INNOVATION ACADEMY
Spring 2024 Sections 2D50/2D52/3D50
Dr. Diane "DP" Porter-Roberts

FACULTY CONTACT

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COURSE DESCRIPTION

The Innovation Academy (IA) Senior Project is a culmination of the Innovation Minor experience. This course uses active learning classroom techniques to engage students in hands-on, real-world learning – the type of student learning that employers want for their graduate new hires. Students will use a combination of online media, in-class discussions & activities, field research, and interdisciplinary team approaches to build life skills in creativity, entrepreneurship, leadership, ethics, and innovation. Students will synthesize and demonstrate proficiency in these skills through the design and development of a Senior Design Thinking Project.

COURSE EXPECTATIONS

Students are expected to engage both in and outside of class to be successful. In-class time will consist of lectures, discussions, small group work, and presentations. Individual outside of class time will be spent reading course materials, conducting field research, and otherwise preparing assignments for class. Teams are expected to hold regular design thinking meetings outside of class related to the final course prototype, presentation, and report. A team Zoom link will be provided for these meetings as needed.

   Our E-Learning Canvas site will be used to distribute resource materials and readings, submit assignments as requested, and for group work.

   Pre-requisite: Successfully completed all other Innovation Academy Minor courses.

   OPTIONAL Text: Kennedy, W. (2006). So what? Who cares? Why you?: The inventor's commercialization toolkit. (Publisher: Wendy Kennedy) *this is the first edition; it's cheaper*

   Other readings will be provided by instructor. *(If you still have your Sprint book from Creativity in Action, that might come in handy!)*

COURSE MEETING

Infirmary 302
Mondays
9:35-11:30am
Tuesdays
1:55-3:50pm
Wednesdays
9:35-11:30am

MATERIALS

- Laptop or tablet
- 3" x 3" post-it pads
- 1 dry Erase Marker
- Idea Book
- eLearning/ Canvas
- $20/person investment

STUDENT LEARNING OUTCOMES

Students will demonstrate the knowledge & tools characteristic of innovators to apply synthesized learning from the comprehensive IA Minor curriculum. Students will:

1 CREATIVITY & INNOVATION

Create a novel project or business idea that is taken through the design-thinking processes resulting in a prototype that has measurable value as a project or organization.

2 ETHICS & LEADERSHIP

Apply leadership theory to interdisciplinary teamwork and use ethical theories to inform practical project processes, monitor constraints and practice ethical enterprise strategies.

3 ENTREPRENEURSHIP

Startup a project, organization, or enterprise that applies real-world entrepreneurial skills including a business plan, marketing strategies, program evaluation, and a pitch to stakeholders.

ATTENDANCE

Attendance is part of the participation grade in this course. Students will be allotted 1 unexcused absence or 2 unexcused tardies (10+ min late). After that, students will lose 5 points on your participation grade per subsequent absence and 2.5 points per subsequent tardy.

The only excused absences are religious holidays, documented illnesses and/or documented emergencies, which must be approved at the discretion of the course instructor. Missed work for these approved absences may be made up within a timely fashion. If students miss a class for some (unexcused) reason, they should obtain any material or assignments from another class member. Please note class PowerPoint presentations will not always be distributed or made available on e-Learning.

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

SENIOR SHOWCASE PARTICIPATION

Location TBA
Last Day of Class (see class schedule)

The course will culminate in an Innovation Academy Senior Showcase where the teams will present their innovative ideas in a case competition format. This is a juried event with selected award winners. The awards do not directly impact your grade. However, **attendance for all students is required unless your absence is due to a conflict approved by your instructor at least 2 weeks prior to the event**. Participation in the showcase for all students is expected and will follow the same attendance policies as the rest of the course. Furthermore, there is potential that an unexcused absence at this event will impact your final grade.

