Cover Sheet: Request 14798

IDS 1359 Creativity in Action

Info

Process	Course|Modify|Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Julia Porter-Roberts dianep@ufl.edu
Created	3/5/2020 1:54:25 PM
Updated	4/17/2020 8:19:58 AM
Description of request	Change course title and transcript title of IDS 1359 to Innovation in Action; update course description.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CLAS - Innovation Academy 011601005	Jeffrey Citty		3/5/2020
IDS 1359 Innovation in Action.pdf					3/5/2020
College	Approved	CLAS - College of Liberal Arts and Sciences	Joseph Spillane	The College Curriculum Committee approves this request, but asks that the reference to the course number are updated and corrected throughout the submission.	4/17/2020
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			4/17/2020
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 14798

Info

Request: IDS 1359 Creativity in Action
Description of request: Change course title and transcript title of IDS 1359 to Innovation in Action; update course description.
Submitter: Julia Porter-Roberts dianep@ufl.edu
Created: 3/5/2020 1:35:18 PM
Form version: 1

Responses

Current Prefix IDS
Course Level 1
Number 359
Lab Code L
Course Title Creativity in Context
Effective Term Earliest Available
Effective Year 2020
Requested Action Other (selecting this option opens additional form fields below)
Change Course Prefix? No

Change Course Level? No

Change Course Number? No

Change Lab Code? No

Change Course Title? Yes
Current Course Title Creativity in Action
Proposed Course Title Innovation in Action
Change Transcript Title? Yes
Current Transcript Title Creativity in Action
Proposed Transcript Title (30 char. max) Innovation in Action
Change Credit Hours? No

Change Variable Credit? No

Change S/U Only? No

Change Contact Type? No

Change Rotating Topic Designation? No

Change Repeatable Credit? No

Change Course Description? Yes
Current Course Description This course focuses on the development of creative problem-solving strategies through completion of an innovative project. Students will refine the design thinking skills developed in IDS 1353, they will prototype a concept, test and refine the prototype, and complete and present the final project.

Proposed Course Description (50 words max) IDS 1359 focuses on execution of creative problem-solving strategies through completion of a design sprint, resulting in an innovative project. Students refine design thinking skills developed in IDS 1940, research and prototype a concept, test and refine the prototype, and complete and present the final project at the "Catalyst" showcase.

Change Prerequisites? No

Change Co-requisites? No

Rationale The updated course and transcript title align more with the Innovation Academy mission and the process students engage in for this class. The updated course description reflects a prior change in the prerequisite course number and streamlines some language around the design thinking process.

IDS 1359 INNOVATION IN ACTION – Summer A 2020, 2 credits

SECTION:	LOCATION	DAY & TIME
019C	Infirmary 302	Tuesday/Thursday period 2-3 (9:30am – 12:15pm)

INSTRUCTOR: J. Diane Porter-Roberts, PhD
OFFICE LOCATION: Infirmary 309
E-MAIL: dianep@ufl.edu
PHONE: 352-317-4750 (cell); text messages are OK
OFFICE HOURS: Thursdays, 1-2pm or by appointment
E-LEARNING/ CANVAS WEBSITE: http://elearning.ufl.edu
Use email in e-Learning for all course communications unless your instructor asks otherwise.

REQUIRED TEXT
Knapp, J., Zeratsky, J. & Kowitz, B. (2016). *Sprint: How to solve big problems and test new ideas in*
   just five days. New York, NY: Simon & Schuster.

REQUIRED MATERIALS
For participation in this course you need to bring all of these materials to class each day:

- Idea Book/Sketchbook for brainstorming, diagramming, idea generation (No smaller than 8" X 5" in size with blank pages. No grid or ruled paper; you can continue in your same book from IDS 1940).
- Two 3" X 3" post-it notepads
- 1 dry-erase whiteboard marker
- Tablet or laptop computer with internet access
- No more than $50 per person budgeted for final prototype and poster

NOTE: Students will be using small power hand tools, exacto knives, hot glue guns, soldering irons, etc. Students are required to participate in in-class demonstrations and/or video tutorials to learn appropriate use of tools. Tools should be handled with respect and care and utilized for intended purposes only.

