



**College of Agriculture & Applied Sciences**  
**UtahStateUniversity**

***OUTDOOR PRODUCT DESIGN AND  
DEVELOPMENT  
POLICIES AND PROCEDURES  
UTAH STATE UNIVERSITY***

*Fall 2023*

This reference is a valuable source of information relevant to your undergraduate career in the College of Agriculture and Applied Sciences. The information in this reference is subject to change, be sure to also consult with your advisor or refer to the College of Agriculture and Applied Sciences website for the most updated information.

This reference is designed to be used in conjunction with the [USU website](#), [USU catalog](#) the [College of Agriculture and Applied Sciences](#) Website and the [Outdoor Product Design and Development](#) Website.

## Program Directory

### Administration

**Brian Warnick, Ph.D.**

Professor and Department Head, TDTE

Email: [Brian.Warnick@usu.edu](mailto:Brian.Warnick@usu.edu)

**Andrew Deceuster, Ph.D.**

Associate Professor of Professional Practice,  
Associate Department Head, TDTE

Email: [Andrew.Deceuster@usu.edu](mailto:Andrew.Deceuster@usu.edu)

### Faculty

**Amber Williams, Ph.D.**

Assistant Professor of Professional Practice

Email: [Amber.Williams@usu.edu](mailto:Amber.Williams@usu.edu)

**David Gibson**

Assistant Professor of Professional Practice

Email: [David.Gibson@usu.edu](mailto:David.Gibson@usu.edu)

**James Arnold**

Assistant Professor of Professional Practice

Program Leader

Email: [Jim.Arnold@usu.edu](mailto:Jim.Arnold@usu.edu)

**Julie Lamarra, Ph.D.**

Assistant Professor of Professional Practice

Email: [Julie.Lamarra@usu.edu](mailto:Julie.Lamarra@usu.edu)

**Mark Lee Koven**

Associate Professor

Email: [Mark.Lee.Koven@usu.edu](mailto:Mark.Lee.Koven@usu.edu)

**Sean Michael, Ph.D.**

Professor

Email: [Sean.Michael@usu.edu](mailto:Sean.Michael@usu.edu)

### Staff

**Barbara Baird**

Academic Advising

Email: [Barbara.Baird@usu.edu](mailto:Barbara.Baird@usu.edu)

**Bethany Barnes**

Administrative Assistant

Email: [Bethany.Barnes@usu.edu](mailto:Bethany.Barnes@usu.edu)

**Chase Anderson**

Program Coordinator

Email: [Chase.Anderson@usu.edu](mailto:Chase.Anderson@usu.edu)

**Louise 'Lou' Scott**

Peer Advisor

Email: [tdte.peer@usu.edu](mailto:tdte.peer@usu.edu)



<b>PROGRAM DIRECTORY .....</b>	<b>3</b>
<b>ADMINISTRATION .....</b>	<b>3</b>
<b>FACULTY .....</b>	<b>3</b>
<b>STAFF.....</b>	<b>3</b>
<b>GENERAL INFORMATION AND MISSION STATEMENT .....</b>	<b>5</b>
MISSION STATEMENT .....	5
PROGRAM VISION .....	5
<b>PROGRAM EDUCATIONAL OBJECTIVES.....</b>	<b>5</b>
<b>EMPHASIS AREAS .....</b>	<b>7</b>
DESIGN .....	8
DEVELOPMENT .....	8
PRODUCT LINE MANAGEMENT.....	9
<b>SENIOR EXHIBIT, PORTFOLIO, AND CAPSTONE PROJECT EVALUATIONS.....</b>	<b>10</b>
<b>INDUSTRY ADVISORY BOARD .....</b>	<b>10</b>
<b>EMPLOYMENT PLACEMENT.....</b>	<b>10</b>
<b>ADMISSION REQUIREMENTS.....</b>	<b>10</b>
USU ADMISSION REQUIREMENTS:.....	10
TRANSFER CREDITS.....	10
ADDITIONAL OPDD REQUIREMENTS: .....	11
TESTING OUT OF FCSE 1040.....	11
BRIDGERLAND TECHNICAL COLLEGE TRANSFER CREDITS .....	12
SALT LAKE COMMUNITY COLLEGE TRANSFER CREDITS .....	12
<b>ACADEMIC REQUIREMENTS.....</b>	<b>13</b>
OPDD REQUIRED CORE COURSES .....	13
ADDITIONAL REQUIRED COURSES.....	13
<b>PROFESSIONAL PROGRAM MATRICULATION APPLICATION .....</b>	<b>14</b>
WHY IS THERE A PORTFOLIO REVIEW PROCESS?.....	14
WHEN IS THE REVIEW?.....	14
<b>PORTFOLIO REQUIREMENTS.....</b>	<b>15</b>
IDEOLOGY STATEMENT .....	15
RESUME .....	16
TRANSCRIPTS.....	16
<b>PORTFOLIO OBJECTIVE ALIGNMENT.....</b>	<b>16</b>
TECHNICAL SKILL .....	16
DESIGN PROCESS.....	16
MEDIA AND LAYOUT .....	17
PERSONAL STATEMENT .....	17
RESUME .....	17
<b>ADVISING .....</b>	<b>17</b>
<b>SOFTWARE REQUIREMENTS .....</b>	<b>18</b>

<b>ACADEMIC POLICIES AND PROCEDURES</b> .....	<b>18</b>
<b>OPDD GPA REQUIREMENTS</b> .....	18
<b>RETAKING COURSES</b> .....	18
<b>PROFESSIONAL PROGRAM</b> .....	18
<b>REQUIRED COURSES FOR EACH EMPHASIS AREA IN PROFESSIONAL PROGRAM</b>	<b>DESIGN</b>
<b>  DEVELOPMENT   PRODUCT LINE MANAGEMENT</b> .....	<b>19</b>
<b>DESIGN EMPHASIS</b> .....	19
<b>DEVELOPMENT EMPHASIS</b> .....	19
<b>PRODUCT LINE MANAGEMENT EMPHASIS</b> .....	20
<b>TECHNICAL ELECTIVE COURSES</b> <i>SEE SPECIFIC EMPHASIS REQUIREMENTS TO DETERMINE THE NUMBER OF</i>	
<i>TECHNICAL ELECTIVE CREDITS NEEDED.</i> .....	20
<b>OPDD QUANTITATIVE LITERACY (QL) AND BREADTH PHYSICAL SCIENCES (BPS) REQUIREMENTS</b> .....	21
<b>INTERNSHIPS</b> .....	<b>21</b>
<b>COMPANY ELIGIBILITY</b> .....	21
<b>ACADEMIC CREDIT</b> .....	21
<b>FINANCIAL CONSIDERATIONS</b> .....	22
<b>REGISTERING FOR THE INTERNSHIP</b> .....	22
<b>TIMELINES</b> .....	22
<b>INTERNSHIP AGREEMENT FORM</b> .....	22
<b>SENIOR EXHIBIT</b> .....	<b>23</b>
<b>SENIOR EXHIBIT OR SENIOR PROJECT</b> .....	23
<b>SCHOLARSHIPS AND FINANCIAL ASSISTANCE</b> .....	<b>23</b>
<b>COURSE REGISTRATION</b> .....	<b>23</b>
<b>STUDY ABROAD</b> .....	<b>23</b>
<b>ANNECY, FRANCE</b> .....	23
<b>FLORENCE UNIVERSITY OF THE ARTS (FUA)</b> .....	24
<b>OPDD LABS AND RESOURCES</b> .....	<b>25</b>
<b>SOFTWARE ON CAMPUS</b> .....	25
<b>ADOBE CREATIVE CLOUD</b> .....	25
<b>METAL FACTORY</b> .....	25
<b>IDEA FACTORY</b> .....	25
<b>3D PRINT LAG</b> .....	25
<b>ENGINEERING LAB</b> .....	25
<b>SCI-TECH LAB</b> .....	25
<b>OUTDOOR RECREATION ARCHIVE</b> .....	25
<b>WSGN DATABASE</b> .....	25
<b>RECORDING STUDIO</b> .....	25
<b>OPDD DISCORD</b> .....	25

