

INWORKS

Director: Kristin Wood, PhD

Denver Office: CU Building, 1st Floor; 1250 14th Street; Denver, CO 80202

Anschutz Office: CU Strauss Library; 12950 E. Montview Blvd.; Aurora, CO 80045

Telephone: 303-315-0047 (Denver), 303-724-4120 (Anschutz)

Website: inworks.ucdenver.edu (<https://inworks.ucdenver.edu>)

Overview

Inworks is an innovation initiative of the University of Colorado Denver | Anschutz Medical Campus, based in the College of Engineering, Design and Computing. As a home for creators, thinkers, designers, and makers, we're a collaborative community of learners and leaders committed to solving humanity's most pressing problems. In our two state-of-the-art prototyping labs, we draw on expertise from many disciplines to synthesize unique solutions to real-world challenges. At Inworks, we learn and teach through making, but we don't just make things – we make them matter.

Our mission is to impart skills and habits of minds that allow people to collaboratively create impactful solutions to human problems.

When you take an Inworks course, the process of innovation is demystified. You'll learn the human-centered design process; it will guide you as you move from problem to prototype. In our prototyping labs you can access technologies to 3D print, solder a circuit, or grow a biomaterial. But don't expect to do it alone, because Inworks is a space that catalyzes meaningful collaboration. Students of all majors will find a place here.

Inworks offers a graduate certificate in Human-Centered Design and Innovation.

Programs

- Human-Centered Design and Innovation Graduate Certificate (<http://catalog.ucdenver.edu/cu-denver/graduate/schools-colleges-departments/college-engineering-design-computing/inworks/human-centered-design-innovation-graduate-certificate/>)

InWorks (INWKS)

IWKS 5100 - Human-Centered Design, Innovation and Prototyping (3 Credits)

Offers a graduate-level introduction to collaborative interdisciplinary design and innovation from a human perspective, as well as introducing key theoretical and computational foundations of innovation. Using the wide array of Inworks prototyping facilities, teams of students will design and implement human-oriented projects of increasing scale and complexity, in the process acquiring essential innovation and problem-solving skills. Prerequisite: None. No previous design or prototyping experience is expected or required. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5120 - IoT: The Internet of Things (3 Credits)

In a world where everything is connected to everything else, how does that work? This course introduces techniques for (1) designing systems that can sense the environment and respond to humans in meaningful ways and (2) creating networks of physical objects that collect and exchange data. Such systems might include wearable sensors, interactive art, and Internet-connected home devices. Working individually and in teams, students will develop projects using Inworks' materials, devices, and fabrication tools. The course involves considerable prototyping and software development but requires only introductory programming and prototyping experience. Suggested Background: IWKS 5100 & some computing experience. Restriction: Restricted to students with graduate standing. Max hours: 3 Credits. Grading Basis: Letter Grade

Restriction: Restricted to students with graduate standing.

IWKS 5150 - Advanced Human-Centered Design and Prototyping (3 Credits)

Graduate version of IWKS 4100. An advanced exploration of design thinking and the user-centered design paradigm from a broad range of perspectives, emphasizing how user research and prototype assessment can be integrated into different phases of the design process. Using a team-based, project-oriented approach, students will develop advanced expertise in the design, development, and critique of solutions to important human problems. The course will make full use of Inworks' prototyping facilities. Suggested Background: IWKS 5100 & 5170. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5170 - 3D Design, Computation and Prototyping (3 Credits)

Introduces the design and computer-controlled fabrication of three-dimensional objects using both additive (3D printing) and subtractive (laser cutter, CNC router/mill) processes. Increasingly complex projects throughout the semester using various CAD/CAM software tools will explore design strategies for digital fabrication. Restriction: Restricted to students with graduate standing. Cross-listed with IWKS 3100 and ARCH 3706. Max hours: 3 Credits.

Grading Basis: Letter Grade

Restriction: Restricted to students with graduate standing.

IWKS 5180 - Inworks: Choose Your Own Adventure: Experiences in Design, Innovation and Prototyping (1-3 Credits)

Provides weekly speakers, workshops and other experiences that educate and enrich across the design, innovation and prototyping landscape. Students may choose to participate in any five (for one credit), ten (for two credits) or fifteen (for three credits) activities. Each week, participating students will attend the scheduled activity, and then create a meaningful response that reflects the impact of that activity on their thinking or practice. Prerequisites: None. Repeatable. Max hours: 12 Credits.

Grading Basis: Letter Grade

Repeatable. Max Credits: 12.

IWKS 5200 - Data Science for Innovators (3 Credits)

Graduate version of IWKS 3200. Introduces techniques for capturing, processing, visualizing, and making meaning out of large datasets. With the exponential growth and decreasing cost of data collection tools such as genome sequencing, social media, crowd sourced data, mobile phone apps, remote sensors, and data from other publically available sources, innovators are able to harness a rich array of data in their designs. This course will introduce the fundamentals of working with online data and large data sets, introduce widely used data analysis and visualization tools, and culminate in a cumulative project that incorporates data in a significant way. Suggested Background: IWKS 5350 or similar computing experience. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5300 - NAND to Tetris: Foundations of Computer Systems (3 Credits)

