

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. 6 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. Coreq: SPD 606.

SPD 689. Collaborative Creation and Launch Studio. 6 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. Coreq: SPD 606.