# Sports Product Design (SPD)

## Courses

**SPD 410. Experimental Course: [Topic]. 1-6 Credits.**
Experimental course - topic varies.
**Repeatable 10 times**

**SPD 410L. Experimental Course: [Topic]. 3 Credits.**
Experimental course - topic varies.
**Repeatable 10 times**

**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.**
A written document resulting from study or research and submitted as a major requirement for a degree.
**Repeatable 99 times**

**SPD 510. Experimental Course: [Topic]. 1-6 Credits.**
Experimental course - topic varies.
**Repeatable 10 times**

**SPD 510L. Experimental Course: [Topic]. 3 Credits.**
Experimental course - topic varies.
**Repeatable 10 times**

**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.**
Disciplined inquiry of a topic with varying techniques and assignments suited to the nature and conditions of the problem being investigated. Often pursued in relation to a dissertation or thesis.
**Repeatable 99 times**

**SPD 604. Internship: [Topic]. 1-6 Credits.**
Professional practice in an organization that integrates concepts studied at the university with career-related work experience.
**Repeatable 99 times**

**SPD 605. Special Problems: [Topic]. 1-12 Credits.**
Specialized inquiry into a particular topic by a student and discussed with a faculty member.
**Repeatable 99 times**

**SPD 606. Practicum: [Topic]. 1-12 Credits.**
A series of clinical experiences under academic supervision designed to integrate theory and principles with practice.
**Repeatable 99 times**

**SPD 608. Workshop: [Topic]. 1-16 Credits.**
An intensive experience, limited in scope and time, in which a group of students focus on skills development rather than content mastery.
**Repeatable 99 times**

**SPD 610. Experimental Course: [Topic]. 1-5 Credits.**
Experimental course - topic varies.
**Repeatable 99 times**

**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.
**Requisites:** 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.
**Requisites:** 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.
**Requisites:** 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.
**Requisites:** 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.
**Requisites:** 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.
**Requisites:** Prereq: SPD 688.