## General Information and Mission Statement

### Mission Statement

The Outdoor Product Design and Development Program at Utah State University is dedicated to fostering the next generation of eco-conscious consumer product designers, developers, and product line managers. Our focus lies in cultivating adept visual communicators, innovative thinkers, and practical problem solvers poised to lead the sports and outdoor industry. We uniquely merge the creation of high-performance, sustainable products, embodying the essence of the outdoor sector's identity. We empower graduates with the expertise to seamlessly blend functionality, aesthetics, and sustainability. Our graduates excel in the outdoor field and bring their adaptable expertise to broader consumer product realms, driving innovation and purposeful transformation. With an unwavering assurance to excellence, our commitment to expanding knowledge in this dynamic space empowers graduates to shape a more sustainable and innovative future.

This mission is consistent with the framework for national, state, and local design programs that prepare students for technical skills, leadership development, personal growth, and career success.

#### *Alignment of Program Mission with Department Mission*

The OPDD Program reinforces the mission statement of the Department of Technical Design and Technical Education by using a multidisciplinary approach for the application of the design process through science, math, communications, technology, and creative inquiry. Specifically, the OPDD program provides students with learning experiences in various content areas (2D and 3D design, design thinking, manufacturing, material science, and rapid prototyping). Graduates of the program meet outdoor product industry qualifications when they demonstrate sustainable solutions for product design and development through creativity and innovative problem-solving.

### Program Vision

The vision statement for the Outdoor Product Design and Development Program at Utah State University is as follows:

**The OPDD program aims to become a premier academic program in Outdoor Product Design and Development, committed to promoting scholarship and advancing knowledge in this field. Our vision is to provide students with a rigorous, interdisciplinary education that fosters creativity, innovation, and sustainability practices that prepare them for leadership roles in the outdoor industry.**

The vision statement for the OPDD program highlights the overarching goals and aspirations of the program. In addition, the statement emphasizes the program's commitment to becoming a leading academic program in outdoor product design and development, which aligns with its mission to provide students with a comprehensive education in this field.

### Program Educational Objectives

The OPDD Program has developed the following educational objectives for preparing students to enter product line management, design, and development. The Outdoor Product Design and Development (OPDD) Program is designed to facilitate learning experiences requiring students to meet the program objectives using the following indicators.

1. **Graduates will demonstrate the ability to analyze and apply sustainable production principles, including non-polluting processes, energy and resource conservation, economic viability, safety and health for workers and consumers, and social and creative rewards in personal and professional situations.**
  - a) Apply critical thinking skills to analyze business practices and their relationship to sustainable product design and development, including ethical considerations, labor issues, and decisions related to ecological and social responsibility and environmental sustainability.
  - b) Demonstrate proficiency in applying design and development knowledge and skills through practical experiences in or beyond the classroom, including but not limited to field research and experience, internships, collaborative programs with professional and industry groups, or international experiences to create sustainable products and systems.
2. **Graduates will recognize, apply, and promote various theoretical methodologies to ensure product desirability, feasibility, viability, and sustainability for the outdoor industry while also considering social impacts related to supply chain management.**
  - c) Apply circular design or cradle-to-cradle methodologies to design/develop products and systems, including but not limited to a foundational understanding of how products and systems are made; what makes them valuable; how they are developed, realized, distributed, and recovered; and how they are related to environmental and societal issues of responsible design.
  - d) Utilize technologies and tools associated with multi-dimensional design representation, development, dissemination, and application, including color, finishes, texture, and patterns that contribute to the aesthetic, illusionistic, and practical functions of three-dimensional forms at an advanced level of proficiency.
  - e) Analyze professional design/development theories, practices, and processes, including but not limited to ethical behaviors and intellectual property issues such as patents, trademarks, and copyrights, to evaluate their effectiveness and appropriateness in various contexts.
  - f) Evaluate the social impact of supply chain management practices in the outdoor industry and identify strategies for addressing potential ethical and social issues and opportunities for improvement, using critical thinking and problem-solving skills.
3. **Graduates will prove mastery in researching, analyzing, and creatively solving problems within the outdoor industry.**
  - g) Evaluate and synthesize the historical and cultural influences on design/development while analyzing their impact on current design principles and practices.
  - h) Apply advanced research methods and evaluate user experience, human factors, applied ergonomics, contextual inquiry, user preference studies, and usability assessments to circular design/development practices.



- i) Develop and communicate complex solutions to problems and requirements, using critical thinking skills such as synthesis and evaluation while considering variables such as value, aesthetics, safety, and environmental sustainability, applying circular design principles such as cradle-to-cradle and closed-loop models.

**4. Graduates will be able to effectively communicate design concepts and specifications using various media in a collaborative, interdisciplinary setting.**

- j) Demonstrate the ability to effectively communicate concepts and specifications using verbal, written, and multiple media, including creating detailed, multi-dimensional, functional, and visual representations of sustainable product designs.
- k) Collaborate effectively with members of interdisciplinary or multidisciplinary teams by applying problem-solving skills, critical thinking, and effective communication strategies. This includes the ability to actively listen to and incorporate feedback from team members and the ability to adapt to different communication styles and cultural perspectives.

### **Emphasis Areas**

A degree in Outdoor Product Design & Development (OPDD) from Utah State University is the first step to a high skill, high wage, high demand career opportunity in product design, development, or management. The OPDD program prepares students for an exciting career bringing innovative, sustainable, and impactful product to market in the dynamic sports, outdoor, and active industries.

In this first of its kind bachelor's degree, students will learn design tools, techniques, and methodologies, to prepare them to develop products through hands on learning experiences. This new program brings together industrial design, engineering, digital design, fashion, sustainability, business, supply chain management and many other concepts important in the creation of consumer products. Products come to market through the coordination of a team consisting of a designer, developer, and a product line manager. Students can choose one of the following emphasis areas for specialization: Design, Development, Product Line Management after completing the first two years of design foundations.

In line with the overarching objectives of the Outdoor Product Design and Development (OPDD) program, our emphasis-specific goals refine and channel the core principles of our curriculum into specialized domains. These emphasis areas—Product Line Management, Design, and Development—extend and amplify the fundamental objectives of the OPDD program, tailoring them to distinct facets of the dynamic and diverse world of consumer product creation. Each emphasis equips our students with specialized skills and perspectives, ensuring that they emerge as well-rounded professionals, ready to excel in their chosen pathways within the sports, outdoor, and active industries. Through these focused objectives, we empower our students to explore, innovate, and contribute effectively to the ever-evolving landscape of product design, development, and management. Through these emphasis-specific objectives, the OPDD program ensures a versatile and holistic approach to education, encompassing technical skills, sustainable principles, design excellence, and hands-on problem-solving abilities to prepare graduates for impactful careers in consumer product design, development, and management.

