

Cover Sheet: Request 13152

IDS 1353 Creativity in Context

Info

Process	Course Modify Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Jeffrey City jcitty@aa.ufl.edu
Created	10/10/2018 10:55:22 AM
Updated	11/7/2018 2:37:04 PM
Description of request	I am requesting this course be changed to variable credit to account for the increased work load and time when we teach this course in our study abroad program in Maynooth, Ireland.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CLAS - Innovation Academy 011601005	Jeffrey City		10/10/2018
IDH4940_ Study Abroad Syllabus2018 (1).pdf					10/10/2018
Maynooth Daily Trips 2018.pdf					10/10/2018
College	Approved	CLAS - College of Liberal Arts and Sciences	Joseph Spillane		10/10/2018
No document changes					
University Curriculum Committee	Commented	PV - University Curriculum Committee (UCC)	Lee Morrison	Added to November agenda.	10/24/2018
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			10/24/2018
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

Course|Modify for request 13152

Info

Request: IDS 1353 Creativity in Context

Description of request: I am requesting this course be changed to variable credit to account for the increased work load and time when we teach this course in our study abroad program in Maynooth, Ireland.

Submitter: Jeffrey Citty jcitty@aa.ufl.edu

Created: 11/7/2018 3:18:22 PM

Form version: 7

Responses

Current Prefix

Enter the current three letter code (e.g., POS, ATR, ENC).

Response:
IDS

Course Level

Select the current one digit code preceding the course number that indicates the course level at which the course is taught (e.g., 1=freshman, 2=sophomore, etc.).

Response:
1

Number

Enter the current three digit code indicating the specific content of the course based on the SCNS taxonomy and course equivalency profiles.

Response:
353

Lab Code

Enter the current lab code. This code indicates whether the course is lecture only (None), lab only (L), or a combined lecture and lab (C).

Response:
None

Course Title

Enter the current title of the course as it appears in the Academic Catalog.

Response:
Creativity in Context

Effective Term

Select the requested term that the course change(s) will first be implemented. Selecting "Earliest" will allow the change to be effective in the earliest term after SCNS approval. If a specific term and year are selected, this should reflect the department's expectations. Courses cannot be changed retroactively, and therefore the actual

effective term cannot be prior to SCNS approval, which must be obtained prior to the first day of classes for the effective term. SCNS approval typically requires at least 6 weeks after approval of the course change at UF.

Response:
Earliest Available

Effective Year

Select the requested year that the course change will first be implemented. See preceding item for further information.

Response:
2019

Requested Action

Indicate whether the change is for termination of the course or any other change. If the latter is selected, all of the following items must be completed for any requested change.

Response:
Other (selecting this option opens additional form fields below)

Change Course Prefix?

Response:
No

Change Course Level?

Note that a change in course level requires submission of a course syllabus.

Response:
No

Change Course Number?

Response:
No

Change Lab Code?

Note that a change in lab code requires submission of a course syllabus.

Response:
No

Change Course Title?

Response:
No

Change Transcript Title?

Response:
No

Change Credit Hours?

Note that a change in credit hours requires submission of a course syllabus.

Response:
No

Change Variable Credit?

Note that a change in variable credit status requires submission of a course syllabus.

Response:
Yes

Current Min and Max Credits

Response:
2 , 2

Proposed Min and Max Credits

Response:
2, 4

Change S/U Only?

Response:
No

Change Contact Type?

Response:
No

Change Rotating Topic Designation?

Response:
No

Change Repeatable Credit?

Note that a change in repeatable credit status requires submission of a course syllabus.

Response:
No

Maximum Repeatable Credits

Enter the maximum credits a student may accrue by repeating this course.

Response:
0

Change Course Description?

Note that a change in course description requires submission of a course syllabus.

Response:
No

Change Prerequisites?

Response:
No

Change Co-requisites?

Response:
No

Rationale

Please explain the rationale for the requested change.