UF GRADING SCALE*

A- 90-93%
A 94-100%

B- 80-83%
B 84-86%
B+ 87-89%

C- 70-73%
C+ 77-79%

D- 61-63%
D 64-66%
D+ 67-69%

E <61%
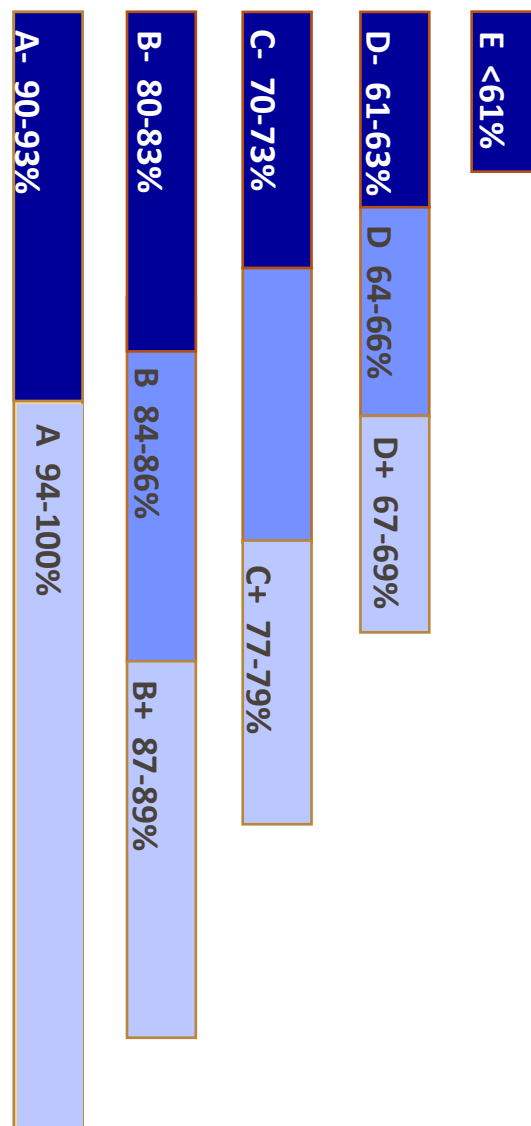
*Note: the IA minor courses must be completed with a minimum grade of C and no S-U. For additional information on UF grade policies see: https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

COURSE PARTICIPATION

Participation in class and with outside-of-class assignments will help you make the most of your IA experience. Participation is defined as coming to class having fully completed the assignments, including readings, videos, written work, and team assignments. Students should be prepared to demonstrate their knowledge during class discussions and be prepared to implement the materials learned in class during team project work time. Students should be able to demonstrate knowledge acquisition on a meta-cognitive level by their senior year, showing evidence of understanding, application, critical analysis, evaluation, and original creation as a result of the course materials.

Students who receive an "A" for participation will: 1) Consistently come to class well-prepared; 2) Initiate discussions relevant to class topics; 3) Actively and regularly contribute to the discussion; 3) Offer in-depth analysis of the course material; 4) Take initiative to investigate and share relevant material that is not explicitly assigned; 5) Model good classroom citizenship including listening without interrupting, responding to others respectfully and appropriately, and promoting classmates to participate. A sizable portion of your participation grade will also reflect your ability to engage in teamwork. This highly experiential class requires active dialogue, small group work, and hands-on-exercises to facilitate the learning process.

Inattentive or disruptive behavior, texting, web surfing, or using electronics for non-course related activities are not acceptable during class time. Students who do not meet participation expectations will receive a significant loss of participation points per the instructor's discretion.

COURSE GRADE COMPONENTS

Assignments	Points
TOTAL PARTICIPATION	
Class Participation	100
Peer Evaluation	100
ASSIGNMENTS	
Where Been/Going?	100
Resume	100
Elevator Pitch	100
Skills Survey	C/I
Annotated Bibliography	50
Interview Assignment	50
Team Presentation Updates	4x25
FINAL PROJECT	
Final Team Pitch Presentation & Prototype	200
Design Thinking Documentation	100
TOTAL COURSE POINTS	**1000**

COURSE EMAIL AND ANNOUCEMENTS

As stated in the Innovation Academy Advising Syllabus **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 you are not receiving regular emails from e-Learning or your faculty, check your "clutter" inbox in the UF email system to make sure your 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 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.

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.

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/policies/student-honor-code-student-conduct-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.

The use of generative AI tools (e.g., ChatGPT, Dall-e, etc.) is permitted for: brainstorming and refining your ideas; fine tuning your research questions; finding information on your topic; drafting an outline to organize your thoughts; or checking grammar and style. The use of AI is not permitted for: impersonating you on discussion boards; writing sentences, paragraphs, papers, or presentations to complete assignments. If you have questions as to whether AI is permitted for other reasons, please consult with your course instructor.

FACULTY EVALUATIONS

Students are expected to provide professional & 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 & respectful manner is available at https://gatorevals.aa.ufl.edu/students/. Students will be notified when the evaluation period opens and can complete evals via the email, in Canvas under GatorEvals or via https://ufl.bluera.com/ufl/.

