Collaborative Innovation

Tuesday & Thursday 2-5PM
Art Practice 100 / Theater, Dance and Performance Studies 100 / UGBA 190T*
First class meeting for all sections is in 310 Jacobs Hall
* For this interdisciplinary course, students can enroll through one of six separate sections in the three departments listed above. Some common content will be shared across all sections and each section will also have a distinct disciplinary focus on either business, art practice or theater as indicated by its departmental home.

WHAT?
- Participate in a hands-on, project-based course in group creativity
- Learn techniques from across the disciplines of business, theatre, design, and art practice
- Leverage problem framing and solving techniques derived from critical thinking, systems thinking, and creative problem solving (aka “design thinking”)
- Experience observation, problem-framing, divergent and convergent thinking, iterative solution testing, improvisation, storytelling, devised theatre, and public speaking and presentation activities
- Develop new mindsets, skill sets and tool sets for innovating with others in the 21st Century.

HOW?
A brief weekly lecture sets out the theoretical, historical, and cultural contexts for particular innovation practices. The majority of the class involves hands-on studio-based learning guided by an interdisciplinary team of teachers leading small group collaborative projects.

WHO? INSTRUCTORS:
Sara Beckman (Business and Engineering)
Catherine M. Cole (Theater, Dance and Performance Studies)
Amanda Eicher (Art Practice)
Marymoore Patterson (Business)
Sean San Jose (Theater, Dance and Performance Studies)
Stephanie Syjuco (Art Practice)

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