

# INNOVATION ACADEMY

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Not all courses are offered every semester. Refer to the schedule of courses for each term's specific offerings.

More Info (<https://one.ufl.edu/soc/>)

*Unless otherwise indicated in the course description, all courses at the University of Florida are taught in English, with the exception of specific foreign language courses.*

## IA Information

The Innovation Academy (IA) equips students with the 21<sup>st</sup>-century skills needed to thrive in an innovative culture. IA is a living-learning community embedded within the traditional University of Florida experience. Students select from over 25 UF majors and earn their degree with a minor in Innovation. The IA academic calendar operates on a Spring-Summer schedule, giving students the opportunity to enjoy Fall co-curricular activities, pursue internships, study abroad, or enjoy the break at home.

**Website** (<https://innovationacademy.ufl.edu/>)

### CONTACT

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Map (<http://campusmap.ufl.edu/#/index/0018>)

### Curriculum

- Innovation Minor

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## Courses

### AEC 3410 Fostering Innovation through Leadership 3 Credits

**Grading Scheme:** Letter Grade

By studying key leadership theories and models students will develop the basic skills and knowledge necessary to move an innovation from creation to implementation. Using specifically designed experiences, students will be able to think critically about leadership's direct application to innovation and change.

**Corequisite:** Enrollment in the Innovation Academy.

### EEL 3872 Artificial Intelligence Fundamentals 3 Credits

**Grading Scheme:** Letter Grade

Overview of Artificial Intelligence (AI), approaching the concept from its origins to expectations for the future; focuses on various AI technologies, how to build Machine Learning models, and how to apply AI tools to solve real world problems. Some concepts are types of AI and Machine Learning, Hacking and the IoT, AI today and its outlook for the future.

**Prerequisite:** Junior status or above.

### EGN 4641 Engineering Entrepreneurship 3 Credits

**Grading Scheme:** Letter Grade

Engineering Entrepreneurship introduces engineering students to the concepts and practices of technological entrepreneurial thinking and entrepreneurship. Using lectures, case studies, business plans and student presentations, the course teaches life skills in entrepreneurial thought and action that students can utilize when starting technology companies or executing research and development projects in large companies.

**Prerequisite:** junior standing or higher.

### ENT 3003 Principles of Entrepreneurship 4 Credits

**Grading Scheme:** Letter Grade

Practical, hands-on understanding of the stages of entrepreneurial process. Focus on the decision-making process within a start-up company.

### ENT 4015 The Venture Accelerator 2 Credits

**Grading Scheme:** Letter Grade

A team-based, experiential program focused on the start-up process; includes lectures, readings, discussions, workshops, and a team-based project. As deliverables, each team must deliver weekly lessons-learned presentations, complete business canvas updates, and prepare a final presentation.

**Prerequisite:** ENT 3003 or EGN 4641.

**IDH 4940 Internship 0-6 Credits**

**Grading Scheme:** S/U

Experiential learning in a variety of work locations. Permission of program director required. Supervision by a faculty member or delegated authority, daily journal and a post-internship report are required.

**IDS 1107 Innovation Mindset 2 Credits**

**Grading Scheme:** Letter Grade

Provides incoming Innovation Academy students strategies for success as 21st century college students and innovators and equips students with the tools to become independent thinkers and learners.

**Prerequisite:** IAOK, Admission to Innovation Academy.

**IDS 1359 Innovation in Action 2 Credits**

**Grading Scheme:** Letter Grade

Focuses on execution of creative problem-solving strategies through completion of a design sprint, resulting in an innovative project. Students refine design thinking skills developed in IDS 1940, research and prototype a concept, test and refine the prototype, and complete and present the final project at the "Catalyst" showcase.

**Prerequisite:** IDS 1940(C).

**IDS 1940 Creativity & Design Thinking for Innovation 2-4 Credits**

**Grading Scheme:** Letter Grade

Focuses on building creative confidence through the design thinking process. Students explore and develop their own creative processes, experience collaborative creative problem solving in multidisciplinary teams, and practice prototyping innovative solutions to problems through sustainable prototyping, laser cutting, 3-D modeling/printing, and Arduino.

**Prerequisite:** Admission to the Innovation Academy.

**IDS 4941 Innovation Academy Internship 1-6 Credits**

**Grading Scheme:** Letter Grade

Experiential learning enables participation in an innovative internship that supplements the degree program. Supervised by a faculty member or designated authority, seven online assignments are required for successful completion.

**Prerequisite:** One full academic year (Spring/Summer) in the Innovation Academy and program director permission.

**IDS 4950 Innovation Academy Senior Project 2 Credits**

**Grading Scheme:** Letter Grade

Using lectures, labs and a multidisciplinary team-based project approach, build life skills in creativity and innovation, entrepreneurship and entrepreneurial thinking. Synthesize and demonstrate leadership and ethics through design and development of a team project.

**Prerequisite:** senior standing and enrolled in the Innovation minor.

**PHI 3681 Ethics, Data, and Technology 3 Credits**

**Grading Scheme:** Letter Grade

Addresses ethical issues related to data science, algorithmic decision-making, and artificial intelligence. Pairs theoretical discussions of ethics, economics, and policy-making with concrete issues in emerging technologies.

**Prerequisite:** Sophomore standing or higher or (PHI 2010 or PHI 2100 or PHI 2630, with a minimum grade of C) or (philosophy major or minor) or data science major.

**PHI 3641 Ethics and Innovation 3 Credits**

**Grading Scheme:** Letter Grade

Grounding in ethical theory and moral reasoning with a focus on changes at both organizational and societal levels, including, for instance, technological innovations, new business practices and legal changes. Examines the rights and responsibilities of those making such changes as well as the conditions that facilitate responsible decision making. (H, WR4)

**Prerequisite:** sophomore or higher standing or PHI 2010 or PHI 2100 or PHI 2630 or PHM 2204 or philosophy major or minor or innovation academy minor or instructor permission.

**Attributes:** General Education - Humanities, Satisfies 4000 Words of Writing Requirement

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