

INNOVATION AND DESIGN (IND)

Innovation & Design

IND-102 INNOVATION IN THE CONCEPTUAL AGE (3 Credits)

A course outlining the seven creative habits and the six essential human aptitudes needed to survive in the Conceptual Age.

Prerequisite: None

IND-202 INNOVATION & DESIGN STRATEGIES (3 Credits)

An examination of the latest Collaborative Design techniques in today's marketplace. Students will learn to use, lead others, and analyze Creative Problem-Solving techniques (CPS), Design Thinking tools (DT), and Human Centered Design methods (HCD) effectiveness in real-world situations.

Prerequisite: None

IND-302 INNOVATION AND THE COMMON GOOD (3 Credits)

An experiential course where students will experience "Design Doing". Students will use a variety of design thinking methods while working in teams to design a better product, service, or space that is desirable, viable, and feasible for customers and clients. Emphasis will be placed on using existing best practice tools for empathy, ideation, prototyping, testing, and implementation.

Prerequisite: None