

**CIVIL ENGINEERING INFRASTRUCTURE TECHNOLOGY PRELIMINARY TIMETABLE\* (Winter 2027)**

\*Schedules are subject to change. Please refer to Mosaic for official schedules.

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
11:30 AM-2:20 PM	11:30 AM-2:20 PM	6:30 PM-9:30 PM	6:30 PM-9:30 PM	6:30 PM-9:30 PM	9:00 AM-12:00 PM	9:00 AM-12:00 PM
COMMERCE 4ME3 (nan) Sales Management (In Person)	COMMERCE 4MI3 (nan) Marketing Analytics (In Person)	CIVTECH 3PM3 (C01) Highway Design, Construction and Maintenance (In Person)	GENTECH 3DM3 (C01) Creativity, Innovation & Technol (Virtual)	ENGTECH 4ED3 (C01) Senior Engineering Design Proj (In Person)	ENGTECH 3ML3 (C01) Strength of Materials (In Person)	GENTECH 4TC3 (C01) Technical Communications (Virtual)
6:30 PM-9:30 PM	6:30 PM-9:30 PM	ENGTECH 4MA3 (C01) Advanced Mathematics (In Person)	CIVTECH 4MH3 (C01) Hydraulic Engineering (In Person)	ENGTECH 3SP3 (C01) Structure & Property Material (In Person)	ENGTECH 3SD3 (C01) Statics and Dynamics (In Person)	
CIVTECH 3GT3 (C01) Geotechnical Design (In Person)	CIVTECH 4SD3 (C01) Structural Steel Design (In Person)	GENTECH 3EE3 (C01) Engineering Economics (Virtual)	ENGTECH 4FA3 (C01) Finite Element Analysis (In Person)	ENGTECH/SFWRTECH 3ST3 (C01) Probability and Statistics (Virtual)		
GENTECH 4EN3 (C01) Entrepreneurial Thinking and Innovation (Virtual)	ENGTECH 3MA3 (C01) Mathematics V (In Person)	GENTECH 3FS3 (C02) Financial Systems (Virtual)	ENGTECH 4TF3 (C01) Mechanics of Fluids (In Person)	GENTECH 4MK3 (C01) Fundamentals of Marketing (Virtual)		
GENTECH 4SE3 (C01) Tech. Ethics & Sustainability (Virtual)	GENTECH 3EE3 (C02) Engineering Economics (Virtual)	GENTECH 4SF3 (C01) Strategic Management (Virtual)	GENTECH 3FS3 (C01) Financial Systems (Virtual)	GENTECH 4PM3 (C01) Project Management (Virtual)		
	GENTECH 3MP3 (C01) Management Principles (Virtual)		GENTECH 3MP3 (C02) Management Principles (Virtual)	GENTECH 4SE3 (C02) Tech. Ethics & Sustainability (Virtual)		

GREEN = TECHNICAL COURSE

BLUE = MANAGEMENT COURSE

ORANGE = COMMERCE COURSE