Response:

The IDS1353 course is taught on-campus and in our study abroad program in Maynooth Ireland. The course when taught in our study abroad program adds additional site visits and reflection assignments (see Maynooth Daily Trips document). These trips and assignments add an additional 18-35 hours of course time that is not required of the students that take the on-campus version. This additional time spent at various business visits and reflections should be counted toward the course credits provided to students. The faculty that is teaching the study abroad version can submit their trips and if additional course time from 18 hours to 35 hours is determined one additional credit could be provided to the students. If additional course time up to 36 - 54 hours is determined one more additional credit could be provided to the students. The course in Maynooth cannot add any more than 54 additional hours of course work. (see below)

1 additional credit for 18 – 35 additional hours of course work

2 additional credits for 36 – 54 additional hours of course work

IDH 4940 Creativity-in-Maynooth



Fall 2018 ● 3 Credits ● SECTION: #3928

COURSE MEETING PLACE: Maynooth
COURSE MEETING DAY & TIME: T/R 9:30-11:30 am
E-LEARNING/ CANVAS WEBSITE:
<http://elearning.ufl.edu/>

INSTRUCTOR: Dr. Alison Reynolds
OFFICE HOURS: After class
E-MAIL: ali.reynolds@ufl.edu

Course Description

IDH 4940 Creativity in Maynooth highlights a set of creative thinking tools and provides an introductory overview of the theoretical models of creativity. The creative thinking tools and theoretical foundations frame experiential learning activities in the course and offer the necessary background for *IDS 1359 Creativity in Action*, the next course in the Innovation Academy (IA) minor.

Throughout the semester, students will learn about the theory behind creativity, practice a set of thinking tools that can enhance creative output, explore and develop their own creative processes, experience collaborative creative problem solving in teams, and practice lo-fi prototyping.

The course balances instructor-led presentations, active dialogue, small group work, and hands-on activities. Individual course sections will contain common core content, but individual instructors will provide their own unique class experience and offer a variety of experiential learning exercises. Learning in this course will occur in many ways: presentations; discussions; exercises; as well as project-based learning that involves observing, diagramming, sketching, and building.

Course Goals & Objectives

DISCOVER CREATIVITY & THE CREATIVE PROCESS

- Define creativity
- Explain theories that guide creativity: 5P's, Flow, etc.
- Recognize mindsets & barriers to creativity in individuals and teams

PERCEIVE CRITICAL & CREATIVE THINKING SKILLS

- Examine perceptions of personal creative ability
- Define & apply nine creative thinking tools
- Demonstrate use of 21st century skillset

IDEATE NEW IDEAS THROUGH THE DESIGN THINKING PROCESS

- Define the design thinking process
- Apply creative thinking tools to design thinking
- Develop a novel & valuable innovation with an interdisciplinary team

MAKE LO-FI & 3D PROTOTYPES

- Become oriented to the 3D fabrication lab
- Experience the iteration process
- Create a 3D prototype

Required Textbook

Root-Bernstein, R. and M. Root-Bernstein. (1999). *Sparks of Genius: The 13 Thinking Tools of the World's Most Creative People*. Boston, MA: Houghton Mifflin. ISBN: 978-0618-12745-0.

Yamada, Kobi. (2014). *What Do You Do With an Idea?* Compendium Inc. ISBN: 978-1938298073

Required Supplies

- An Idea Book for brainstorming, diagramming, & ideas (no smaller than 5"x 8" & unlined)
- Two 3"X 3" post-it notepads
- One dry-erase marker

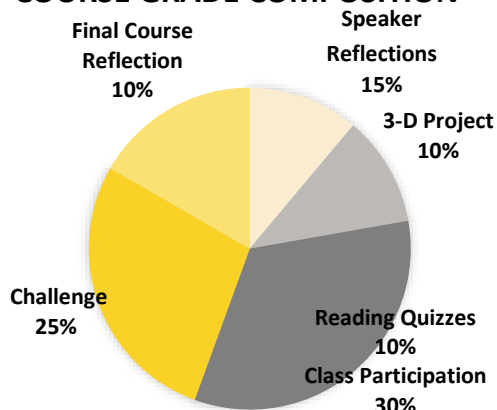
Attendance is required. Students are expected to attend **all** excursions and classes. As such, more than **two** absences from classes **or** from scheduled excursions will result in dismissal from the program. Students will be responsible for airfare home at that point. **Only** absences deemed excused according to UF policy will be allowed.

