



FACULTY CONTACT

Office: Room 1360, Reitz Union
Office Hours: Tuesday 11-2pm; or by appointment

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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 lecture, discussions, small group work, and presentations. Individual outside of class time will be spent conducting field research and interviews, 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: INNOVATE Series: Design Thinking

COURSE MEETING

Tuesdays

2:00-4:45pm

Thursdays

2:00-4:45pm

CSE E221 (main)

MATERIALS

- Laptop or tablet w/ access to internet, camera, microphone
- 3" x 3" post-it pads
- Idea Book—blank pages
- \$20/person investment
- eLearning/ Canvas

STUDENT LEARNING OUTCOMES

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



**CREATIVITY &
INNOVATION**



**ETHICS &
LEADERSHIP**



ENTREPRENEURSHIP

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.

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

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 - August 2025

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%	B- 80-82%	C- 70-72%	D- 60-62%	E ≤59%
	B 83-86%	C 73-76%	D 63-66%	
A 94-100%	B+ 87-89%	C+ 77-79%	D+ 67-69%	

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 assignment. 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 large portion of your participation grade will also reflect your ability to engage in teamwork. This highly experiential class requires active dialogue, small group work, hands-on-exercises, and outside of class collaboration 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 professor's discretion.

COURSE EMAIL AND ANNOUNCEMENTS

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.

COURSE GRADE COMPONENTS

Assignments	Points
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TOTAL PARTICIPATION

Class Participation	100
Peer Evaluation	100

ASSIGNMENTS

Where Been/Going?	100
Goals Self Reflection	100
Resume	100
Elevator Pitch	100
Skills Survey	C/I
Design Jam	100
Interview Assignment	100
Team Presentation Updates	2x50

GUEST SPEAKERS

Guest Speakers	4x100
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FINAL PROJECT

Final Team Pitch Presentation	500
Final Team Pitch Prototype	500
Final Team Pitch Poster	200
Design Thinking Documentation	500

TOTAL COURSE POINTS	3000
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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/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 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

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>

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. <http://teachingcenter.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

Week	Topics	Due at Beginning of Class Listed
1	<ul style="list-style-type: none"> Intro. Sr. Project Review Syllabus Elevator Pitches Syllabus Design Thinking Recap Workshops Resume development 	<ul style="list-style-type: none"> None
2	<ul style="list-style-type: none"> Of Mice & Men Presentation on Thursday 	<ul style="list-style-type: none"> Elevator Pitch Resume Where have you been? Where are you going? Goals Self Reflection
3	<ul style="list-style-type: none"> Holiday Individual Research on Industry Partner 	<ul style="list-style-type: none">
4	<ul style="list-style-type: none"> Meet our Industry Partner on Tuesday June 3rd, 2:30pm Thursday Extra Credit workshop 	<ul style="list-style-type: none"> Research Paper on Industry Partner
5	<ul style="list-style-type: none"> Design Thinking related to team projects 	<ul style="list-style-type: none"> Form Teams Set up Team digital white board Begin Design Thinking Process
6	<ul style="list-style-type: none"> Concept Pitch to Industry Partner 	<ul style="list-style-type: none"> Presentation 1: Concept
7	<ul style="list-style-type: none"> BREAK WEEK 	<i>Use time to do research/user testing/interviews</i>
8	<ul style="list-style-type: none"> Design Thinking related to team projects 	<i>Use time to do research/user testing/interviews/meet with team</i>
9	<ul style="list-style-type: none"> Design Thinking related to team projects <ul style="list-style-type: none"> Making & Prototyping Value & Competition MAKE Sustainability Profitability Branding Design Reporting CONNECT 	<ul style="list-style-type: none"> 3 Solutions with Concept Sketches Due User Testing Due
10	<ul style="list-style-type: none"> Design Thinking related to team projects <ul style="list-style-type: none"> Roll out plan Monitoring & Evaluation Strategies Ethical Considerations Intellectual Property LAUNCH 	<ul style="list-style-type: none"> Pitch Presentation 2 First Prototype Due
11	<ul style="list-style-type: none"> Design Thinking related to team projects 	<ul style="list-style-type: none"> Prototype Update Due Market Analysis & Design Analysis Pitch Presentation 3
12	<ul style="list-style-type: none"> IA Presentations Senior Project Showcase** 	<ul style="list-style-type: none"> Final Project Due

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Course
schedule
is
subject
to
change
at the

discretion of the instructor. Updates will be indicated in Canvas.