

WAYNE STATE UNIVERSITY
Student Elected Hour Load
Fall Term 2020

Undergraduate	Headcount	<=5.5	6-12.5	13-18.5	>=19	Average Load
Business	2,934	127	1,186	1,613	8	12.3
Education	1,214	68	467	677	2	12.3
Engineering	2,561	141	839	1,578	3	12.4
Fine, Performing & Communication Arts	1,641	69	644	928	0	12.4
Liberal Arts & Sciences	8,131	531	2,311	5,272	17	12.6
Nursing	521	5	270	246	0	12.1
Pharmacy and Health Sciences	179	5	43	108	23	13.5
Social Work	332	6	152	174	0	12.9
Subtotal	17,513	952	5,912	10,596	53	12.5

Graduate	Headcount	<=5.5	6-12.5	13-18.5	>=19	Average Load
Business	1,356	606	740	10	0	5.4
Education	1,065	358	667	39	1	7.0
Engineering	807	297	504	6	0	6.8
Fine, Performing & Communication Arts	214	58	156	0	0	7.1
Graduate School	22	8	14	0	0	8.8
Information Sciences	404	94	310	0	0	5.9
Law	11	7	4	0	0	4.6
Liberal Arts & Sciences	1,121	246	778	97	0	8.3
Medicine	375	67	292	16	0	8.1
Nursing	195	72	123	0	0	6.0
Pharmacy and Health Sciences	215	6	165	44	0	9.8
Social Work	622	35	287	300	0	11.3
Subtotal	6,407	1,854	4,040	512	1	7.3

Professional	Headcount	<=5.5	6-12.5	13-18.5	>=19	Average Load
Law	393	3	131	259	0	12.9
Medicine	1,188	6	6	4	1,172	25.9
Nursing	167	29	135	3	0	7.2
Pharmacy and Health Sciences	583	14	181	388	0	13.0
Subtotal	2,331	52	453	654	1,172	19.1

All Levels	Headcount	<=5.5	6-12.5	13-18.5	>=19	Average Load
Business	4,290	733	1,926	1,623	8	10.1
Education	2,279	426	1,134	716	3	9.8
Engineering	3,368	438	1,343	1,584	3	11.2
Fine, Performing & Communication Arts	1,855	127	800	928	0	11.8
Graduate School	22	8	14	0	0	8.8
Information Sciences	404	94	310	0	0	5.9
Law	404	10	135	259	0	12.7
Liberal Arts & Sciences	9,252	777	3,089	5,369	17	12.2
Medicine	1,563	73	298	20	1,172	21.8
Nursing	883	106	528	249	0	9.9
Pharmacy and Health Sciences	977	25	389	540	23	12.4
Social Work	954	41	439	474	0	11.9
Total	26,251	2,858	10,405	11,762	1,226	11.9

Notes:

- a. Student credit hours are based on student major and drawn from WSU_CENSUS.
- b. DNP, DNAP, DPT, and DMP programs are classified as Professional programs as of Fall 2020