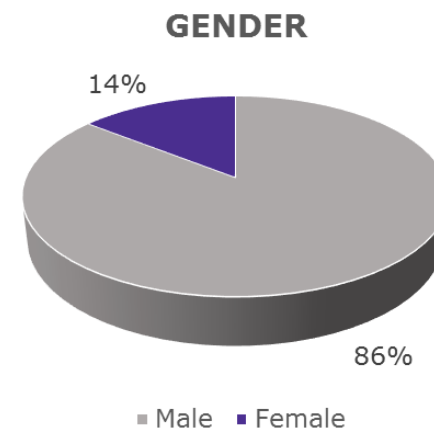
# Spring 2016 Enrollment (Drop/Add)



Total Registered Headcount	913
Total Enrollment (Duplicated)	4,487
Persistence Rate (Fall 2015 to Spring 2016)	93.5%

Continuing & New Students Count		
	Continuing Students	New Students
Undergraduate	832	45
Graduate	35	1
<b>Total Student</b>	<b>867</b>	<b>46</b>

New Student Enrollment	
First Time in College	12
Transfer	30
Graduate	1
Other (Dual Enrollment, Second Bachelors, etc.)	3
<b>Total New Students (Spring 2016)</b>	<b>46</b>



Race/Ethnicity*		
	Total Students	Percent of Total Headcount
American Indian or Alaskan Native	4	0.4%
Asian	41	4.5%
Black or African American	50	5.5%
Hispanic or Latino	163	17.9%
Native Hawaiian or Other Pacific Islander	4	0.4%
Two or More Races	16	1.8%
White	606	66.4%
Race and Ethnicity Unknown	29	3.2%

