

Explore Design Careers

What are My Options?

Choosing a design profession can be challenging, especially when you don't know all the possibilities. We offer a short, seven-week course to introduce new undergraduates to the range of design careers they could pursue, and the USU majors that can get them there.

Explore Design Careers. Find LAEP 1010 in USU Banner. Runs second half of fall semester 2026.

The one-credit course helps students understand all the different tracks available at USU by spotlighting a new discipline each class period. Faculty from across the university will introduce what careers look like, including daily activities (work types, products, skills, teams), jobs (hiring, wages, work environments), and businesses (employers, clients, markets). They'll explain degree options at USU to pursue each discipline, including an overview of classes, academic advising, and the application process to be admitted to the programs.

The course is a unique collaboration between eight departments and four colleges on the Logan campus, and offers a high-level introduction to the wide variety of disciplines available.

Design Majors at USU

- **Residential Design (Plant, Soils and Climate):** Design and build landscapes and outdoor living spaces including patios, plantings and irrigation systems.
 - **Landscape Architecture (LAEP):** Design parks, campuses and public outdoor spaces. Plan large-scale landscapes to balance ecology and human use.
 - **Environmental Planning and Design (LAEP):** Create land use plans with the environment in mind. Work on sustainability or community projects.
 - **Digital Technologies (LAEP):** Create 3D models, maps, and animations. Design digital interfaces, motion graphics and interactive media.
 - **Theater Design (Theatre Arts):** Design sets, lighting or costumes for live performances. Build and manage visual elements of stage productions.
 - **User Experience (UX) Design (Instructional Technology):** Design apps and websites focused on the online experience. Research and improve technology interactions.
- More questions? sean.michael@usu.edu
- **Graphic Design (Art + Design):** Create logos and brand identities. Design posters, packaging or social media campaigns.
 - **Outdoor Product Design (Technology, Design & Technical Education):** Design gear and outdoor clothing. Prototype and test products.
 - **Interior Architecture and Design (Art + Design):** Plan and design interior spaces like homes, offices or hotels.
 - **Mechanical Engineering (Mechanical and Aerospace Engineering):** Design machines, engines or robotics systems. Build and test mechanical components.
 - **Engineering Technology (Technology, Design and Technical Education):** Do hands-on work with manufacturing systems and equipment. Troubleshoot, test and improve engineering processes.