## Design

This emphasis focuses on learning the design process, how to conduct design, product, and user research, product ideation as well as learning design tools, technologies, and techniques to allow students to visualize their products on paper, digitally, and as physical prototypes.

- Students in the design emphasis study Sketching, Digital Design, 3D Design/Rendering, Design Thinking, Color Theory, Aesthetics, Human factors and Brand Image, Sustainable Operations, Advanced Materials, Textile Science, Rapid Prototyping
- Job opportunities include but are not limited to Industrial Designer, Product Designer, Apparel Designer, Footwear Designer, Color/Material/Trims Designer

### *ALIGNMENT WITH PROGRAM OBJECTIVES*

#### **1) Graduates will exhibit core skills related to product desirability.**

This DES objective harmonizes seamlessly with our OPDD program's emphasis on design process and aesthetics. By honing their skills in creating products that are not only functional but also visually appealing, DES graduates exemplify the program's commitment to creative thinking and design excellence. This aligns with the larger objective of applying design principles to communicate complex solutions effectively.

#### **2) Graduates will be able to develop and present design concepts that meet stakeholder needs and align with sustainability principles.**

This DES objective corresponds with our OPDD program's focus on sustainable production principles and design thinking. DES graduates, by creating designs that cater to stakeholder needs while being environmentally conscious, exemplify the program's emphasis on multidimensional design representation.

This echoes our broader aim of preparing students to utilize technologies and tools associated with design representation and development.

## Development

With the Development Emphasis, students' first two years of design experience will be complemented by classes focusing on global supply chain management, sourcing and operations. Students will collaborate with designers to transform concepts and designs into reality.

- Students in the development emphasis study Sketching, Digital Design, 3D Design/Rendering, Design Thinking, Color Theory, Aesthetics, Human Factors and Brand Image, Sustainable Operations, Advanced Materials, Textile Science, Rapid Prototyping, Operations Management, Global Value Supply Chains, Sourcing, Negotiation, Financial Management, Sales and Operations Planning
- Job opportunities include but are not limited to Product Developer, Apparel Developer, Material Developer, Sourcing Specialist, Supply Chain Specialist

### *ALIGNMENT WITH PROGRAM OBJECTIVES*

#### **1) Graduates will exhibit core skills related to product feasibility.**

This DEV objective is in direct synergy with our OPDD program's emphasis on technical skill development. DEV graduates master the technical aspects of product creation, ensuring that their prototypes and designs are not only innovative but also feasible to produce. This proficiency resonates with the broader objective of demonstrating technical skills in prototyping and construction, aligning with the program's core principles.

**2) Graduates will be able to develop prototypes and refine designs based on feedback from stakeholders, including end-users and production teams, that align with sustainability principles.**

This DEV objective fits with our OPDD program's focus on sustainable production principles and design process. DEV graduates, by refining their prototypes based on stakeholder feedback while maintaining a sustainability perspective, mirror the program's goal of developing hands-on problem solvers for sustainable product creation. This aligns with the overarching objective of analyzing professional design/development theories and practices, including ethical considerations, to evaluate their effectiveness.

### **Product Line Management**

With the Product Line Management Emphasis, students' first two years of design experience will be complimented by classes focusing on team management and leadership, market research and consumer behavior, creating product line plans and design briefs, understanding costing, scheduling and how-to bring product to market.

- Students in the Product Line Management Emphasis Study Sketching, Digital Design, 3D Design/Rendering, Design Thinking, Color Theory, Aesthetics, Human Factors and Brand Image, Sustainable Operations, Advanced Materials, Textile Science, Rapid Prototyping, Consumer Behavior, Marketing Strategy, Data Driven Decision Making, Financial Management, Market Insights, Management, Sales
- Job opportunities include but are not limited to Product Line Manager, Technical Sales, Product Marketing, Account Management

#### *ALIGNMENT WITH PROGRAM OBJECTIVES*

**1) Graduates will exhibit core skills related to product viability.**

This objective seamlessly aligns with our OPDD program's emphasis on technical skill development. By mastering the technical intricacies of product creation, PLM graduates ensure that their product ideas are not only innovative but also feasible and viable for the market. This ability contributes to the broader objective of demonstrating proficiency in applying design and development knowledge to real-world scenarios.

**2) Graduates will be able to assess market demand and develop product strategies that align with the company's sustainability goals.**

This PLM objective directly resonates with our OPDD program's focus on sustainable production principles. By integrating their understanding of market dynamics with sustainability considerations, PLM graduates contribute to the ethical and eco-conscious dimension of product development. This corresponds with our overarching aim of fostering critical thinking skills to analyze business practices in the context of sustainability.

Students will be given the opportunity to participate in an active and hands-on education approach to product research, development, and testing. This new program offers academic, field, and industry-based experiences that bring together design, engineering, outdoor recreation, sustainability, business, and many other concepts important in the supply chain of outdoor products and business.

## Senior Exhibit, Portfolio, and Capstone Project Evaluations

Each graduating senior in the OPDD program is required to take OPDD 4770 Senior Exhibit. As part of the class the students are required to produce an exhibit consisting of poster, portfolio, and physical work presentations to the industrial advisory board and the public. The faculty and professional members of the Industry Advisory Board will survey the student work and use a survey with a Likert scale for assessing how well the student's exhibit meet the program outcomes. Outcomes A-K will be assessed as part of the senior exhibit assessment.

## Industry Advisory Board

Outdoor Product Design & Development Industry Advisory Board members are critical contributors to the success of the OPDD students and the program. Board Members are instrumental in the creation of curriculum as well as provide accountability, so the program remains innovative and current to the needs of the industry. In addition, board members participate in advisory meetings, exit interviews with senior students, as well as provide financial commitment as an investment into the success of the students and program at large.

Get to know the [Advisory Board members here](#).

The OPDD Industry Advisory Board will be used in the assessment of the program outcomes. The industrial advisory board will be asked to walk through the senior exhibit and rate student work. The advisory board will also spend time interviewing the students to assess where students have strengths and weaknesses based on these interviews. The advisory board will report back to the faculty and the information will be compared with the program outcomes A-K to determine where improvements need to be made.

## Employment Placement

Employment placement is determined by two surveys given to the students. The first assessment of placement is given at graduation, with the second being administered three months post-graduation. This will be used as a general measure for preparing students to enter the workplace.

## Admission Requirements

*Admission to the Outdoor Product Design and Development* major requires the following conditions: In addition to Utah State University's admissions requirements, this program has additional requirements.

### USU Admission Requirements:

- Freshman: New Freshmen admitted to USU in good standing qualify for admission to this major
- Transfer Students: Transfer students from other institutions and students transferring from other USU Majors need a 2.67 total GPA for admissions to this major

## Transfer Credits

Gather your ACT/SAT and advanced placement (AP) scores, any concurrent enrollment, International Baccalaureate (IB), and transfer credits you have taken or are currently taking.

- Know your ACT/SAT scores so you can determine which prerequisites you have already met (particularly for math). Make sure these scores are [all in Banner](#) by clicking "Test Scores" in

your student records, and double check when you took the test (math scores are only good as prerequisite if taken after January 1, 2021).

