



## Math 4, Introduction to College Mathematics for Business and the Social Sciences

**Course Description:** MATH 004 Introduction to College Mathematics for Business and the Social Sciences, 5 Units, Lecture 5, Prerequisite(s): a sufficiently high score on the Mathematics Advisory Examination, as determined by the Mathematics Department. Not open to students in the Bourns College of Engineering or the College of Natural and Agricultural Sciences or to students majoring in Economics or Business Economics. Covers functions and their graphs, including linear and polynomial functions, zeroes, and inverse functions as well as exponential, logarithmic, and trigonometric functions and their inverses. Also includes counting, including elementary probability. Involves applications to business and social sciences. Credit is awarded for only one of MATH 004, MATH 005, MATH 008A or the MATH 006A and MATH 006B sequence.

[Math Department course syllabus for Math 4](#)

### Frequently Asked Questions about the Mathematics Advisory Exam Results

#### 1. What does my MAE placement mean?

In general, students who receive a placement of "Math 4" will enroll in MATH 004, Introduction to College Mathematics for Business and the Social Sciences, as their first college mathematics course. Upon completion of Math 4, your major will determine the next appropriate course for your enrollment. You will continue taking courses until you have completed the mathematics requirements for your major.

#### 2. What can I do if I still have questions?

Please contact your academic advisor. If you are unsure of your academic advisor's contact information, go to:

[College of Humanities, Arts, and Social Sciences, CHASS](#)

[School of Education](#)

[School of Public Policy](#)

[School of Business](#)

#### 3. What if I change my major?

If you change your major, the Math course(s) you need to take may change. Please go to the MAE website at <https://arc.ucr.edu/mae> and select "Placement Adjustment Process" from the menu on the left.