MOTORSPORTS ENGINEERING

STEM
Science, Technology, Engineering, and Math
Motorsports engineering focuses on teaching fundamentals of engineering and hands-on projects that involve designing, analyzing, and building actual competition vehicles.

Sample Coursework
- Introduction to Motorsports
- Business of Motorsports
- Motorports Design
- Data Acquisition in Motorsports
- Motorports Aerodynamics
- Vehicle Dynamics

Possible Career Opportunities
- Race Engineer
- Race Car Designer
- Automotive Engineer

Employment and Graduate School Information

Employment Outlook
The level of technology utilized in vehicles designed for motorsports competition continues to advance in areas such as power, aerodynamics, performance, and safety, thus ensuring continued need for trained engineers.

Salary Expectations
The summer 2008 National Association of Colleges and Employers Survey suggests the average starting salary for aerospace/aeronautical/astronautical engineers with a bachelor’s degree was $55,815 per year. Median annual earnings of aerospace engineers were $87,610, automotive body repairer $35,193, automotive service technician $33,779 (OOH, 2008-09).

(This section is intended for informational purposes, not predication of actual salary. Salary information is based on national salary ranges which are greatly impacted by location and relative cost of living.)

Graduate/Professional School Opportunities
Some graduates may pursue additional training in one of the following areas: Business Management & Administration, Automotive Engineering, Law, Mechanical Engineering, and Other Fields.

Where Could I Work?
- Motorsports
- Automotive
- Aerospace

Where Can I Get More Information?
Purdue School of Engineering & Tech.
Office: ET 309  Phone: (317) 274-2533
engr.iupui.edu

Interest Code
- Realistic
- Investigative
- Enterprising