INTELLECTUAL PROPERTY

All material prepared and/or assigned by IA faculty for this course are for the students' educational benefit. For student projects, UF does not assert any ownership interest in undergraduate intellectual property. If you are interested in pursuing an idea, and to further understand University of Florida intellectual property policies, visit the Technology Licensing Office https://innovate.research.ufl.edu/tech-licensing/. TLO is available to assist students with copywriting and licensing of an original idea, and in releasing those rights to the owner if and when it is applicable.

U MATTER, WE CARE

Your 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, 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 case of emergency call 9-1-1

UF CAMPUS RESOURCES

HEALTH AND WELLNESS

U Matter, We Care:	If you or a friend is in distress, please contact umatter@ufl.edu or 352 392-1575 so that a team member can reach out to the student.
Counseling and Wellness Center:	http://www.counseling.ufl.edu, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies. Student Health Care Center, 392-1161.
University Police Department:	392-1111 (or 911 for emergencies; http://www.police.ufl.edu/

ACADEMIC RESOURCES

e-Learning/Canvas technical support, 352-392-4357 (select option 2) or e-mail to Learningsupport@ufl.edu http://helpdesk.ufl.edu/	**eLEarning Technical Support:**
Career Connections Center, Reitz Union, 392-1601. Career assistance and counseling. https://career.ufl.edu/	**Career Connections Center**
Library Support, http://cms.uflib.ufl.edu/ask Various ways to receive assistance with respect to using the libraries or finding resources.	**Library Support**
Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. https://academicresources.clas.ufl.edu/	**Teaching Center**
Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. http://writing.ufl.edu/writing-studio/	**Writing Studio**

COURSE SCHEDULE**

Week	Date	Topics	Due at Beginning of Class Listed
1	1/8-10	• Intro. Sr. Project • Review Syllabus • Icebreakers • Where have you been? • Where are you going? • Resume development	• None
2	1/15-17	• Resume Critiques • Elevator Pitches	• Be prepared to share your current resume with someone else in class today.
3	1/22-24	• Professional Development • Marketing your skills • Job Search	• Elevator Pitch
4	1/29-31	• Refresher on Design Thinking • DISCOVER - Problem-Finding • PERCEIVE - Human-Centered Research • PERCEIVE - Shaping the Question • IDEATE	• *Class topics for Weeks 4 & 5 may be swapped (TBA)*
5	2/5-7	• Intro to spring project	• *Class topics for Weeks 4 & 5 may be swapped (TBA)* • Form Teams • Set up Team Mural Board
6	2/12-14	• **Design Thinking related to team projects**	• Begin Design Thinking Process
7	2/19-21	• **Design Thinking related to team projects**	• Human Centered Interviews Due • Annotated Bibliography Due
8	2/26-28	• **Design Thinking related to team projects** • **HOLD AFTERNOON 2/28 FOR HCD WORKSHOP WITH COX ENTERPRISES***	*if Cox HCD workshop is scheduled, it will replace class this week (TBA)*
9	3/4-6	• **Design Thinking related to team projects**	• 3 Solutions with Concept Sketches Due • User Testing Due • First Prototype Due Weekly Pitch Presentations
March 11-14, 2024		SPRING BREAK	
10	3/18-20	• **Design Thinking related to team projects**	• Weekly Pitch Presentations
11	3/25-27	• Making & Prototyping • Value & Competition • MAKE • Sustainability • Profitability • Branding • Design • Reporting • CONNECT	• Weekly Pitch Presentations

12	4/1-3	• Roll out plan • Monitoring & Evaluation Strategies • Ethical Considerations • Intellectual Property • LAUNCH	• Prototype Update Due • Market Analysis & Design Analysis • Weekly Pitch Presentations
13	4/18-10	• Wrapping up Project and Practice	• Prototype Update Due • Business Analysis & Roll Out Plan • Monitoring & Evaluation Plan & Conclusion Due • Pitch Practice
14	4/15-17	• **IA Presentations Senior Project Showcase** • **Final Presentation and Prototype Due** • **Instructor Evaluations** • ***Attendance required***	• Business dress • Presentations to Stakeholders
15	4/22-24	**Final Report, Peer Review, and Course Evaluations due by 11:59pm**	

** Course schedule is subject to change at the discretion of the instructor. Updates will be indicated in Canvas.