

inworks

Minor in Human-Centered Design & Innovation | 19 Credit Hours

The Inworks Minor in Human-Centered Design and Innovation offers a broad, interdisciplinary perspective that integrates design thinking with collaborative problem solving. As you move through the program, you will learn to create impactful solutions to important human challenges, while reaching across disciplines to tap into diverse skills, ideas, and mindsets. To graduate with the minor, you will need to complete six Inworks courses: A foundational course, four additional Inworks courses of your choice, and a capstone to complete your experience.

UNDERGRADUATE MINOR

Lay the Foundation

You don't have to take this right away, but it is required to complete the minor.

2100: Human-Centered Design, Innovation & Prototyping

Keep Building

Take four additional IWKS course of your choosing.

2300: Computational Foundations of Innovation

3100: 3D Design, Computation & Prototyping

3180: Choose Your Own Adventure

3200: Data Science for Innovators

3300: NAND to Tetris

3400: Game Design & Development 1

3540: Synthetic Biology for Innovators

3550: Innovation Law & Policy

3600: Innovating for the Developing World

3620/5620: Mobile App Development

3700/5700: Innovation & Society

3850: Product Design

4100/5150: Advanced Human-Centered Design

4120/5120: IoT: The Internet of Things

4450: Game Design & Development 2

4500: Bio-Design & Innovation

4520: Designing for Healthful Human Longevity

4680: Case Studies in Design

4750: Innovating on Education

4930: Special Topics

4970: Independent Study

Make It Matter

Complete your minor with one of the two capstones.

4800: StartUp: Creating a New Venture from Scratch

4900: Inworks Capstone