

# WUPUI

*Motor sports*



**ENGINEERING TECHNOLOGY**

# The Motorsports Industry













# The Motorsports Industry

From the Big Leagues....



To the Minor Leagues....

# The Motorsports Industry

From High Tech .....



To Not-So-High Tech.....

# **Motorsports Career Opportunities**

- Over 2200 Motorsports Businesses in Indiana
- It's a 20 Billion Dollar a Year Business in the United States
- Over 50 Indiana tracks, and teams numbering in the thousands
- Technology based employees average \$10,000 higher salaries

**What sort of  
employee does the  
Motorsports  
Industry want?**



# Talent & Business Sense with Attitude, Passion and Commitment



# Attributes that the Motorsports Industry Considers Important

- Design & Analysis Skills
- Manufacturing & Fabrication Skills
- Adaptability
- Observation
- Ability to Think
- Pro-Active
- Autonomous Learning
- Flexibility
- Resilience
- Determination
- Focus
- Self-Awareness
- Confidence
- Judgment
- Passion



# IUPUI Motorsports



# MOTORSPORTS TECHNOLOGY CERTIFICATE

<b><u>CLASS</u></b>	<b><u>Credits</u></b>
• Algebra & Trigonometry	5
• Statics	3
• Dynamics	3
• Heat and Power	3
• Intro to Motorsports	3
• IC Engines	3
• Vehicle Dynamics	3
• A Project Course with a Motorsport Related Project	3
<b>Total</b>	<b>26</b>



# **MOTORSPORTS BACHELORS DEGREE**

- Approved in May, 2008
- 127 credit hours
- Standard math and science requirements
- Fundamental mechanical courses
- Internships
- Projects from the Industry
- Actual racing competition

# MOTORSPORTS ENGINEERING BACHELORS DEGREE

## Motorsports Specific Courses:

<u>CLASS</u>	<u>Credits</u>
• Intro to Motorsports	3
• Computer Tools for Motorsports	1
• Statics and Dynamics	4
• Business of Motorsports I	3
• Motorsports Design I	3
• Data Acquisition in Motorsports I	3
• Dynamic Systems and Signals	3
• Computer Aided Engineering	3
• Internship	3
• Data Acquisition in Motorsports II	3
• Business of Motorsports II	3
• Control Systems Analysis & Design	3
• Motorsports Design II	3
• Automotive Control	3