Tardiness: If students enter class or after it has begun, they are late, which disrupts the entire class. In addition, timeliness is required for all excursions. Two instances of tardiness count as one absence.

Requirements for class attendance and make-up exams, assignments, and other work in this class are consistent with university policies that can be found at

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

COURSE GRADE COMPOSITION



UF GRADING SCALE*

A 93-100

A- 90-92

B+ 87-89

B 83-86

B- 80-82

C+ 77-79

C 73-76

C- 70-72

D+ 67-69

D 63-66

D- 60-63

E 0-60

*Note: the IA minor courses must be completed with a minimum grade of C and no S-U. For additional information on UF grade policies see:

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

Participation in & outside of class will help students make the most of their IA and study a broad experience. Participation is defined as coming to class well-prepared, initiating & contributing to relevant discussions; synthesizing & applying course material; & modeling good classroom citizenship. This experiential class requires active dialogue, small group work, and hands-on-exercises to facilitate the learning process. Texting, web surfing, or using electronics for non-course activities cannot occur during class.

Email & Announcements contain crucial course information. As stated by UF & the IA Handbook, **students are responsible for checking email and e-Learning for course communications at least once every 24 hours**. Instructors will not be held accountable for students who are unresponsive to electronic communications about coursework that could impact students' grades. **Check the "clutter" inbox** in the UF email system to make sure course emails are not being incorrectly marked.

UF POLICIES

ACCOMODATIONS FOR DISABILITIES

Students requesting accommodation for disabilities must first register with the Dean of Students Office (<http://www.dso.ufl.edu/drc/>). The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. You must submit documentation **prior** to the program. Accommodations are not retroactive. ***However, UF cannot guarantee that requested disability and accommodations during a study abroad program will be available as other countries have different laws.***

TECHNOLOGY SUPPORT

If you have any technical issues, including issues with Canvas in e-learning please immediately contact the UF Help Desk website at: <http://helpdesk.ufl.edu/>

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. **You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.**

UF ACADEMIC HONOR CODE

UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (<https://sccr.dso.ufl.edu/process/honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the course instructor.

FACULTY EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>

UF WELLNESS RESOURCES

U Matter, We Care:

If you or a friend is in
distress, contact
umatter@ufl.edu or
352 392- 1575

Counseling & Wellness

www.counseling.ufl.edu,
392-1575
Student Health Care
Center:
352-1161

SARS Sexual Assault Recovery Services

Student Health Care
Center:
392-1161

UF Police Department

Call: 392-1111
or 9-1-1 for emergencies
<http://www.police.ufl.edu/>

Your well-being is important to UF. The U Matter, We Care initiative is committed to creating a culture of care on our campus by encouraging members of our community to look out for one another and to reach out for help if a member of our community is in need. If you or a friend is in distress, please contact umatter@ufl.edu so that the U Matter, We Care Team can reach out to the student in distress. A nighttime and weekend crisis counselor is available by phone at 352-392-1575. The U Matter, We Care team can help connect students to the many other helping resources available including, but not limited to Victim Advocates, Housing Staff, and the Counseling and Wellness Center. Please remember that asking for help is a sign of strength. In emergency call 9-1-1.

UF ACADEMIC RESOURCES

e-Learning Tech Support

e-Learning/Canvas technical support,
352-392-4357 (select option 2) or
e-mail to Learningsupport@ufl.edu <http://helpdesk.ufl.edu/>

Library Support

Library Support, <http://cms.uflib.ufl.edu/ask> Various ways to receive assistance with respect to using the libraries or finding resources.

Writing Studio

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. <http://writing.ufl.edu/writing-studio/>

