collaborative INNOVATION

In this hands-on, project-based class, students will experience group creativity and team-based design by using techniques from across the disciplines of business, theatre, design, and art practice. They will leverage problem framing and solving techniques derived from critical thinking, systems thinking, and creative problem solving (popularly known today as design thinking). The course is grounded in a brief weekly lecture that sets out the theoretical, historical, and cultural contexts for particular innovation practices, but the majority of the class involves hands-on studio-based learning guided by an interdisciplinary team of teachers leading small group collaborative projects.

A BIG IDEAS COURSE
SPRING 2019

THEATER 100.1 & 100.2
Lisa Wymore & Angela Marino

ART 100
Takming Chuang

BUSINESS 190T
Sara Beckman

MON/WED, 2–5PM
212 Wheeler Hall
4 Units

“ This course challenged the way I look at problems. I realized that when people from different disciplines come together, they bring more creative and innovative thoughts to the table. ”