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.

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
3200: Data Science for Innovators
3540: Synthetic Biology for Innovators
3620/5620: Mobile App Development
4100/5150: Advanced Human-Centered Design
4500: Bio-Design & Innovation
4750: Innovating on Education
3100: 3D Design, Computation & Prototyping
3300: NAND to Tetris
3550: Innovation Law & Policy
3700/5700: Innovation & Society
4120/5120: IoT: The Internet of Things
4520: Designing for Healthful Human Longevity
4930: Special Topics
3180: Choose Your Own Adventure
3400: Game Design & Development 1
3600: Innovating for the Developing World
3850: Product Design
4450: Game Design & Development 2
4680: Case Studies in Design
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

courses.inworks.org