Course Schedule

Week	Topics	Class Readings (due before class) and Activities	Assignment Due
1a	<ul style="list-style-type: none"> • Introduction to Creative Thinking and 21st Century Skills • Define Creativity • Questionnaire 	<ul style="list-style-type: none"> • <i>What Do You Do With an Idea?</i> 	
1b	<ul style="list-style-type: none"> • History of Creativity in Innovation • Creative Thinking Tool: Observing 	<ul style="list-style-type: none"> • Read Ch. 3 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas 	
2a	<ul style="list-style-type: none"> • Introduction to the 4Ps of Creativity: The Creative Person • Creative Thinking Tool: Imagining 	<ul style="list-style-type: none"> • Read Ch. 4 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas 	Speaker Reflection 1 Due
2b	<ul style="list-style-type: none"> • 4Ps of Creativity: The Creative Process • Creative Thinking Tool: Abstracting 	<ul style="list-style-type: none"> • Read Ch. 6 & 7 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas 	Submit 30-Day Challenge: Days 1-12
3a	<ul style="list-style-type: none"> • 4Ps of Creativity: The Creative Product • Creative Thinking Tool: Recognizing and Forming Patterns 	<ul style="list-style-type: none"> • Read Ch. 6 & 7 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas 	Submit 30-Day Challenge: Days 13-21

3b	<ul style="list-style-type: none"> • 4Ps of Creativity: The Creative Place • Creative Thinking Tool: Analogizing 	<ul style="list-style-type: none"> • Read Ch. 8 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas 	
4a	<ul style="list-style-type: none"> • 5th P: Persuasion • Creative Thinking Tool: Empathizing 	<ul style="list-style-type: none"> • Read Ch. 10 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas 	Submit 30-Day Challenge: Days 21-30
4b	<ul style="list-style-type: none"> • Define and experience Creative Thinking Tool: Synthesizing or Body Thinking 	<ul style="list-style-type: none"> • Read Ch. 15 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas 	Speaker Reflection 2 Due in Canvas
5a	<ul style="list-style-type: none"> • 30-Day Challenge Project Presentations 	<ul style="list-style-type: none"> • Reading & Multimedia in Canvas 	30-Day Challenge Final Project Due
5b	<ul style="list-style-type: none"> • Introduction to Innovation • Introduction to Design Thinking 	<ul style="list-style-type: none"> • Reading & Multimedia in Canvas • Go DISCOVER & PERCEIVE the unseen problem through Design Thinking research methods and applied Creative Thinking Tools 	
6a	<ul style="list-style-type: none"> • Design Thinking Phase: DISCOVER/PERCEIVE • Applied Creative Thinking Tools: Observation, Recognizing Patterns Body Thinking, Empathizing & Imaging 	<ul style="list-style-type: none"> • Reading & Multimedia in Canvas • Go DISCOVER & PERCEIVE the unseen problem through Design Thinking research methods and applied Creative Thinking Tools • Reading & Multimedia in Canvas 	Speaker Reflection 3 Due

6b	<ul style="list-style-type: none"> • Design Jam: (Teams, Topic, Initial Idea) • Design Thinking Phase: IDEATE • Applied Creative Thinking Tools: Abstracting, Forming Patterns, Analogizing. & Synthesizing 	<ul style="list-style-type: none"> • Read Ch. 11 and 12 <i>Sparks of Genius</i> 	Plans for UF uploaded
7***	<ul style="list-style-type: none"> • Prepare for Infinity Lab fabrication • Complete a team Design Jam: Prototyping a Product • Team 3D Prototyping Presentations 	<ul style="list-style-type: none"> • Canvas assignments 	Final Reflection Due Final Team 3D Prototyping Project Presentation and Deliverable Due

*****IMPORTANT: 10% of the final grade for the course will be completed at UF in the spring semester. Students will participate in a 3D lab activity that will be arranged early in the semester. Final grades will be assigned after the activity and assignment.*****

IDS 1353 Creativity-in-Context



SPRING 2018 ● 2 Credits ● SECTION: #14E1 & 183A

COURSE MEETING PLACE:

BEC (14E1) INF(183A)

COURSE MEETING DAY & TIME:

T 3-4:55p (14E1) & W 8:30-10:25A (183A)

E-LEARNING/ CANVAS WEBSITE:

<http://elearning.ufl.edu/>

INSTRUCTOR: Professor Bucciarelli

OFFICE LOCATION: INF 309

OFFICE HOURS: Th. 10-11A

E-MAIL: abucciarell@ufl.edu*

PHONE: 352-294-7198

**Use email "Conversations" in e-Learning for all course communication with your instructor*

Course Description

IDS 1353 Creativity in Context highlights a set of creative thinking tools and provides an introductory overview of the theoretical models of creativity. The creative thinking tools and theoretical foundations frame experiential learning activities in the course and offer the necessary background for *IDS 1359 Creativity in Action*, the next course in the Innovation Academy (IA) minor.

