



ECONOMICS

COLLEGE OF SOCIAL SCIENCES AND PUBLIC POLICY

THE ECONOMICS MAJOR focuses on the philosophy and history of economic ideas, issues in money and banking, industrial organization, labor economics, public finance, the international economy, and economic forecasting. This document provides a brief overview of the major. Please consult the FSU Academic Bulletin for a complete description of degree requirements.

Admission Requirements (does not guarantee acceptance)

At least 52 completed hours with a 2.5 GPA on all work attempted, including:

- ECO2013 and ECO2023 completed with 'C' grades or higher
- MAC1105, 1140, 1147, 2233, or 2311
- STA2023 or STA2122

Requirements for a MAJOR in Economics:

39 hours with a grade of 'C-' or better in each course with an overall 2.0 major GPA.

Students may not earn more than two "D" or "F" grades in any major coursework once admitted into the major at FSU.

Required Courses

- Principles coursework (6 hours), with a "C" grade of higher
 - ECO2013: Macroeconomics
 - ECO2023: Microeconomics
- Supporting coursework (6 hours)
 - MAC1105: College Algebra or higher
 - STA2023: Business Stats or higher
- Core coursework (12 hours)
 - ECO3203: Macroeconomic Theory
 - ECO3431: Analysis of Econ. Data
 - ECO3101: Microeconomic Theory
 - ECO4421: Intro to Econometrics
- Elective coursework (15 hours at the 3/4000-level) (ECO/ECP/ECS)

Minor Requirement

Students are **required to complete a minor** in addition to major coursework.

Requirements for a MINOR in Economics

Fifteen hours of Economics coursework, including ECO2013 & ECO2023 with a 'C' grade or higher and one core: ECO3101, ECO3203, ECO3431, or ECO4421. A 2.0 average GPA in the minor and "C-" or higher grades are required in all minor coursework. ECO 2000 will not apply to the minor. No more than 6 hours of transfer credit may apply to the minor.

Occupations Relevant to Economics:

- Economist
- Investment Analyst
- Credit Analyst
- Securities Broker
- Bank Officer
- Actuary

Advisors available in 105 & 106 Bellamy Building