# INNOVATION AND SOCIETY CO-MAJOR

## Overview

The Innovation & Society co-major will infuse design thinking and data science as core competencies within a liberal arts framework that centers the needs of humans facing significant global challenges. Working in a highly collaborative setting, students will be immersed in solving real-world problems across disciplines and majors.

The curriculum for the Innovation and Society Co-Major consists of 24 credit hours (18 credit hours in the co-major and 6 credits generally double counted with the primary major) and is available to any student as a secondary major. The co-major cannot be taken as a stand-alone major. All students must be completing another undergraduate major within the university.

The College of Arts & Sciences is uniquely poised at the intersection of the innovations and actions at the heart of these ideals.  Through design challenges, projects, portfolios, and engagement with public and private organizations working together to address global concerns, students in the co-major will use their training to pursue impactful solutions, practice storytelling with data, and gain real-world professional experience that makes them competitive job seekers after graduation.

## Curriculum Requirements

| Code | Title | Credit Hours |
|---|---|---|
| **Core Courses** | | |
| Students may double count related courses from their primary major toward the co-major with approval from the program director. | | |
| ASG 201 | Introduction to Innovation and Society | 3 |
| GEG 203 | Global Challenges | 3 |
| ASG 301 | Foundations of Design Thinking for Innovation and Society | 3 |
| ASG 401 | Scaling Design Thinking for Solving Problems | 3 |
| **Data Science and/or Analysis in Society Requirement** [1] | | **3** |
| The following courses meet this requirement. Others may satisfy the requirement with approval. | | |
| APY 313 | Data science of culture and language | |
| CSC 113 | Data Science for the World | |
| GEG 306 | Geographic Research Methods | |
| GEG 310 | Geographic Information Systems I | |
| POL 301 | The Science and Practice of Political Research | |
| PSY 290 | Introduction to Research Methods | |
| SOC 210 | Introduction to Social Research | |
| **Electives** | | **6** |
| Fulfilled through courses from the student's primary major. | | |
| **Capstone** | | |
| Students work together on research and design projects that become part of a portfolio of their work. They also learn best practices for sharing stories about the impact of their work. | | |
| ASG 501 | Innovation and Society Capstone | 3 |
| **Total Credit Hours** | | **24** |

[1]    Appropriate courses will be recommended for BA, BFA, or BS students.

\*    Courses for the co-major do not affect the unique credit hour requirement for majors and minors.