Throughout the semester, students will learn about the theory behind creativity, practice a set of thinking tools that can enhance creative output, explore and develop their own creative processes, experience collaborative creative problem solving in teams, and practice lo-fi prototyping. Creative scientists, artists, entrepreneurs, designers, and researchers will present their stories and experiences with the creative process in the IA Speaker Series.

The course balances instructor-led presentations, active dialogue, small group work, and hands-on activities. Individual course sections will contain common core content, but individual instructors will provide their own unique class experience and offer a variety of experiential learning exercises. Learning in this course will occur in many ways: presentations; discussions; exercises; as well as project-based learning that involves observing, diagramming, sketching, and building.

Course Goals & Objectives

DISCOVER CREATIVITY & THE CREATIVE PROCESS

- Define creativity
- Explain theories that guide creativity: 5P's, Flow, etc.
- Recognize mindsets & barriers to creativity in individuals and teams

PERCEIVE CRITICAL & CREATIVE THINKING SKILLS

- Examine perceptions of personal creative ability
- Define & apply nine creative thinking tools
- Demonstrate use of 21st century skillset

IDEATE NEW IDEAS THROUGH THE DESIGN THINKING

- Define the design thinking process
- Apply creative thinking tools to design thinking
- Develop a novel & valuable innovation with an interdisciplinary team

MAKE LO-FI & 3D PROTOTYPES

- Become oriented to the 3D fabrication lab
- Experience the iteration process
- Create a 3D prototype

Required Textbook

Root-Bernstein, R. and M. Root-Bernstein. (1999). *Sparks of Genius: The 13 Thinking Tools of the World's Most Creative People*. Boston, MA: Houghton Mifflin. ISBN: 978-0618-12745-0.

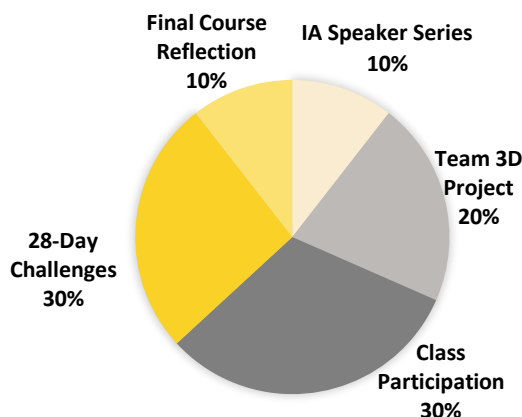
Required Supplies

- An Idea Book for brainstorming, diagramming, & ideas (no smaller than 5"x 8" & unlined)
- Two 3"X 3" post-it notepads
- One dry-erase marker
- Budgeted \$20 per person for 3D modeling materials

Attendance is part of the participation grade. Students may have 1 unexcused absence or 2 unexcused tardies. After that students will lose 5 points on the participation grade per subsequent absence and 2.5 points per subsequent tardy. Excused absences are documented illnesses and/or documented emergencies, which must be reported in a timely manner and approved at the discretion of the course instructor. Missed work for these approved absences must be made up within a timely fashion. If students miss class for some (unexcused) reason, they should obtain course material & assignments from another class member. Students should also notify your instructor via email. Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

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COURSE GRADE COMPOSITION



UF GRADING SCALE*

A	93-100
A-	90-92
B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76
C-	70-72
D+	67-69
D	63-66
D-	60-63
E	0-60

*Note: the IA minor courses must be completed with a minimum grade of C and no S-U. For additional information on UF grade policies see: <https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

Participation in & outside of class will help students make the most of their IA experience. Participation is defined as coming to class well-prepared, initiating & contributing to relevant discussions; synthesizing & applying course material; & modeling good classroom citizenship. This experiential class requires active dialogue, small group work, and hands-on-exercises to facilitate the learning process. Texting, web surfing, or using electronics for non-course activities cannot occur during class.

