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