- See how your AP credits will count at USU by [viewing the AP table](#) in the University Catalog. You can see if USU has received your AP scores by [viewing your transcript](#) by clicking on “View Transcript” in your student records
- See how your IBO credits will count at USU by [viewing the IBO table](#) in the University Catalog.
- See if your transfer or concurrent enrollment credits are equivalent to any courses or requirements at USU by looking at the “Course by Course” page on the [transfer page](#). Make sure your previous courses are on your [USU transcript](#) by clicking “View Transcript” in your student records.
- Go to the [Finding Your Scores/Courses webpage](#) if you need help getting current scores or credits transferred to USU.

If you have already satisfied some recommended first-semester courses listed on this guide, you may need additional credits to complete your schedule. Refer to the [four-year plans](#) in the University Catalog, register for the next courses listed in your plan, and then verify your course selections with your advisor after the date listed in the advising section below.

- International Students have additional admission requirements found here: <https://study.usu.edu/requirements/>

### **Additional OPDD Requirements:**

All Outdoor Product Design and Development students must matriculate (be accepted) to the design, development, or product line management program. Matriculation is based on completion of required core courses along with a portfolio of work. Matriculation portfolios will be submitted spring of the student’s sophomore year. Further details on the Matriculation process can be referenced in the section labeled “Professional Program Matriculation Application”.

Students must have the following to submit a portfolio to be matriculated into the Outdoor Product Design and Development and Development major:

- Overall 2.67 GPA
- Overall 3.0 GPA in required OPDD core courses
- Minimum grade of C or better in the following OPDD core courses: [OPDD 1000](#), [OPDD 1050](#), [OPDD 1100](#), [OPDD 1700](#), [OPDD 2420](#), [OPDD 2430](#), [TEE 1010](#), [TESY 1200](#)
- Two of the lower level OPDD elective courses: [FCSE 1040](#), [FCSE 2040](#), [OPDD 2040](#), [TEE 2030](#), [TESY 1030](#).
- Students will receive additional information about the portfolio process in [OPDD 1700](#).

### **Testing out of FCSE 1040**

If you took a sewing class in high school and acquired the Skills Certificate #353/#3531 and #350/#3500, you may be eligible to test out of FCSE 1040. For more information on testing out of FCSE 1040, reach out to Melissa Clark ([Melissa.Clark@usu.edu](mailto:Melissa.Clark@usu.edu))

## Bridgerland Technical College Transfer Credits

*Articulation agreement is based on courses taken while agreement is in place.*

Utah System of Higher Education USU Articulation Agreement	
BTECH	USU
FASH 1720 Beginning Sewing (CE20 0010)	FCSE 1040 Introduction to Sewing for Outdoor Products (3)
FASH 1780 Advanced Sewing (CE20 0011)	FCSE 2040 Intermediate Clothing Construction Skills, Principles, and Alterations (3)
FASH 1700 Visual Merchandising	OPDD 1050 Fundamentals of Design (3)
FASH 1101 Introduction to Fashion	OPDD 1100 Introduction to Product Creation (3)
FASH 1105 Apparel Industry	OPDD 1750 History of Outdoor Products (3)
FASH 1620 Digital Illustration (CE20 0012)	OPDD 2430 Digital Technologies for 3-D Design (3)
MDTC 2400 Computer Illustration I	TEE 1010 Communication Technologies (3)
DRFT 2151 3D Parametric Solid Modeling 1	DRFT 2152 3D Parametric Solid Modeling (2)

Salt Lake Community College Transfer Credits <i>Articulation agreement is based on courses taken while agreement is in place.</i>	
SLCC	USU
FASH 1010 Intro to Fashion/ GE-FA	OPDD 1050 Fundamentals of Design (3)
FASH 1100 Pattern Drafting Essentials	OPDD 1100 Introduction to Product Creation (3)
FASH 1050 Fashion Sustainability	OPDD 3600 Sustainable Design & Operations (3)
FASH 1210 Fashion Illustration	OPDD 1000 Product Concept Sketching (3)
FASH 1250 Textiles	OPDD **** Technical Elective (3)
FASH 1660 Pattern Drafting Procedures	OPDD **** Technical Elective (3)
FASH 1280 Illustrator for Fashion Or ART 2412 Illustrator Software	TEE 1010 Communication Technologies (3)
FASH 2250 Fashion Production & Sourcing (capstone course)	OPDD **** Technical Elective (3)
FASH 1680 Digital Pattern Making	FCSE 3140 Digital Pattern Rendering (3)
FASH 1500 Beginning Sewing	FCSE 1040 Introductory Sewing (3)
FASH 1505 Intermediate Sewing	FCSE 2040 Intermediate Clothing Construction Skills, Principles and Alterations (3)
FASH 1610 Knitwear Design AND FASH 2030 Advanced Sewing AND FASH 2050 Pattern Alterations and Fit AND FASH 2150 Draping Fundamentals	FCSE 3040 Advance Clothing Studies: Pattern Making (satisfied) (3)
FASH 2450 Portfolio Development	OPDD 1700 Professional Development 1 (1)



## Academic Requirements

*Minimum grade of a C or better in the following OPDD core courses required for matriculation:*

OPDD Required Core Courses
<p>Students will need the following courses with a C or better to submit a portfolio:</p> <ul style="list-style-type: none"><li>• Choose two lower-level OPDD Technical Electives from the following courses: FCSE 1040 or FCSE 2040 or OPDD 2040 or TEE 2030 or TESI 1030.</li><li>• <a href="#">FCSE 1040 - Introductory Sewing for Outdoor Products</a> 3 credit(s)</li><li>• <a href="#">FCSE 2040 - Intermediate Clothing Construction Skills, Principles and Alterations</a> 3 credit(s)</li><li>• <a href="#">OPDD 2040 - Intermediate Soft Goods Gear Construction &amp; Development</a> 3 credit(s)</li><li>• <a href="#">TEE 2030 - Wood-Based Manufacturing Systems</a> 3 credit(s)</li><li>• <a href="#">TESI 1030 - Material Processing Systems</a> 3 credit(s)</li></ul>
<p><b>Outdoor Product Design and Development Core Courses</b></p> <ul style="list-style-type: none"><li>• <a href="#">OPDD 1000 - Product Concept Sketching</a> 3 credit(s)</li><li>• <a href="#">OPDD 1050 - Fundamentals of Design</a> 3 credit(s)</li><li>• <a href="#">OPDD 1100 - Introduction to Product Creation</a> 3 credit(s)</li><li>• <a href="#">OPDD 1700 - Outdoor Product Design &amp; Development Professional Seminar</a> 1 credit(s)</li><li>• <a href="#">OPDD 1750 - History of Outdoor Products (BHU)</a> 3 credit(s)</li><li>• <a href="#">OPDD 2420 - Digital Technologies for 2-D Design</a> 3 credit(s)</li><li>• <a href="#">OPDD 2430 - Digital Technologies for 3-D Design</a> 3 credit(s)</li><li>• <a href="#">TEE 1010 - Graphic Communication Technologies</a> 3 credit(s)</li><li>• <a href="#">TESI 1200 - Computer-Aided Drafting and Design</a> 3 credit(s)</li></ul>