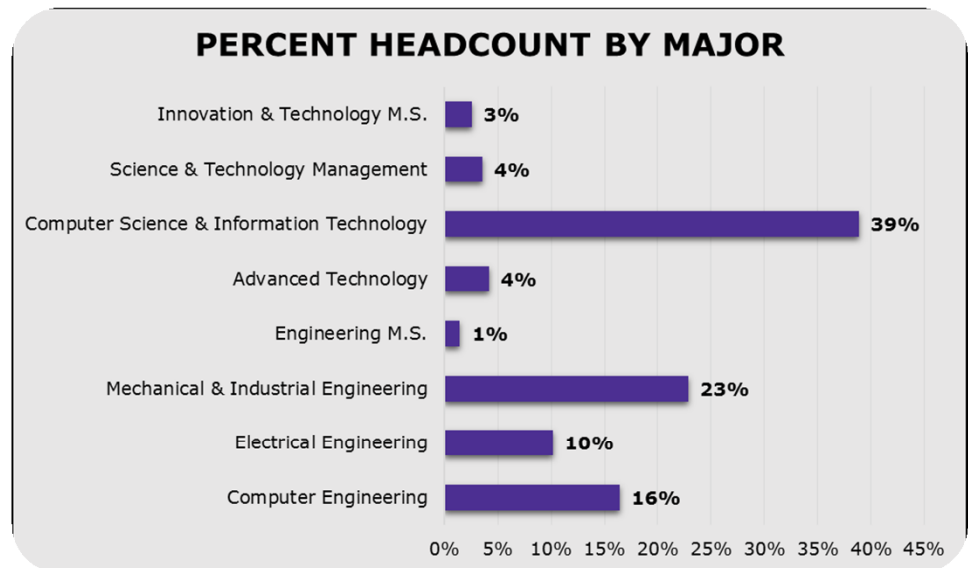
\*IPEDS Classifications

Office of Institutional Research

# Spring 2016 Enrollment (Drop/Add)



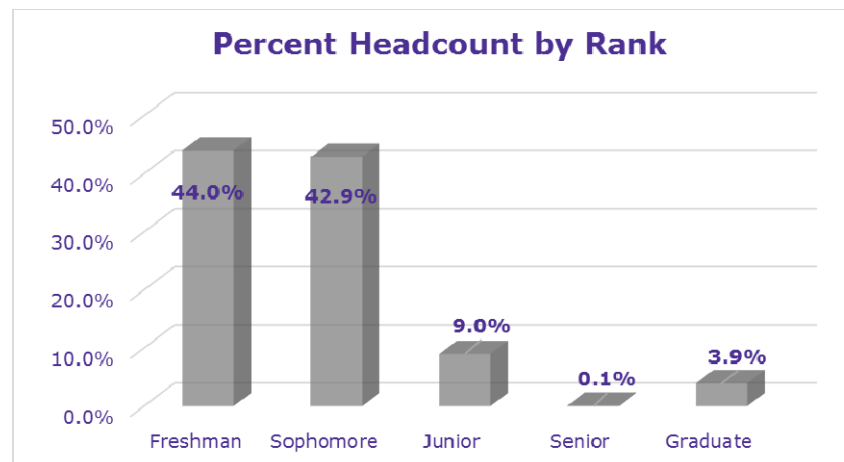
Headcount by College, Major & Concentration				
	Total	Percent of Total Headcount	Female	Male
<b>College of Engineering</b>	<b>465</b>	<b>50.9%</b>	<b>74</b>	<b>391</b>
<b>Computer Engineering</b>	<b>150</b>	<b>16%</b>	<b>17</b>	<b>133</b>
Digital Logic Design	36	4%	1	35
Embedded System Design	54	6%	6	48
Machine Intelligence	60	7%	10	50
<b>Electrical Engineering</b>	<b>93</b>	<b>10%</b>	<b>11</b>	<b>82</b>
Control Systems	28	3%	5	23
Digital & Hybrid Systems	20	2%	2	18
Electrodynamics	25	3%	3	22
Magnetics	13	1%		13
Semiconductors	7	1%	1	6
<b>Mechanical &amp; Industrial Engineering</b>	<b>209</b>	<b>23%</b>	<b>45</b>	<b>164</b>
Geometrical Dimensioning and Tolerancing	35	4%	4	31
Motion Intelligence	21	2%	5	16
Multifunctional Materials	66	7%	17	49
Nanotechnology	87	10%	19	68
<b>Engineering M.S.</b>	<b>13</b>	<b>1%</b>	<b>1</b>	<b>12</b>
<b>College of Innovation &amp; Technology</b>	<b>448</b>	<b>49.1%</b>	<b>57</b>	<b>391</b>
<b>Advanced Technology</b>	<b>38</b>	<b>4%</b>	<b>11</b>	<b>27</b>
Big Data Analytics	20	2%	3	17
Cloud Visualization	7	1%	4	3
Health Informatics	11	1%	4	7
<b>Computer Science &amp; Information Technology</b>	<b>355</b>	<b>39%</b>	<b>33</b>	<b>322</b>
Cyber Gaming	172	19%	15	157
Information Assurance & Cyber Security	183	20%	18	165
<b>Science &amp; Technology Management</b>	<b>32</b>	<b>4%</b>	<b>9</b>	<b>23</b>
Logistics	23	3%	5	18
Materials & Supply Chain Management	9	1%	4	5
<b>Innovation &amp; Technology M.S.</b>	<b>23</b>	<b>3%</b>	<b>4</b>	<b>19</b>



# Spring 2016 Enrollment (Drop/Add)



Headcount by Student Rank	
	Total Students
Freshman	402
Sophomore	392
Junior	82
Senior	1
Graduate	36



Total Credit Hours	
<b>Undergraduate</b>	<b>12,168</b>
Full-Time	11,820
Part - Time	348
<b>Graduate</b>	<b>239</b>
Full - Time	143
Part - Time	96
<b>Total Credit Hours</b>	<b>12,407</b>

Average Credit Load	
<b>Undergraduate</b>	<b>13.7</b>
Full - Time	14.2
Part - Time	6.2
<b>Graduate</b>	<b>6.5</b>
Full - Time	9.5
Part - Time	4.4
<b>Average Credit Load</b>	<b>13.4</b>

Residency Status		
<b>In-State</b>	<b>890</b>	<b>97.5%</b>
<b>Out-of-State</b>	<b>23</b>	<b>2.5%</b>

<b>Average Class Size</b>	<b>23</b>
<b>Student Median Age</b>	<b>21</b>
<b>Student Age Range</b>	<b>18-60</b>