



CAREER OPPORTUNITIES FOR HUMAN-CENTERED MAKING MAJORS

As a Human-Centered Making major you'll acquire design, product engineering and critical thinking skills with an emphasis on empathy. So everything you design, from a postcard to a city park, will focus on the person who uses rather than the object itself. You'll build stronger, more sustainable communities along with a varied, interesting and in-demand career.

SKILLS & ABILITIES OF THE HUMAN-CENTERED MAKING MAJOR

Analytical

- Identifying the underlying principles, reasons, or facts of information by breaking down information or data into separate parts.
- Observing, receiving, and otherwise obtaining information from all relevant sources
- Analyzing information and evaluating results to choose the best solution and solve problems.

Critical Thinking

- Using logic and reasoning to identify the strengths and weaknesses of alternative solutions, conclusions or approaches to problems.

Organizing

- Planning and managing, working within deadlines, attention to details.
- Working independently, teams and small groups.

Communication

- Writing clearly
- Speaking effectively

- Presenting specific viewpoints
- Synthesizing information
- Creating entertaining and persuasive messages
- Demonstrating creativity and artistic expression

Interpersonal Relations

- Identifying and managing different needs of individuals, groups, and mass audiences
- Understanding institutional and cultural values
- Working in teams
- Rewriting/editing with others
- Explaining processes, plans, and concepts
- Interviewing people

Research and Analysis

- Defining hypotheses
- Evaluating ideas and their presentation
- Gathering information and data
- Comparing/contrasting evidence
- Evaluating information and sources
- Developing market research

POTENTIAL CAREERS

2/3D Printing/Prototyping

- Designer/CAD Designer
- Additive Manufacturing
- Technical 3D Artist
- Model Makers
- Molding Technician
- CNC Machinist
- Patternmaker
- Phototonics
- Game Art and Designer
- Digital Designer

Business and Industry

- Architecture or Engineering Manager
- Sustainability Coordinator
- Market Researcher
- Consumer Brands Specialist
- General/Operations Manager
- Project/Account Manager
- Software Engineer

TYPES OF EMPLOYERS

- Private for-Profit
- Healthcare
- Government/Military
- Non-Profit
- Education
- Self-Employed

TECHNICAL/INDUSTRY-SPECIFIC SKILLS DEVELOPED IN PROGRAM

- 2/3D Printing
- Laser Printing
- Rapid Development/Prototyping
- CAD Design
- UNITY
- MUSE
- Design Thinking

Sources: www.Onetonline.org

www.xavier.edu