**Undergraduate students must matriculate (be accepted) to the program. Matriculation is based on required core courses along with a portfolio of work. Matriculation portfolios will be submitted spring of the student's sophomore year.**

Additional Required Courses
<p>These courses will be taken after admission into the OPDD program. Courses require a grade of C or better.</p> <ul style="list-style-type: none"><li>• <a href="#">FCSE 3030 - Textile Science (DSC/QI)</a> 4 credit(s)</li><li>• <a href="#">OPDD 3030 - Design Thinking, Methods, and Materials (CI)</a> 3 credit(s)</li><li>• <a href="#">OPDD 3500 - Applied Material Science</a> 3 credit(s)</li><li>• <a href="#">OPDD 3600 - Sustainable Design and Operations</a> 3 credit(s)</li><li>• <a href="#">OPDD 3700 - Outdoor Product Design &amp; Development Professional Seminar II</a> 1 credit(s) (2 credits required)</li></ul>

**Outdoor Product Design and Development Four-Year Plans are current in catalog:**  
<https://www.usu.edu/degrees/index.cfm?id=290>

## Professional Program Matriculation Application

All design, development, and product line management students **MUST** apply to matriculate into the Professional Program (final two years). To apply to matriculate a student must have a 2.67 overall GPA, a 3.0 minimum OPDD GPA, with a C or better in the following OPDD core courses: [OPDD 1000](#), [OPDD 1050](#), [OPDD 1100](#), [OPDD 1700](#), [OPDD 2420](#), [OPDD 2430](#), and two of the following lower-level OPDD technical elective courses [FCSE 1040](#), [FCSE 2040](#), [OPDD 2040](#), [TEE 2030](#), [TESY 1030](#). Student's must apply to submit portfolio 5 PM MST the last day of Fall classes.

**Students' submission of portfolio is due by 5 pm MST the Friday before Spring Break.**

For more information, please meet with the OPDD academic advisor and visit the website <https://opdd.usu.edu>. **This information is subject to change. Additional portfolio information can be found at: <https://opdd.usu.edu/portfolio>**

- Pre-Professional required courses must have a minimum grades of C grade.
- No more than **two** retakes allowed in the Pre-Professional program.
  - Multiple repeats of the same course and audits are included in the total of two repeats.
- The pass/fail grading option may not be used in required or elective courses completed as part of the Pre-Professional program. (The pass/fail option is approved for University Studies courses).

### Why is there a portfolio review process?

- Assess work and progress to ensure preparedness for upper division Professional Program coursework.
- Ensure top quality and motivation in OPDD program.
- Optimize faculty and facility capacities.
- Build presentation and professional development skills for internships, interviews, job applications, and ultimately a career in the competitive sports and outdoor industry.

### When is the review?

- Spring of second year in OPDD
- Students must meet with their Academic Advisor to create a long term plan and ensure that they have all prerequisite classes completed or in progress prior to submitting a portfolio in the Spring. All long-term plans must be created with the Academic Advisory **prior to the Friday of dead week** during the **Fall Semester**.
  - Contact your Academic Advisor to create a long-term plan.
- Review Packet due the last day of February during their Sophomore year.
- Letters of notification delivered prior to fall registration.



## Portfolio Requirements

1. A curated, cohesive, web-based presentation created using Wix, Dribbble, PortfolioBox, Adobe Portfolio (keep in mind that your Adobe Portfolio account created with a usu.edu email will expire upon graduation) or similar.
  - o The online portfolio should have tabs at the top to direct the review committee to your resume, design statement, and work.
2. Requires Three artifacts that represent your best work.
  - o *Two artifacts should be physical, and one artifact can be digital only.*
  - o *Each artifact should have the following represented:*
    - Market/User based research and a problem identified.
    - Ideation through Sketching.
    - 2D and 3D representations of the product using (Adobe Illustrator and Photoshop, Solidworks, Rhino, and Keyshot; **we are expecting to see the use of all these software packages in your work regardless of your area of interests** (softgood/hardgoods)).
    - Physical prototypes (can be low or high fidelity, but low fidelity prototypes should be followed by computer modeling demonstrating the difficulty in producing high fidelity prototype).
    - Photographs of the product and process (video is acceptable in the online portfolio).
  - o The artifacts should demonstrate your ability to use the design process, while documenting your skills as a designer, developer, or PLM. Most often this is the documentation of a product, but not exclusively. Strive to include information about the *process (Research, Define, Ideate, Prototype, and Test)* by which this journey developed.
3. One physical prototype should be submitted on the Friday before Spring Break by 5:00 pm in the Industrial Science conference room.
4. Design Challenge / Brief: A brief will be presented via the Canvas page on the **LAST DAY OF FINALS OF FALL SEMESTER**. You will have from that day until 5:00pm MST on the Friday before Spring break to design and create your response to the brief. This must be included in your portfolio. The design brief will be a fictitious scenario in which you will be asked to design a product as a solution to a problem.
5. A link to your website will be submitted through a Canvas assignment where you will also attach your other document.

***Samples of work must be your own original, personal work. They can be from assignments in classes or from outside of class. If the product is from group work and others were involved in the creation, due credit and permission should be given. Students should avoid using drawings provided in class as well as using online templates or AI generated ideation or renders.***

## Ideology Statement

- Maximum of 250 words
- An explanation of how you design or develop and what and why you create. Please share why you love to create while avoiding telling a history of why you like the outdoors. Explain why you are here in OPDD.
- Linked in your online portfolio.

## Resume

- Single page document
- Includes correct formatting and contains appropriate content for a resume
- Submitted in PDF format in Canvas
- Linked in your online portfolio

## Transcripts

- Can be unofficial copies from Banner
- Include any from other institutions, if applicable
- Submitted in pdf format in Canvas
- Labeled as Lastname\_Firstname\_Transcripts.pdf

## OPDD 1700 - Outdoor Product Design & Development Professional Seminar

provides additional information about how to submit portfolio. Students will be given access to a canvas page with the required information needed to submit a portfolio for matriculation. All work in the portfolio must be original student work. As part of assessing the portfolios, outcomes **1a**, **1b**, **2d**, and **2e** are tied to rubric criteria demonstrated below.

## Portfolio Objective Alignment

### Technical Skill

The student's technical skills are clearly shown through their sketches, 2D and 3D illustrations/renders/models, and prototypes (low/high fidelity). Student demonstrates technical skills in prototyping and construction of products through their ability to work with diverse materials, processes, and tools.

- **Objective 1b:** Demonstrate proficiency in applying design and development knowledge and skills through practical experiences in or beyond the classroom, including but not limited to field research and experience, internships, collaborative programs with professional and industry groups, or international experiences to create sustainable products and systems.
- **Objective 2d:** Utilize technologies and tools associated with multi-dimensional design representation, development, dissemination, and application, including color, finishes, texture, and patterns that contribute to the aesthetic, illusionistic, and practical functions of three-dimensional forms at an advanced level of proficiency.

### Design Process

Student demonstrates use of a design process to creatively solve problems and a diverse number of solution concepts. The process reflects the basic design process steps of market/user research, identifying a problem, ideate solutions, and prototype/test final concepts.