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TECHNOLOGY SUPPORT

If you have any technical issues, including issues with Canvas in e-learning please immediately contact the UF Help Desk at helpdesk@ufl.edu; 352-392-HELP (4357) and select option 2; or the UF Help Desk website at: <http://helpdesk.ufl.edu/>

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. **You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.**

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FACULTY EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>

UF WELLNESS RESOURCES

U Matter, We Care:

If you or a friend is in distress, contact umatter@ufl.edu or 352 392- 1575

Counseling & Wellness

www.counseling.ufl.edu,
392-1575
Student Health Care
Center:
352-1161

SARS Sexual Assault Recovery Services

Student Health Care
Center:
392-1161

UF Police Department

Call: 392-1111
or 9-1-1 for emergencies
<http://www.police.ufl.edu/>

Your well-being is important to UF. The U Matter, We Care initiative is committed to creating a culture of care on our campus by encouraging members of our community to look out for one another and to reach out for help if a member of our community is in need. If you or a friend is in distress, please contact umatter@ufl.edu so that the U Matter, We Care Team can reach out to the student in distress. A nighttime and weekend crisis counselor is available by phone at 352-392-1575. The U Matter, We Care team can help connect students to the many other helping resources available including, but not limited to Victim Advocates, Housing Staff, and the Counseling and Wellness Center. Please remember that asking for help is a sign of strength. In emergency call 9-1-1.

UF ACADEMIC RESOURCES

e-Learning Tech Support

e-Learning/Canvas technical support,
352-392-4357 (select option 2) or
e-mail to Learningsupport@ufl.edu <http://helpdesk.ufl.edu/>

Career Resource

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <http://www.crc.ufl.edu/>

Library Support

Library Support, <http://cms.uflib.ufl.edu/ask> Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <http://teachingcenter.ufl.edu/>

Writing Studio

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. <http://writing.ufl.edu/writing-studio/>

Student Complaints

Student Complaints on Campus:
https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf

IDS 1353 Course Schedule**

Bucciarelli Section 14E1 & 183A

Items listed due **by 8:30am** the day of the class listed, unless otherwise indicated in Canvas

WK	DATE	TOPICS	ASSIGNMENT
1	1/9 or 1/10	<ul style="list-style-type: none"> • Course Introduction • Introduction to 21st Century Skillset • Define innovation • Introduction to Childhood Learning Tool 	<ul style="list-style-type: none"> • Purchase the textbook, sketchbook, post-its, & dry erase marker
2	1/16 or 1/17	<ul style="list-style-type: none"> • Overview of Design Thinking • <i>Design Jam</i>: Prep for Infinity Lab (Teams, Topic, Initial Idea) • TinkerCad Activity 	<ul style="list-style-type: none"> • Bring laptop to class! • Applied Homework 1 • Reading & Multimedia in Canvas
3	1/23 or 1/24	MEET IN INFINITY LAB <ul style="list-style-type: none"> • 3D Modeling Software • Creative Thinking Tool: Dimensional Thinking 	<ul style="list-style-type: none"> • Read Ch. 11 <i>Sparks of Genius</i> • Team 3D Prototyping Project Deliverable 1 Due
4	1/30 or 1/31	MEET IN INFINITY LAB Fabricating a 3D Prototype Creative Thinking Tool: Modeling	<ul style="list-style-type: none"> • Read Ch. 12 <i>Sparks of Genius</i> • Team 3D Prototyping Project Deliverable 2 Due
5	2/6 or 2/7	<ul style="list-style-type: none"> • Team 3D Prototyping Presentations • Debrief Prototyping Projects • Define Creativity • Discuss link between creativity & innovation 	<ul style="list-style-type: none"> • Team 3D Prototyping Project Final Deliverable & Presentation Due • Reading & Multimedia in Canvas • IA SPEAKER SERIES THIS WEEK 6:30-7:30pm
6	2/13 or 2/14	<ul style="list-style-type: none"> • Creative Thinking Tool: Observing • Introduction to the 5P's of creativity • 5Ps: The Creative Person 	<ul style="list-style-type: none"> • Read Ch. 3 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas • Team Peer Review Due • Speaker Reflection Assignment Due
7	2/20 or 2/21	<ul style="list-style-type: none"> • Creative Thinking Tool: Imaging • 5Ps: The Creative Process • Introduce the 28-Day Challenge 	<ul style="list-style-type: none"> • Read Ch. 4 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas
8	2/27 or 2/28	<ul style="list-style-type: none"> • Creative Thinking Tool: Abstracting • 5Ps: Creative Place 	<ul style="list-style-type: none"> • Read Ch. 5 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas • Submit 28-Day Challenge: Days 1-7
9	3/6 - 3/7	SPRING BREAK!	

