Sports Product Design Courses

Courses

SPD 410. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

SPD 410L. Experimental Course: [Topic]. 3 Credits.
Repeatable.

SPD 415. Soft Goods Technologies. 4 Credits.
An intensive, hands-on exploration of the technologies required to innovate soft good products in the sports product design industry.

SPD 425. Digital Creation Technologies. 4 Credits.
A fundamental course to learn the technologies used to define digital blueprints of sports products.

SPD 503. Thesis. 1-6 Credits.
Repeatable.

SPD 510. Experimental Course: [Topic]. 1-6 Credits.
Repeatable.

SPD 510L. Experimental Course: [Topic]. 3 Credits.
Repeatable.

SPD 515. Soft Goods Technologies. 4 Credits.
An intensive, hands-on exploration of the technologies required to innovate soft good products in the sports product design industry.

SPD 525. Digital Creation Technologies. 4 Credits.
A fundamental course to learn the technologies used to define digital blueprints of sports products.

SPD 601. Research: [Topic]. 1-6 Credits.
Repeatable.

SPD 604. Internship: [Topic]. 1-6 Credits.
Repeatable.

SPD 605. Special Problems: [Topic]. 1-12 Credits.
Repeatable.

SPD 606. Practicum: [Topic]. 1-12 Credits.
Repeatable.

SPD 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

SPD 610. Experimental Course: [Topic]. 1-5 Credits.
Repeatable.

SPD 645. Sports Product Design and Business. 4 Credits.
SPD 645 focuses on the fundamental business theories used to create, market, and sell sports products.

SPD 650. Sports Product Materials and Manufacturing. 4 Credits.
Explores the materials science, manufacturing, and sustainability theories applied in sports product design.
Prereq: SPD 684.

SPD 684. Research Methodology and Innovation Process Studio. 6 Credits.
Focuses on the design theories and methodologies used to design innovative sports products.

SPD 685. Sports Product Design Studio I. 6 Credits.
Explores the theories and creative problem-solving methods used to design solutions for sports soft goods. Theories of human thermoregulation, hydroprotection, support, aerodynamics, wearable technology, and kinematics.
Prereq: SPD 684.

SPD 686. Sports Product Design Studio II. 6 Credits.
Explores the theories and creative problem-solving methods used to design solutions for sports footwear. Mechanical theories of cushioning, stability, support, traction, and slipping-sliding.
Prereq: SPD 650, SPD 685.

SPD 687. Sports Product Design Studio III. 6 Credits.
Explores the theories and creative problem-solving methods used to design solutions for sports hard goods. Performance theories are considered to generate creative solutions.
Prereq: SPD 650, SPD 686.

SPD 688. Innovative Project Strategy Development Studio. 9 Credits.
First of a two-term capstone studio that examines the alignment of research, science, materials, and business theories to create an innovative sports product design opportunity.
Prereq: SPD 650, SPD 687.

SPD 689. Collaborative Creation and Launch Studio. 9 Credits.
Second of a two-term capstone studio that critically examines the alignment of design, materials, science, research, and business theories to create an innovative sports product design opportunity.
Prereq: SPD 688.