INNOVATION ACADEMY

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

More Info

Courses at the University of Florida, with the exception of specific foreign language courses and courses in the online Master of Arts in Mass Communication program, are taught in English.

Courses

**ENT 4015** The Venture Accelerator 2 Credits
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.
Prereq: ENT 3003 or EGN 4641

**IDH 4940** Internship 1-6 Credits
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. (S-U).

**IDS 1353** Creativity in Context 2 Credits
Examines the theoretical groundwork and evolution of psychologically-based research on dimensions of the creative person, process, product and press. This foundation frames the applied learning in the course and offers the necessary background for subsequent coursework in the Innovation Academy minor.
Prereq: Admission to the Innovation Academy

**IDS 1359** Creativity in Action 2 Credits
Focuses on the development of creative problem-solving strategies through completion of an innovative project. Students will and refine the proposal developed in IDS 1353, they will prototype the concept, test and refine the prototype, and complete and present the final project.
Prereq: Admission to the Innovation Academy and IDS 1353

**IDS 4941** Innovation Academy Internship 1-6 Credits
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.
Prereq: One full academic year (spring/summer) in the Innovation Academy and program director permission

**IDS 4950** Innovation Academy Senior Project 2 Credits
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.
Prereq: senior standing and enrolled in the Innovation minor

**PHI 3641** Conduct, Change and Consequences: Making Ethical Decisions 3 Credits
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, E4)
General Education - Humanities
WR4