- **Objective 1a:** Apply critical thinking skills to analyze business practices and their relationship to sustainable product design and development, including ethical considerations, labor issues, and decisions related to ecological and social responsibility and environmental sustainability.
- **Objective 2e:** Analyze professional design/development theories, practices, and processes, including but not limited to ethical behaviors and intellectual property issues such as patents, trademarks, and copyrights, to evaluate their effectiveness and appropriateness in various contexts.

## Media and Layout

The portfolio is easy to navigate and has a clear visual presentation, which includes proper use of the elements and principles of design. Text and captions are concise and clearly explain the importance of the artifact and any necessary information. Multimedia includes pictures, sketches, renders, and any other visuals used in the portfolio are of the correct resolution and clipped/lifted correctly without any residuals.

- **Objective 2d:** Utilize technologies and tools associated with multi-dimensional design representation, development, dissemination, and application, including color, finishes, texture, and patterns that contribute to the aesthetic, illusionistic, and practical functions of three-dimensional forms at an advanced level of proficiency.
- **Objective 2e:** Analyze professional design/development theories, practices, and processes, including but not limited to ethical behaviors and intellectual property issues such as patents, trademarks, and copyrights, to evaluate their effectiveness and appropriateness in various contexts.

## Personal Statement

An original statement that strongly conveys student's individual voice and personality and powerfully sets student apart from other students. Statement is clearly articulated and organized, with no spelling or grammar errors.

- **Objective 1a:** Apply critical thinking skills to analyze business practices and their relationship to sustainable product design and development, including ethical considerations, labor issues, and decisions related to ecological and social responsibility and environmental sustainability.

## Resume

Format highlights strengths and information; appropriate font and sized used; and balanced margins with eye appeal: presented in single page format. Heading, objective, skills, experience, and education covered in detail, no spelling or grammar errors.

- **Objective 1b:** Demonstrate proficiency in applying design and development knowledge and skills through practical experiences in or beyond the classroom, including but not limited to field research and experience, internships, collaborative programs with professional and industry groups, or international experiences to create sustainable products and systems.

This alignment ensures that each criterion in the rubric is linked to the relevant objectives, demonstrating how the program's standards and objectives are evaluated through the assessment process.

## Advising

Appointments can be made at <https://caas.usu.edu/advising> or by calling (435) 797-2282.

## Software Requirements

Students will need access to the following software programs by either purchasing their own computer or using a campus computer lab. It is strongly suggested that they meet with faculty before purchases are made as changes could occur.

- Adobe Illustrator
- Adobe Photoshop
- Solidworks
- Keyshot
- Rhinoceros 3-D

## Academic Policies and Procedures

### OPDD GPA Requirements

- Students need a minimum grade of C in required core courses OPDD core courses
- Must have a minimum 2.67 overall GPA
- Must have a minimum 3.0 OPDD GPA

### Retaking Courses

Students may only repeat and retake up to **five** Outdoor Product Design and Development courses they may only be retaken once. If a student does not meet the minimum grade requirements after they retake it, they are no longer eligible to submit portfolio and matriculate into the program.

### Professional Program

Due to the sequence of the required OPDD Professional Program courses and class capacities, students are admitted only for the fall semester. They are expected to take the Professional Program courses in the designated timeline as depicted in the 4-year program of study.

- Due to class capacities, students cannot repeat or take OPDD courses out of sequence.
- Students in any emphasis areas who do not take the Professional Program OPDD courses in the sequential order as depicted in the 4-year program of study must reapply for consideration to complete the major.
- Students in the design emphasis who choose not to take the studio courses in sequential order will need to reapply for consideration to complete the studio sequence.

### **Students in the professional program must meet the following requirements to remain in the Outdoor Product Design and Development major:**

- In the OPDD Professional Program, no more than 3 credit hours of D, D+, or C- can be applied towards meeting graduation requirements.
- No repeats are allowed in the Professional Program courses.
- Studio courses cannot be repeated, and if a student receives an F in a studio course, they will need to reapply to the program to complete the major.
- The pass/fail grading option may not be used in required or elective courses completed as part of the Professional Program (The pass/fail grading option is approved for University Studies courses).
- Leave of absence for military service, medical conditions, and extenuating circumstances will be reviewed and approved by the OPDD faculty.

## Required courses for each emphasis area in Professional Program Design | Development | Product Line Management

### DESIGN EMPHASIS

COURSES REQUIRE A GRADE OF C OR BETTER.

The Quantitative Literacy (QL) requirement may be met with one of the following STAT courses (or by another

- [Quantitative Literacy](#) of the student's choice):
- [STAT 1040 - Introduction to Statistics \(QL\)](#) 3 credit(s) **or**
- [STAT 1045 - Introduction to Statistics with Elements of Algebra \(QL\)](#) 5 credit(s)

#### Design Emphasis Required Courses:

- [OPDD 3400 - Color Theory & Design](#) 3 credit(s)
- [OPDD 3760 - Outdoor Product Design and Development Studio I](#) 3 credit(s)
- [OPDD 4440 - Aesthetics and Brand Identity](#) 3 credit(s)
- [OPDD 4750 - Senior Design Studio I](#) 3 credit(s)
- [OPDD 4760 - Senior Design Studio II](#) 3 credit(s)
- [OPDD 4770 - Senior Exhibit](#) 1 credit(s)
- OPDD Technical Electives (6 credits required)

### DEVELOPMENT EMPHASIS

COURSES REQUIRE A GRADE OF C OR BETTER.

Students must take [STAT 2000](#) (which will also fulfill the Quantitative Literacy requirement):

- [STAT 2000 - Statistical Methods \(QI\)](#) 4 credit(s)

#### Development Emphasis Required Courses:

- [DATA 1100 - Excel for Business Analysis](#) 1 credit(s)
- [FIN 3200 - Fundamentals of Finance I \(QI\)](#) 3 credit(s)
- [MGT 3600 - Project Management](#) 2 credit(s)
- [MGT 3700 - Operations Management](#) 2-3 credit(s) (2 credits; grade of B- or better required)
- [MGT 4600 - Negotiations](#) 2 credit(s)
- [MGT 4720 - Sales and Operations Planning](#) 2 credit(s)
- [MGT 4790 - Managing Global Value Chains](#) 2 credit(s)
- [MGT 5730 - Lean Continuous Improvement](#) 3 credit(s)
- OPDD Technical Electives (6 credits required)
- [OPDD 4250 - Outdoor Product Design and Development Industry Experience](#) 1-6 credit(s) (3 credits required)
- or**
- [OPDD 4900 - Senior Project Research and Creative Opportunity](#) 3 credit(s)

## PRODUCT LINE MANAGEMENT EMPHASIS

COURSES REQUIRE A GRADE OF C OR BETTER.

