

APPLIED ENGINEERING & TECHNOLOGIES

COLLISION REPAIR AND REFINISHING TECHNOLOGY

WBL	121	Work-Based Learning II	1
WLD	131	GTAW (TIG) Plate	4

Graduation Requirements65 Credit Hours

Collision Repair and Finishing Technology Degree – A60130

The Collision Repair and Refinishing Technology program prepares individuals to apply technical knowledge and skills to repair, reconstruct and finish automobile bodies, fenders, and external features. Includes instruction in structure analysis, damage repair, non-structural analysis, mechanical and electrical components, plastics and adhesives, painting and refinishing techniques, and damage analysis and estimating.

Fundamentals Certificate – C60130A

Fundamentals II Certificate – C60130B

Program Sequence

First Semester

AUB	131	Structural Damage I	2
TRN	110	Intro to Transportation Tech	2
TRN	140	Transportation Climate Control	2
TRN	140A	Transportation Climate Control Lab	2
ENG	110	Freshman Composition	3

Second Semester

AUB	121	Non Structural Damage I	3
AUB	132	Structural Damage II	4
TRN	120	Basic Transportation Electricity	5
MAT	110	Math Measurement & Lit	3

Third Semester

TRN	180	Basic Welding for Transportation	3
TRN	180A	Basic Welding for Transportation Lab	1
PSY	118	Interpersonal Psychology	3

Fourth Semester

AUB	111	Painting and Refinishing I	4
AUB	122	Non Structural Damage II	4
AUB	136	Plastics & Adhesives	3
COM	110	Intro to Communication	3

Complete Fundamentals Certificate (C60130A): AUB 111, AUB 131, TRN 110, TRN 120, TRN 140

Fifth Semester

AUB	112	Painting and Refinishing II	4
AUB	114	Special Finishes	2
AUB	162	Autobody Estimating	2
HUM	110	Technology & Society	3

Complete Fundamentals II Certificate (C60130B): AUB 111, AUB 112, AUB 121, AUB 131

Sixth Semester

AUB	150	Automotive Detailing	2
ACA	220	Professional Transitions	1
Elective List I			2

Elective List I (Select 2 hours from the following courses):

TRN	130	Introduction to Sustainable Transport	3
TRN	170	PC Skills for Transportation	2
WBL	111	Work-Based Learning I	1
WBL	112	Work-Based Learning I	2