10	3/13 or 3/14	<ul style="list-style-type: none"> • Creative Thinking Tool: Recognizing & Forming Patterns • 5Ps: Creative Product 	<ul style="list-style-type: none"> • Read Ch. 6 & 7 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas • Submit 28-Day Challenge: Days 8-14
11	3/20 or 3/21	<ul style="list-style-type: none"> • Creative Thinking Tool: Analogizing • 5Ps: Persuasion 	<ul style="list-style-type: none"> • Read Ch. 8 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas • Submit 28-Day Challenge: Days 15-21 • IA SPEAKER SERIES THIS WEEK 6:30-7:30pm
12	3/27 or 3/28	<ul style="list-style-type: none"> • 28-Day Challenge Presentations • Creative Thinking Tool: Body Thinking 	<ul style="list-style-type: none"> • Read Ch. 9 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas • Submit 28-Day Challenge: Days 22-28 • Speaker Reflection Assignment Due
13	4/3 or 4/4	<ul style="list-style-type: none"> • Recap IA Way Design Thinking Phase: DISCOVER (Apply Creative Thinking Tools Observation & Recognizing Patterns) 	<ul style="list-style-type: none"> • Reading & Multimedia in Canvas • 28-Day Challenge Final Project & Essay Due
14	4/10 or 4/11	<ul style="list-style-type: none"> • Introduce Final Course Reflection • Creative Thinking Tool: Empathizing • Recap IA Way Design Thinking Phase: PERCEIVE (Apply Creative Thinking Tools: Body Thinking, Empathizing, & Imaging) 	<ul style="list-style-type: none"> • Read Ch. 10 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas
15	4/17 or 4/18	<ul style="list-style-type: none"> • Course Questionnaire • Creative Thinking Tool: Synthesizing • Recap IA Way Design Thinking Phase: IDEATE (Apply Creative Thinking Tools: Abstracting, Forming Patterns, Analogizing & Synthesizing) 	<ul style="list-style-type: none"> • Read Ch. 15 <i>Sparks of Genius</i> • Reading & Multimedia in Canvas
16	4/24 or 4/25	<ul style="list-style-type: none"> • Instructor Evaluations • Final Course Reflection Presentations (optional) • Course Synthesis • Preview to IDS 1359 	<ul style="list-style-type: none"> • Final Course Reflection Due • Instructor Evaluations Due

** Course schedule subject to change at the instructor's discretion

Date	Maynooth Study Abroad Excursions
WEEKEND	
Monday 10/8	Dublin City Tour
Tuesday 10/9	Trinity College
Wednesday 10/10	National Gallery of Ireland
Thursday 10/11	National College of Arts and Design
Friday 10/12	
Weekend	Saturday: Free Day Sunday: Free Day
Monday 10/15	Kilmainham Gaol
Tuesday 10/16	
Wednesday 10/17	Chocolate Warehouse
Thursday 10/18	DCU Invent
Friday 10/19	

Date	
Weekend	Saturday: Glendalough Sunday: Free Day
Monday 10/22	Central Bank of Ireland
Tuesday 10/23	CleverBooks
Wednesday 10/24	Natural History Museum
Thursday 10/25	College Times

Friday 10/26	
Weekend	Saturday: Free day Sunday: Free day
Monday 10/29	
Tuesday 10/30	UrbanVolt
Wednesday 10/31	Hugh Lane Gallery
Thursday 11/1	
Friday 11/2	Galway

Date	
Weekend	Saturday: Galway Sunday: Galway
Monday 11/5	Dublin Castle
Tuesday 11/6	Business Games
Wednesday 11/7	Malahide
Thursday 11/8	Primark
Friday 11/9	
Weekend	Saturday: Belfast Tour Sunday: Free day
Monday 11/12	Freemason's Hall
Tuesday 11/13	Young Social Innovators
Wednesday 11/14	Cork
Thursday 11/15	Vistatec
Friday 11/16	6:30 pm Farewell Dinner