Students must take one of the following STAT courses (fullfills Quantitative Literacy requirement):

- [STAT 1040 - Introduction to Statistics \(QL\)](#) 3 credit(s)
- or
- [STAT 1045 - Introduction to Statistics with Elements of Algebra \(QL\)](#) 5 credit(s)
- [DATA 1100 - Excel for Business Analysis](#) 1 credit(s)
- [FIN 3200 - Fundamentals of Finance I \(QI\)](#) 3 credit(s)
- [MSLE 3500 - Fundamentals of Marketing](#) 3 credit(s) (grade of B or better required)
- [MSLE 3855 - Sustainability Marketing](#) 2 credit(s)
- [MSLE 4510 - Consumer Behavior](#) 2 credit(s)
- [MSLE 4532 - Data-Driven Decision Making](#) 2 credit(s)
- [MSLE 4533 - Big Market Insights from Big Data](#) 2 credit(s)
- [MSLE 4590 - Marketing Strategy](#) 3 credit(s)
- [OPDD 3400 - Color Theory & Design](#) 3 credit(s)
- [OPDD 4440 - Aesthetics and Brand Identity](#) 3 credit(s)
- OPDD Technical Electives (3 credits required)
- [OPDD 4250 - Outdoor Product Design & Development Industry Experience](#) 1-6 credit(s) (3 credits required)
- or
- [OPDD 4900 - Senior Project Research and Creative Opportunity](#) 3 credit(s)

**Technical Elective Courses** *See specific emphasis requirements to determine the number of technical elective credits needed.*

- [ASTE 3030 - Metal Welding Processes and Technology in Agriculture](#) 3 credit(s)
- [FCSE 3040 - Advanced Clothing Studies: Patternmaking](#) 3 credit(s)
- [FCSE 3080 - Fashion Studies and Society \(DHA\)](#) 3 credit(s)
- [FCSE 3140 - Digital Pattern Rendering](#) 3 credit(s)
- [FCSE 4030 - Textiles and Technology](#) 3 credit(s)
- [FCSE 4040 - Advanced Apparel Studies](#) 3 credit(s)
- [FCSE 4140 - Advanced Apparel Design](#) 3 credit(s)
- [OPDD 3900 - Special Problems in Outdoor Product Design and Development](#) 1-6 credit(s)
- [OPDD 4040 - Outdoor Product Testing & Research](#) 3 credit(s)
- [OPDD 4240 - Advanced Gear Design](#) 3 credit(s)
- [OPDD 4510 - Footwear Concepts](#) 3 credit(s)
- [TESY 3030 - Computer-Integrated Manufacturing Systems](#) 3 credit(s)
- [TESY 3040 - Design for Additive Manufacturing](#) 3 credit(s)
- [TESY 3200 - Additive Manufacturing I](#) 3 credit(s)
- [TESY 3210 - Additive Manufacturing II](#) 3 credit(s)
- [TESY 3270 - Advanced Computer-Aided Drafting](#) 3 credit(s)
- [TESY 4230 - Advanced Materials and Processing Systems](#) 3 credit(s)
- [TESY 4300 - Intellectual Property for Product Developers](#) 3 credit(s)
- [TESY 4330 - Product Innovation Processes, Tools, and Strategies](#) 3 credit(s)
- [OPDD 4250 - Outdoor Product Design and Development Industry Experience](#) 1-6 credit(s) (3 credits required)
- or
- [OPDD 4900 - Senior Project Research and Creative Opportunity](#) 3 credit(s)
- (3 credits required)



## OPDD Quantitative Literacy (QL) and Breadth Physical Sciences (BPS) Requirements

The Quantitative Literacy (QL) course requires a grade of C- or better.

- The OPDD Quantitative Literacy (QL) requirement depends on the chosen emphasis:
- **Design Emphasis** - [STAT 1040 - Introduction to Statistics \(QL\)](#) 3 credit(s) or [STAT 1045 - Introduction to Statistics with Elements of Algebra \(QL\)](#) is highly recommended, but any [Quantitative Literacy \(QL\)](#) designation will fulfill emphasis requirements.
- **Development Emphasis** - [STAT 2000 - Statistical Methods \(QL\)](#) 4 credit(s)
- **Product Line Management Emphasis** - [STAT 1040 - Introduction to Statistics \(QL\)](#) or [STAT 1045 - Introduction to Statistics with Elements of Algebra \(QL\)](#)

Students should select **one** of the following courses to fulfill the BPS requirement:

- [CHEM 1010 - Introduction to Chemistry \(BPS\)](#) 3 credit(s)
- [PHYS 1010 - Elementary Physics \(BPS\)](#) 3 credit(s)
- [PHYS 1200 - Introduction to Physics by Hands-on Exploration \(BPS\)](#) 4 credit(s)
- [PHYS 1800 - Physics of Technology \(BPS\)](#) 4 credit(s)

## Internships

### ***Internship: OPDD 4250 Outdoor Product Design and Development Industry Experience***

Matriculated students are encouraged to complete one relevant and approved internship, in their final two years of the program prior to graduation. To see if your internship qualifies for credit, please reach out to Chase Anderson, the OPDD internship coordinator at [Chase.Anderson@usu.edu](mailto:Chase.Anderson@usu.edu)  
[Check out your rights as an intern.](#)

### **Company Eligibility**

This experience is intended to occur at a company or facility within the outdoor industry, but the goals and learning objectives are what will ultimately drive approval of a position. Meet with the Internship Coordinator if you are unsure if a position will qualify for the Industry Experience. Basic requirements for an internship to be approved for credit are as follows:

- A safe, protected work environment.
- A balance within the position of mentorship, creativity, and responsibility. The mentorship component is critical.
- An established plan for pairing the participant with professionals and employees of the company.
- A series of tasks and responsibilities that align with the intention of the OPDD Program and the career goals of the participant to actively engage with the company operation. An active work environment solving real world product design or development problems with specific goals and fulfillments in place.
- The company must be willing to participate in the intern evaluation process (mid-term and final).

### **Academic Credit**

There is an hourly work commitment required for each hour of assigned credit:

- If the experience is unpaid, it is 50:1, requiring 150 work hours for 3 credit hours.
- If the experience is paid, it is 75:1, requiring 225 work hours for 3 credit hours.
- The hours required in the Weekly Activity Logs should reflect time spent directly focused on the Learning Objectives for the internship experience. These hours can include both “on-the-

job” tasks and “off-the-job” tasks such as reading, designing, researching, etc.

- The Outdoor Product Design and Development degree requires 3 total academic credit hours of internship experience.

### **Financial Considerations**

- Plan Ahead! Start saving money early or secure a student loan so that you will be able to have a smooth transition into an internship if the experience is unpaid.
- Be cognizant of returning to your current employment in the fall semester upon your completion of the internship. Have you discussed the possibility of return with your current supervisor or boss?
- The decision to financially compensate the intern is at the discretion of the sponsoring company/individual.
- Discuss compensation early with your industry supervisor, before a contract is signed. Compensation can come in many forms: monthly salary, hourly wage, monthly stipend, conference registration, transportation cost reimbursement, room and board, half volunteer and half paid worker status, or a gift of goods and products.
- Be careful with your time. If absolutely necessary, a part-time job is possible concurrently with an internship, but be careful not to overload yourself and burn out, or else the quality of your work in both capacities could suffer.
- If you are receiving scholarship help, grants, V.A. benefits, or any type of financial aid, you should coordinate with the Financial Aid Office or the Veterans Office before you begin your industry experience to be sure your aid is not compromised in any way.

### **Registering for the Internship**

- The Industry Experience is listed in the University Catalog as OPDD 4250
- You will register for 3 credits of this course for the semester of your internship experience. If you would like to register for a different credit amount, you will need prior approval from the Internship Coordinator.
- This course can be repeated for a total of 6 credits, however academic credit will only be awarded for new work experiences. Previous work or military service is not creditable.

