

Product Development, MS

Product development is in demand across many technology industries and is widely thought to be the engine of innovation. The Sherman Center for Entrepreneurial Engineering Education is uniquely positioned to offer students a combination of product process and technical skills. The mission of the center is to enable interdisciplinary student entrepreneurship in the broadest sense by providing education about tools, concepts, and resources to foster creativity and the ability to develop commercially viable ideas.

Products ranging from smart devices, to the Internet of Things, to software as a service all require people with product development skills. These positions guide product innovation and lead in crafting products for users. A look at any careers page for any technology firm currently hiring shows many positions open for individuals that have a mix of technical and product development knowledge.

The Master of Science in Product Development program contains a core of courses that span the product development cycle and then allows students to customize the rest of their degree to fit their chosen industry or path. The core courses cover topics such as customer acquisition, technical market analysis, product life cycle, intellectual property, prototyping, iterative development, product design, user testing, and manufacturing.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Core Requirements

| Code | Title | Hours |
|---------|--|-------|
| GE 5010 | Customer-Driven Technical Innovation for Engineers | 4 |
| GE 5020 | Engineering Product Design Methodology | 4 |
| GE 5030 | Iterative Product Prototyping for Engineers | 4 |
| GE 5100 | Product Development for Engineers | 4 |

Options

Complete one of the following options:

COURSEWORK OPTION

| Code | Title | Hours |
|------|---|-------|
| | Complete 16 semester hours from the course list below. (p. 1) | 16 |

PROJECT OPTION

| Code | Title | Hours |
|---------|---|-------|
| GE 7945 | Master's Project | 4 |
| | Complete 12 semester hours from the course list below. (p. 1) | 12 |

THESIS OPTION

| Code | Title | Hours |
|---------|--|-------|
| GE 7990 | Thesis | 8 |
| | Complete 8 semester hours from the course list below. (p. 1) | 8 |

COURSE LIST

| Code | Title | Hours |
|-------------------------------|---|-------|
| College of Engineering | | |
| BIOE 5250 | Regulatory and Quality Aspects of Medical Device Design | |
| BIOE 5810 | Design of Biomedical Instrumentation | |
| CSYE 6200 | Concepts of Object-Oriented Design | |
| CSYE 6205 | Concepts of Object-Oriented Design with C++ | |
| CSYE 7280 | User Experience Design and Testing | |
| EECE 5155 | Wireless Sensor Networks and the Internet of Things | |
| EECE 5550 | Mobile Robotics | |
| EECE 5552 | Assistive Robotics | |
| EECE 5580 | Classical Control Systems | |
| EECE 5639 | Computer Vision | |
| EECE 5666 | Digital Signal Processing | |
| IE 5617 | Lean Concepts and Applications | |
| IE 5630 | Biosensor and Human Behavior Measurement | |

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| IE 6200 | Engineering Probability and Statistics |
| IE 6500 | Human Performance |
| IE 7200 | Supply Chain Engineering |
| IE 7270 | Intelligent Manufacturing |
| INFO 6660 | Business Ethics and Intellectual Property for Engineers |
| ME 5245 | Mechatronic Systems |
| ME 5250 | Robot Mechanics and Control |
| ME 5645 | Environmental Issues in Manufacturing and Product Use |
| ME 5650 | Advanced Mechanics of Materials |
| ME 5659 | Control Systems Engineering |
| TELE 6510 | Fundamentals of the Internet of Things |
| TELE 6530 | Connected Devices |

D'Amore McKim School of Business

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| ENTR 6240 | Emerging and Disruptive Technologies |
| ENTR 6250 | Lean Design and Development |
| INNO 6200 | Enterprise Growth and Innovation |
| INNO 6230 | Platform Innovation |
| MKTG 6200 | Creating and Sustaining Customer Markets |

College of Arts, Media and Design

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|-----------|--------------------------------------|
| ARTG 5120 | Research Methods for Design |
| ARTG 5310 | Visual Cognition |
| ARTG 5610 | Design Systems |
| ARTG 5640 | Prototyping for Experience Design |
| ARTG 6310 | Design for Behavior and Experience |
| GSND 5110 | Game Design and Analysis |
| GSND 5122 | Business Models in the Game Industry |
| GSND 5130 | Mixed Research Methods for Games |
| GSND 6320 | Psychology of Play |
| GSND 6340 | Biometrics for Design |

Bouvé College of Health Sciences

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|---------|---|
| PT 5321 | Applications of Biomechanics in Human Function and Movement |
| PT 7010 | Measurement and Analysis of Human Movement and Bioinstrumentation |

Program Credit/GPA Requirements

32 total semester hours required

Minimum 3.000 GPA required