COURSE DESCRIPTION
IDS 1359 focuses on execution of creative problem-solving strategies through completion of a design sprint, resulting in an innovative project. Students refine design thinking skills developed in IDS 1940, research and prototype a concept, test and refine the prototype, and complete and present the final project at the "Catalyst" showcase.

Prerequisite: IDS 1940: Creativity and Design Thinking for Innovation

Original file: IDS 1359 Innovation in Action.pdf

PURPOSE OF COURSE

Students will become fully immersed in the human-centered design thinking process. Students will be tasked with finding innovative solutions to real-world problems through building an original concept, testing and iterating the idea, and presenting a complete prototype that will be exhibited and presented in an all-class, public, IA exhibition, known as the Catalyst Showcase. Final prototypes will demonstrate knowledge and skills from IDS 1940, including design thinking, effective interdisciplinary teamwork, and prototyping via laser cutting, 3D modeling, and/or Arduino.

COURSE GOALS & OBJECTIVES

By the end of this course students will
 1) Experience the human-centered design thinking process by:
   a) Defining the path to innovation: Discover, Perceive, Ideate, Make, Connect, Launch,
   b) Being able to find problems primed for innovation solutions,
   c) Collecting research through human-centered methods of inquiry,
   d) Evaluating research findings and synthesizing learning to find multiple unique solutions to the design problem,
   e) Demonstrating application of creative thinking tools to generate original ideas during the design process, and
   f) Effectively use the process of design thinking to iterate ideas, pivot ideas, and create a refined prototype that solves a design challenge.
 2) Engage in interdisciplinary collaborations & consensus building to acquire an awareness of:
   a) Teamwork structures and dynamics,
   b) The nature and value of integrated design practices, and
   c) Methods of conflict resolution.
 3) Define innovation as a solution that is: novel, desirable, feasible, viable, and ethical.
 4) Effectively and professionally present an innovation concept and prototype in a public showcase.

ATTENDANCE POLICY

Attendance is part of the participation grade and is expected for this course. This is a short semester and a lot will be covered in each class. 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:
https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx . Missed work for approved absences must be made up within a timely fashion. If students miss class for an unexcused reason, they should obtain course material & assignments from another class member. Students should also notify the instructor via email. Students still have a responsibility to their team as well.
Please note: Class PowerPoint presentations are not guaranteed to be distributed or made available on e-Learning.

Note: This course runs for five weeks during the six-week semester. There is no class following the Catalyst Showcase.

PARTICIPATION

Participation in & outside of class helps students make the most of their IA experience. Participation is defined as coming to class well-prepared, having fully completed the assigned modules including readings, tutorials, videos, etc.; initiating and contributing to relevant discussions; providing and receiving constructive feedback; synthesizing and applying course material; consulting with Technical Assistants and engaging with peers in self-directed learning; participating in the speaker series; and 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 related activities are not acceptable during class.

Students who receive full credit for participation: 1) Consistently come to class well-prepared; 2) Initiate discussion relevant to class topics; 3) Actively and regularly contribute to class discussions and feedback sessions; 4) Take initiative to investigate and share relevant material not explicitly assigned; 5) Model good classroom citizenship including listening without interrupting and responding to others respectfully and appropriately.

E-MAIL AND COURSE ANNOUNCEMENTS

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. If students are not receiving regular emails from e-Learning or faculty, they should check their "clutter" inbox in the UF email system to make sure course emails are not being incorrectly marked.

PROTOTYPE INVESTMENT

When the course enters the phase of prototype development students will be given a list of places at UF and in Gainesville where they can acquire materials for prototyping. Students are encouraged to be resourceful. There are many places to acquire inexpensive, sustainable, and even free resources. For the final team prototype and presentation, students should invest ***no more*** than **$50** *maximum* **per person** in each group. Using less than this amount is encouraged as long as students design a quality product and poster presentation.