### **Timelines**

- Students should begin exploring internship opportunities no later than one semester preceding their intended internship. (Some very competitive internships have application deadlines six to eight months prior to the start of the internship).
- It is the responsibility of the student to find and secure the internship, so start early.
- Approval by the Internship Coordinator is required prior to start of the internship.
- The Internship Coordinator reserves the right to accept or reject the student’s company choice for internship credits.
- If the internship is terminated before completion date by the company or the student, no credit will be earned.

### **Internship Agreement Form**

Students should contact Chase Anderson ([chase.anderson@usu.edu](mailto:chase.anderson@usu.edu)) to receive the Internship Agreement Form. This form needs to be signed by the student, their manager, and a faculty member before they are eligible to register for the OPDD 4250 course.



## Senior Exhibit

### Senior Exhibit or Senior Project

The Design emphasis students are required to participate in the Senior Exhibit. Students in the Development and Product Line Management emphasis will complete a senior capstone and are optionally invited to participate in exhibit. Student work will be privately reviewed and critiqued by industry leader and experts before the exhibit opens. In order to participate in Senior Exhibit students in any track must enroll into [OPDD 4770 - Senior Exhibit](#) 1 credit(s).

Senior Exhibit provides Outdoor Product Design & Development students with the opportunity to display the culmination of their undergraduate experience to faculty, industry, and the general public. Graduating Seniors will display a variety of designs from their portfolio including **physical prototypes, finished products, as well as digital renderings and sketches**. The Exhibit is an excellent opportunity for students to engage with industry as well as for industry to identify potential new hires, and industry representatives will have the chance to interview students on site if desired. Senior Exhibit provides Outdoor Product Design & Development students with the opportunity to display the culmination of their undergraduate experience to faculty, industry, and the general public.

### Scholarships and Financial Assistance

Students are strongly encouraged to apply for financial aid before seeking scholarships as several scholarships are based on financial eligibility. About 1/3 of CAAS scholarships are considered “needs based” and students must submit their “Expected Family Contribution” from FAFSA when completing the CAAS scholarship application to be considered for "needs based" scholarships. Scholarship applications open the first week in December and close the last day in January. You can apply for a scholarship here <https://caas.usu.edu/students/scholarships>

## Course Registration

Information on how to register for courses at USU can be found here:

<https://www.usu.edu/aggiebluebook/registration>

## Study Abroad

The following Study Abroad opportunities listed in this section have agreements in place with OPDD curriculum. Additional information about Study Abroad opportunities can be found through the USU Office of Global Engagement. <https://www.usu.edu/global-engagement/>

### Annecy, France

[Annecy University Institute of Technology](#), created in 1973, is one of the seven faculties of University Savoie Mont Blanc. Over time, it has developed to meet an increasing demand and allow its students to develop autonomy, technical skills, flexibility and team work capacities. Today, the university is delighted to welcome some 2,800 students who can easily find internships and jobs in one of the numerous companies of the area, in neighboring Switzerland or in the several laboratories on campus.

The University Institute of Technology boasts an exceptional environment, at the foot of mountains and overlooking Lake Annecy. Bordering on both Italy and Switzerland, close to Germany, the Rhône-Alpes region is at the heart of Europe. You will fall for its lovely landscapes and enjoy hiking or cycling in the Alps or sunbathing by the lake. Adrenaline junkies will be offered many opportunities to indulge in skiing, paragliding, mountain biking and many more. The city of Annecy and its region are also home to many cultural events.

**Dates:** This program is designed as a year-long program. Coursework is done between September and March, with an internship after courses end in March.

- **Fall:** September to December
- **Spring:** January to March

**Academics/Credit:** Plan in advance with an academic advisor to earn 12-18 credits toward degree requirements. See the [Approving Credit](#) section of our website for more details. Students should have at least two years of higher education before applying and are responsible for finding their own internship placement, though there are multiple connections to internships available.

**OPDD students can choose from the following programs:**

- [Outdoor Softgoods & Development](#)
- [Outdoor International Sales & Promotion](#)
- [Outdoor Marketing & Communications](#)

**Other Resources:**

- [Survival Guide](#) and [Information Sheet](#)
- [Preparing for your Arrival](#)

**Orientation:** A Study Abroad Pre-Departure Orientation and corresponding Canvas course (a prerequisite for the study abroad program) will be held in the semester prior to study abroad.

### **Florence University of the Arts (FUA)**

**Florence University of the Arts (FUA)** presents a contemporary and thorough approach to a Liberal Arts education, along with an extensive curriculum in Studio Arts.

With small classes taught by a highly qualified international faculty, every course aims to enhance the social, intercultural, and professional experience of each student. Students have the opportunity to choose classes from any of the 8 schools/departments contained within Florence University of the Arts.

SAI oversees and coordinates all aspects of student enrollment, including application processing, course selection and credit, visa preparation, housing, student health insurance, transcripts, pre-departure, and on-site orientation & advising.

## OPDD Labs and Resources

Students in the Outdoor Product Design and Development Program at Utah State University have access to a wide variety of labs and resources on campus. More information about the resources available can be found at the following link: <https://caas.usu.edu/opdd/student-resources/labs-resources>

<b>SOFTWARE ON CAMPUS</b>	<a href="https://it.usu.edu/labs/lab-software">https://it.usu.edu/labs/lab-software</a>
<b>ADOBE CREATIVE CLOUD</b>	<a href="https://adobecc.usu.edu/">https://adobecc.usu.edu/</a>
<b>METAL FACTORY</b>	TECHNOLOGY BUILDING Certification Required Fabrication Tools, Grinders, Lathes, Mills, Presses, Welders, Woodshop <a href="https://engineering.usu.edu/students/metal-factory/">https://engineering.usu.edu/students/metal-factory/</a>
<b>IDEA FACTORY</b>	Sant Engineering Innovation Building / Room 110 Certification Required 3D Printers, CNC Mill, Vinyl Cutter, Laser Cutter, Soldering, Laser Engraving <a href="https://engineering.usu.edu/students/idea-factory/">https://engineering.usu.edu/students/idea-factory/</a>
<b>3D PRINT LAG</b>	Library Main Floor – South of Circulation Desk <a href="https://it.usu.edu/labs/computer-labs/emerging-tech">https://it.usu.edu/labs/computer-labs/emerging-tech</a>
<b>ENGINEERING LAB</b>	IS 119 Software, 3D Printing <a href="https://engineering.usu.edu/students/engineering-design-lab/index">https://engineering.usu.edu/students/engineering-design-lab/index</a>
<b>SCI-TECH LAB</b>	Library 002 – Basement Solidworks, Rhino, Keyshot, VR Headsets <a href="https://it.usu.edu/labs/computer-labs/scitech-library">https://it.usu.edu/labs/computer-labs/scitech-library</a>
<b>OUTDOOR RECREATION ARCHIVE</b>	US Special collections – Basement of Library <a href="https://libguides.usu.edu/outdoorcatalogs">https://libguides.usu.edu/outdoorcatalogs</a>
<b>WSGN DATABASE</b>	<a href="https://www-wgsn-com.dist.lib.usu.edu/accounts/edu/">https://www-wgsn-com.dist.lib.usu.edu/accounts/edu/</a>
<b>RECORDING STUDIO</b>	Library Main Floor – South of Circulation Desk
<b>OPDD DISCORD</b>	Invite only contact Chase Anderson A place where you all can find each other, share information about projects, classes, etc. Please take advantage of this resource to get to know your peers.