ARTS AND SCIENCES GENERAL (ASG)

ASG 201. Introduction to Innovation and Society. 3 Credit Hours.
This course introduces students to interdisciplinary frameworks, design thinking and its critiques, action research, data science, and methods of doing research and design with individuals, organizations, and communities. As a result, students learn the complexities of innovation and interdisciplinary work. Students also learn about the Innovation and Society co-major and its requirements.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

ASG 301. Foundations of Design Thinking for Innovation and Society. 3 Credit Hours.
This course organizes students into interdisciplinary teams to learn different approaches for using design and design thinking to solve problems. Each student team engages in a series of case studies meant to teach and provide an intellectual space to practice current design processes and procedures as a problem-solving technique. As well, students present their ideas to the class and panels of experts for feedback. Topics covered include user experience design, design thinking, design sprints, participatory design, community-based participatory research, multilingual and cross-cultural design, speculative design, and more.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

ASG 401. Scaling Design Thinking for Solving Problems. 3 Credit Hours.
This course extends the work of ASG 301 by scaling design thinking across organizations, institutions, and communities. Students learn to prototype interventions, technological and otherwise, to address broad-scale problems. Students also learn to practice models of scaling research and design with an assets-based mentality, attentive to cultural humility, psychological safety, race, class, linguistic practices, and gender identity.
Prerequisite: ASG 301.
Components: SEM.
Grading: GRD.
Typically Offered: Fall & Spring.

ASG 501. Innovation and Society Capstone. 3 Credit Hours.
In this course students spend the semester on a team-based interdisciplinary research and design project that involves working on solving a global problem. As well, students learn best practices for sharing stories about the impact of their work and how it is designed to work with organizations and communities. Students do this work to prepare them for transitioning beyond your university learning experiences and into the job market.
Prerequisite: ASG 401.
Components: PRA.
Grading: GRD.
Typically Offered: Fall & Spring.