INNOVATION ACADEMY SPEAKER SERIES
(Required out-of-class participation)

To further enrich course learning, students will have the opportunity to learn from industry experts who will be invited to share their stories and experiences relevant to the course learning. There will be one speaker event during the summer semester. **Attendance at the IA Speaker Series event is required.** Student participation will follow the same

attendance and participation policies noted in the syllabus.
Summer A Speaker (tentative date May 27, 2020) @ 6:30-7:30, location TBA

CATALYST
Summer A: Friday June 12, 2020, 2:00-4:30pm, President's Ballroom, Emerson Alumni Hall
(Students should arrive to the event by 1:30pm).
The course will culminate in an Innovation Academy sponsored event called the Catalyst Showcase where class teams will present prototype solutions to the Catalyst Innovation Challenge. This is a juried event with selected award winners. **Attendance at this event is required unless the absence is due to an extenuating conflict approved by course instructor at least 2 weeks prior to the event.** If a student has a scheduled class during Catalyst, they can request an excuse letter from their instructor to try to be excused from their other class so that they can attend Catalyst. It is up to the other instructor's discretion if the request will be granted. If it is not granted, the student will be excused from Catalyst, but needs to make sure they have worked to support their team's presentation in other ways. Participation in Catalyst is critical. There is potential that an unexcused absence at this this event will significantly impact the final course grade.

At the Catalyst Showcase event, all teams will have a 6 ft. table to display their projects. At *minimum*, teams are required to have a refined, complete, working prototype and a professional-looking, well-designed digitally printed poster. The poster should measure 24" x 36" and be dry-mounted, spray glued, or evenly taped on to a flat piece of foam core. Student teams need to bring a stand or something to prop the poster on the table with. Students may bring other created or display items for their table that enhance their prototype demonstration and pitch, however, the total amount spent on all the items cannot exceed $50.00 per person in the team. All team members should be prepared with a one-minute form, function, and benefit pitch for their innovation.

GRADES
The course requires the completion of one group project (team of 4-5 students) accounted for in the Process and Final Project sections. The required course components are weighted as follows:

PARTICIPATION		400
(Includes attendance, active class participation, and peer evaluations)		
Attendance	100	
Peer Evaluations	35	
Speaker Series Attendance & Assignment	50	
Active Class Participation	215	
4 Content Accountability*	10 each/40	
Related to Readings		
3 Applied Homework	25 each/75	
Team Engagement/Participation	100	

PROCESS		300
(3 checkpoint assignments)		
Checkpoint 1	100	
Checkpoint 2	100	
Checkpoint 3	100	

FINAL CATALYST PROJECT		300
(Prototype, presentation, and participation in Catalyst)		
Final Prototype	100	
Final Pitch & Poster	100	
Participation in Catalyst	100	

TOTAL COURSE POINTS

1000

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 59- below

*Note that a C- is not an acceptable grade for any course in which a 2.0 GPA is required. In IA all courses must be completed with an overall 2.0 GPA in the minor and a cumulative 2.0 UF GPA For additional information on UF grade policies see:
https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

UF POLICIES:

ACCOMODATIONS FOR STUDENTS WITH DISABILITIES

Students with disabilities who experience learning barriers and would like to request accommodations should connect with the Disability Resource Center in Reid Hall by visiting (https://disability.ufl.edu/students/get-started/).   The DRC will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. You must submit this documentation prior to submitting assignments or taking the quizzes or exams. Accommodations are not retroactive; therefore, students should contact the office as soon as possible in the term for which they are seeking accommodations.

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/policies/student-honor-code-student-conduct-code/) specifies several 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.

INTELLECTUAL PROPERTY

The student team holds the rights to intellectual property created and designed as a part of the course unless the student is paid by the University of Florida. The Office of Technology Licensing http://www.research.ufl.edu/otl/ is available to assist students for copywriting and licensing of an original idea. They can also assist in releasing those rights to the owner if and when it is applicable. To further understand University of Florida intellectual property policies you may access it here: http://www.research.ufl.edu/otl/pdf/ipp.pdf

TECHNICAL 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 UFIT 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.

