INNO 200. Introduction to Innovation and Venture Creation. 1 Hour.
Semester course; 1 lecture hour. 1 credit. A speaker series focused on
the discussion of pertinent topics related to product innovation and
venture creation. Students will be exposed to numerous topics through
guest speakers supplemented by readings and class discussion. Topics
include conceptualization, patents, capitalization, venture formation,
commercialization, market assessment, project management and product
life cycle management.

INNO 221. Introduction to Arts and Design Principles. 3 Hours.
Semester course; 1 lecture and 2 studio hours. 3 credits. Restricted
to non-arts students enrolled in the Certificate in Product Innovation
program. Introduces arts and design principles to students from non-arts
disciplines.

INNO 223. Introduction to Business Principles. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Open only to non-business
majors in the Certificate in Product Innovation program. Introduces
business fundamentals to students from non-business disciplines.
Particular focus will be concepts and issues in contemporary business.

INNO 225. Introduction to Engineering and Technology Principles. 3
Hours.
Semester course; 3 lecture hours. 3 credits. Open only to non-engineering
majors in Certificate in Product Innovation program. Introduces
engineering and technology fundamentals to students from non-
engineering disciplines. Particular focus is the engineering problem-
solving process as applied to open-ended problems. Students will be
introduced to the different types of engineering, examine engineering
and technology issues and apply the engineering problem-solving process.

INNO 351. Creativity for Innovation and Entrepreneurship. 1 Hour.
Semester course; 1 lecture hour. 1 credit. Students are introduced to the
role of creativity in innovation and entrepreneurship. A multidisciplinary
orientation and approach are emphasized.

INNO 352. Making Innovation Happen. 1 Hour.
Semester course; 1 lecture hour. 1 credit. Students are introduced to the
role of innovation in today's society. A multidisciplinary orientation and
approach are emphasized.

INNO 353. Making Entrepreneurship Happen. 1 Hour.
Semester course; 1 lecture hour. 1 credit. Students are introduced to the
role of entrepreneurship in today's society. A multidisciplinary orientation
and approach are emphasized.

INNO 450. Realizing Innovation and Entrepreneurship. 1 Hour.
Semester course; 1 lecture hour. 1 credit. Students will learn how
innovation and entrepreneurship are manifested in today's society. A
multidisciplinary orientation and approach are emphasized.

INNO 460. Product Innovation: da Vinci Project. 3 Hours.
Semester course; 3 credits. Prerequisite: permission of instructor.
Students from the School of the Arts, School of Engineering and School
of Business work together on a semester-long product innovation project
with a corporate sponsor under faculty supervision. Topics and activities
may include project management, team building, concept generation and
testing, market analysis, visualization, and prototyping.

INNO 491. Special Topics in Product Innovation. 3 Hours.
Semester course; 3 lecture hours. 3 credits. May be repeated for
a maximum of six credits. Enrollment restricted to students with
permission of adviser and da Vinci Center director. Study of current and
emerging topics in the field of product innovation. Topics may vary from
semester to semester.

INNO 492. Independent Study in Product Innovation. 1-3 Hours.
Semester course; 1-3 independent study hours. 1-3 credits. May be
repeated for a maximum total of six credits by students pursuing a da
Vinci Center certificate. Enrollment restricted to students with junior
standing and permission of adviser and da Vinci Center director. Intensive
study or research under supervision of a faculty member in an area not
covered in depth or contained in the regular curriculum.

INNO 501. Arts Principles for Product Innovation. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: Open only
to students enrolled in the Master of Product Innovation program or
with approval of instructor. Introduces studio-based arts instruction to
individuals with a background in business, engineering or other non-
arts discipline. Lectures and assignments expose students to a broad
range of skills and vocabulary, enabling them to comprehend, analyze
and communicate visually. Working individually and in teams, the core
experience will be formed through iterative making, via direct, hands-on
material experience.

INNO 502. Business Principles for Product Innovation. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: Open only
to students enrolled in the Master of Product Innovation program or
with approval of instructor. Introduces business principles and
concepts to non-business students. Topics cover the functions and
activities organizations engage in to conduct commerce, including
planning, marketing, accounting, operations, finance and human resource
management. Project management, as used for developing innovative
ideas and commercializing new goods and services, is the organizing
structure used for integration of concepts.

INNO 503. Technology Principles for Product Innovation. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: Open only
to students enrolled in the Master of Product Innovation program or
with approval of instructor. Introduces technology and technological principles
to students with non-engineering-related degrees. A particular focus is
learning and applying a technology problem-solving process to different
types of open-ended problems. The process includes the steps of needs
identification, information gathering, idea generation, evaluation and
selection.

INNO 590. da Vinci Project. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: Open only to
students enrolled in the Master of Product Innovation program. Students
will engage in an interdisciplinary product innovation project with a
corporate sponsor under faculty supervision. Topics and activities will
honed product innovation skills, including project management, team
building, concept generation and testing, market analysis, visualization,
and prototyping.
INNO 600. Integrative Design Studio. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: Open only to students enrolled in the Master of Product Innovation program. Integrates the theory and practice of product innovation across the arts, business and engineering disciplines. Students are exposed to and apply a broad set of skills and tools to aid in understanding, envisioning and communicating product innovation. Working in interdisciplinary teams, students will hone teamwork skills and collectively address contemporary issues associated with product innovation, such as sustainability.

INNO 651. Master's Project in Product Innovation I. 6 Hours.
Semester course; 2 lecture and 4 laboratory hours. 6 credits. Prerequisites: two of INNO 501, 502 and 503; and INNO 590 and 600. This capstone experience requires that an interdisciplinary team engage in various facets of a real product development initiative. The project may be company-sponsored or an approved student-originated effort. Applying arts, business and engineering skill sets gained from previous course work, students will identify a potential opportunity and conceive viable product concepts to be pursued across the three project stages of concept generation, concept development and refinement and concept finalization. The semester will culminate with each team producing a set of prototypes and initial business cases for preferable concepts, with at least one viable concept supported by a viable business case an expected class deliverable. Graded as S/U/F.

INNO 652. Master's Project in Product Innovation II. 6 Hours.
Semester course; 2 lecture and 4 laboratory hours. 6 credits. Prerequisite: INNO 651. This is the second course of the capstone experience. An interdisciplinary team will continue engaging in the facets of a company-sponsored or student-originated product development initiative begun in INNO 651. Applying arts, business and engineering skill sets gained from previous course work, students will further develop viable concepts and culminate the capstone experience with the proposal of at least one well-detailed, functional product prototype accompanied by a formal business plan. Students will participate in three project stages: prototype and business case incubation, working prototype and business plan development, and commercialization. Graded as S/U/F.

INNO 691. Topics in Product Innovation. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Study of current and emerging topics in the field of product innovation. Topics may vary by semester. See the Schedule of Classes for offerings each semester.

INNO 697. Guided Study in Product Innovation. 3 Hours.
Semester course; 3 lecture hours. 3 credits. Prerequisite: Approval of proposed work is required by the Master of Product Innovation program. Students in the M.P.I. program wishing to do research on problems in the area of product innovation will submit a detailed outline of their problem. They will structure a research study, undertake this study and prepare a written report on the problem.