

Sports Product Design (MS)

<https://artdesign.uoregon.edu/pd/grad/sports-product-design>
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The Department of Product Design offers a master's degree in Sports Product Design, a two-year program based in Portland, Oregon.

The Master of Sports Product Design prepares designers to be key members and leaders of multidisciplinary development teams within the more than 800 sports product companies located in Oregon and beyond. The program focuses on research and innovation methods, design tailored for the athlete, product materials and sustainability, marketing and branding through the study of sports-specific design techniques, along with human physiology and biomechanics.

Students who graduate from this program will be capable of making strong contributions to the sports design culture of Oregon and the world at large.

The Department of Product Design undergraduate and graduate programs are recognized as **Human-Centered Technology Design STEM** degrees. Students earning a MS in Sports Product Design are beneficiaries of the Science, Technology, Engineering, and Mathematics (STEM) designation. STEM designation also allows international students on F-1 visas to be eligible for an additional **24-month OPT extension**.

Admission

Applicants must have completed an undergraduate degree and demonstrate a combination of education and relevant experience to begin work immediately designing products manually and digitally. This is typically demonstrated through formal transcripts, but applicants are also required to submit the following:

- Resume/CV.
- A 300-word statement regarding applicant work, internship or personal experience related to sports product design.
- A 300-word personal statement describing interest in the sports product design program and how the applicant sees themselves influencing the industry through their work.
- A portfolio of creative work (a maximum of 20 pages and 5 megabytes) showcasing problem-solving in the design process, drawing and prototyping skills, and storytelling, serving as a demonstration of the candidate's design abilities.
- Three letters of recommendation from faculty members outside of the UO Department of Product Design.
- GRE is optional.
- TOEFL score.

Applications are reviewed beginning on January 15 of each year and undergo rolling review for admission until the cohort is complete (up to 20 students). Incoming students begin the fall term immediately after acceptance.

Program Learning Outcomes

Upon successful completion of this program, students will be able to:

- Create industry-competitive Sports Apparel.
- Create industry-competitive Sports Footwear.
- Create industry-competitive Sports Equipment.
- Create a project appropriate for contemporary introduction to the Sports Product industry as assessed by innovation, fabrication, financial viability and user need.

Master of Science in Sports Product Design

The Master of Sports Product Design is a two-year program intended for students already equipped with conceptual problem-solving abilities, knowledge of materials and production, strategies for emotional product resonance and relevance, and entrepreneurial skills (typically, but not always, acquired in an undergraduate program in product design or its equivalent).

Degree Requirements

The curriculum is divided into three categories, per NASAD requirements for terminal graduate degrees:

1. A minimum of 65% of the total credits for the degree in studio studies.
2. A minimum of 15% of the total credits for the degree should include academic studies concerned with visual media.
3. At least 10% of the total program should be reserved for elective credits.

Studio Studies. A minimum of 65% of the total credits for the degree shall be in studio. As part of this requirement, institutions are responsible for maintaining title/content consistency.

Code	Title	Credits
SPD 684	Research Methodology and Innovation Process Studio	6
SPD 650	Sports Product Materials and Manufacturing	4
SPD 685	Sports Product Design Studio I	6
SPD 686	Sports Product Design Studio II	6
SPD 687	Sports Product Design Studio III	6
SPD 601	Research: [Topic]	1-6
SPD 688	Innovative Project Strategy Development Studio	6
SPD 689	Collaborative Creation and Launch Studio	6
HPHY 631	Human Performance and Sports Products	3
HPHY 632	Human Biomechanics and Sports Product Design	2

Academic Studies. A minimum of 15% of the total credits for the degree should be in academic studies concerned with visual media. Course assignments should be made with careful consideration of (1) the scope and objectives of the student's program, and (2) the content of studies completed at the undergraduate level.

Code	Title	Credits
SPD 515	Soft Goods Technologies	4
SPD 525	Digital Creation Technologies	4

SPD 503	Thesis (Thesis)	1-6
SPD 604	Internship: [Topic]	1-6
SPD 605	Special Problems: [Topic]	1-6
SPD 606	Practicum: [Topic]	6

Elective Studies. Elective studies are important since they provide opportunities for students to follow specific areas of interest related to their areas of specialization or their prospective careers. It is strongly recommended that at least 10% of the total program be reserved for electives.

Code	Title	Credits
SPD 606	Practicum: [Topic]	1-6
PD 510	Experimental Course: [Topic]	1-6
MGMT 625	New Venture Planning	3

Professional Connections

Industry partners for Sports Product Design provide special opportunities for students, fulfilling a number of critical roles as part of the learning environment of this program: instructors, advisors, guest reviewers, lecturers, mentors. Some examples of recent partners include Intel, Leatherman, Logitech, Nike, and Under Armour.