COURSE EVALUATIONS

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at https://gatorevals.aa.ufl.edu/students/. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via https://ufl.bluera.com/ufl/. Summaries of course evaluation results are available to students at https://gatorevals.aa.ufl.edu/public-results/.

INNOVATION ACADEMY

UF CAMPUS RESOURCES:

HEALTH AND WELLNESS

U Matter, We Care:

Students' well-being is important to the University of Florida. 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, place 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 case of emergency, call 9-1-1.

Counseling and Wellness Center: https://counseling.ufl.edu, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS) - Student Health Care Center, 392-1161.

University Police Department, 392-1111 (or 9-1-1 for emergencies). http://www.police.ufl.edu/

ACADEMIC RESOURCES

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

Career Connection Center/Clothes Closet, Reitz Union, 392-1601. Career assistance, counseling, & clothing.
https://career.ufl.edu/

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

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

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

INNOVATION ACADEMY

COURSE OUTLINE[1]

Week	Topics	Reading for Class	Due at Beginning of Class Listed
1A DISCOVER	**SET THE STAGE** Review Syllabus Review Design Thinking Introduce the *Sprint* Book Build a Team		
1B DISCOVER	**MAPPING** Types of Innovation Team Roles & Goals Map the Challenge	*Sprint* – Introduction & Ch. 1-5; p.1-67	**DUE Content Accountability 1** **Have book and all materials listed in the syllabus in class**
2A PERCEIVE	**SET A TARGET** HMW Questions Human-Centered Research Empathizing with the User	*Sprint* –Ch. 6-7; p. 68-91	**DUE Applied Homework 1**
2B PERCEIVE	**ASK THE EXPERTS** Immersive Learning Share What Is Learned Begin to Brainstorm	*Sprint* – Ch. 8-9; p. 95-123	**DUE Content Accountability 2**
3A IDEATE	**REMIX AND IMPROVE** Finding Inspirations & Patterns Design Beyond Assumptions Concept Development	*Sprint* – Ch. 10-12; p. 127-160	**DUE Checkpoint 1** **DUE Content Accountability 3** *Yesi intro Catalyst in-class this week* **SPEAKER SERIES 6:30-7:30pm Tentative: May 27, 170 Pugh Hall (TBA)**
3B IDEATE	**SKETCH & DECIDE** Concept Development Build a Storyboard Design & Branding	*Sprint* – Ch. 13-14; p. 165-190	**DUE Applied Homework 2** ***By the Sunday of this week @ 11:59pm -*** Student Teams must register at: http://innovationacademy.ufl.edu/events/catalyst/

INNOVATION ACADEMY

4A **MAKE**	**PROTOTYPE** Make it Tangible Fabrication Rapid Prototyping	*Sprint* – Ch. 15-17 & Liftoff; p. 195-231		**DUE Checkpoint 2** **DUE Content Accountability 4** *Catalyst Fellows visit this week*
4B **MAKE**	**PROTOTYPE** Evaluate the Solution Refine Concepts Pitching General Business Models			**DUE Speaker Series** **Reflection Assignment**
5A **CONNECT**	**TEST & ITERATE** Quick User Testing Integrating Feedback Iteration			**DUE Checkpoint 3**
5B **CONNECT**	**PRESENTATION & PERSUASION** Professionalism Being Prepared Making a Concept Real Planning for What's Next			**DUE Applied Homework 3** **DUE IN-CLASS Final Prototype & Presentation** **Instructor Evaluations**
5B² **CATALYST**	**CATALYST** *Summer A:June 12* – Emerson Alumni Hall **All students arrive at 1:30pm** Event from 2:00pm-4:30pm			**Attendance at Catalyst &** **DUE Final Peer Evaluations** *Annual Catalyst Showcase with juried prototype projects and presentations*

[1]Course schedule subject to change at instructor's discretion
²NO CLASS, BUT MUST ATTEND CATALYST