Graduate version of IWKS 3300. Introduces the principles of computer systems that underlie the global information age. Starting from first principles, students gradually construct a simple hardware platform and a modern software hierarchy, yielding a working basic yet powerful computer system. Suggested Background: IWKS 2300 or similar computing experience. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5350 - Computational Foundations of Innovation (3 Credits)

Graduate version of IWKS 2300. Introduces the technological underpinnings of modern society, introducing the fundamental principles of computing. Students create realistic artifacts, and imbue those artifacts with interesting behavior by writing computer programs in on-line virtual world similar to Second Life and for simple Arduino-connected devices. In-class and in-world discussions and readings introduce important computing ideas and concepts. Completion of this course will prepare students for more advanced IWKS graduate courses that require knowledge of computing principles and practices. Prerequisites: None. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5400 - Game Design and Development I (3 Credits)

Graduate version of IWKS 3400. Introduces principles of computer game development, building on the rich interplay of computer science, graphics design, physics, music, and narrative. Students develop interactive 2D and 3D games and a final project. Substantial software development involved, but requires only introductory programming experience. Suggested Background: IWKS 2300 or similar computing experience.

Restriction: Restricted to students with graduate standing. Max hours: 3 Credits.

Grading Basis: Letter Grade

Restriction: Restricted to students with graduate standing.

IWKS 5450 - Game Design and Development II (3 Credits)

Graduate version of IWKS 4450. Continuation of IWKS 5400, with increased emphasis on more advanced techniques including 3D rendering; multimodal music, complex narrative, animation, non-player AI, and advanced 3D techniques including diffuse, ambient, specular, and emissive lighting; vertex, pixel and geometry shaders; shadows; terrain building; reflective and refractive lighting; bump, parallax, and parallax occlusion mapping; Phong and Gouraud shading; "cel" shading; ray tracing; bloom; and high dynamic range lighting. Suggested Background: IWKS 5400 or similar experience in game development. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5500 - Bio-Design and Innovation (3 Credits)

Introduces the biodesign innovation process, which involves identifying important human needs and inventing meaningful solutions to address them. The course examines how biotechnology and bio-inspired innovation improve the form and function of our design world through innovative materials and novel approaches to developing buildings, food, medicine, infrastructure and more. Readings and in-class debates will raise critical issues in contemporary bioethics. For their final projects, students will choose to create and prototype a speculative biodesign concept, or work in the bio lab on the development of a real-world biodesign solution of their choosing. Suggested Background: IWKS 2100 & 3100. Restriction: Restricted to students with graduate standing. Max hours: 3 Credits.

Grading Basis: Letter Grade

Restriction: Restricted to students with graduate standing.

IWKS 5520 - Design for Healthful Human Longevity (3 Credits)

Graduate version of IWKS 4520. Introduces contemporary studies, therapies, theories, and research on aging, age related disease, and innovations for longer healthier human lives. Guest lecturers, seminar discussions, readings and discussions will inform student projects that address challenges to prolonged, healthy, disease-free lives. Suggested Background: IWKS 5100 and 5700. Restriction: Restricted to students with graduate standing. Max hours: 3 Credits.

Grading Basis: Letter Grade

Restriction: Restricted to students with graduate standing.

IWKS 5540 - Synthetic Biology for Innovators (3 Credits)

Graduate version of IWKS 3540. Introduces the fundamentals of synthetic biology for those who seek to use it as tool for innovation. Synthetic biology allows us to engineer new biological systems and redesign existing biological components by integrating aspects of biotechnology, evolutionary and molecular biology, systems biology, computer engineering, computational biology, and genetic engineering. Advancement in technological tools and techniques make this material accessible to motivated individuals from many disciplines, and no biology background is required. Culminates with a final team project focused on designing synthetic biology solutions that address human need. Suggested Background: None. No previous background in biology is required. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5550 - Innovation Law and Policy (3 Credits)

Graduate version of IWKS 3550. Introduces legal and regulatory foundations related to innovation, including intellectual property, telecommunications, electronic commerce, the Internet, biotechnology, ethical and equity considerations, and financing. These issues are examined from the perspectives of the legal, business, capital, development, consumer, and policy-making communities. Suggested Background: IWKS 5100. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5600 - Innovating for the Developing World (3 Credits)

Graduate version of IWKS 3600. Explores the design and development of products and services that can be sustainably and gainfully used by the world's poorest citizens. Students in interdisciplinary teams will design, implement and evaluate viable solutions to real problems faced by people in the developing world. The goal is to develop an understanding of the extraordinary challenges faced by individuals for whom basic survival is not a given, and the knowledge and skills necessary to create designs that respond appropriately to those unique circumstances. Provides a foundation for further study and practice in the area of technology and development. Suggested Background: IWKS 5100. Restriction: Restricted to students with graduate standing. Max hours: 3 Credits.

Grading Basis: Letter Grade

Restriction: Restricted to students with graduate standing.

IWKS 5620 - Mobile App Development (3 Credits)

Graduate version of IWKS 3620. Introduces mobile application development, including front-end mobile application clients, data handling, connectivity to back-end services and cloud hosting. The course provides an overview and comparison of technical approaches employed by Apple iOS, Google Android, and cross-platform development environments. Students will install, develop, test, and distribute mobile applications while addressing challenges associated with development for any mobile platform: limited screen size and memory, gesture based GUI, varying connectivity, and the wide variety of target mobile devices. Suggested Background: IWKS 5100 & IWKS 5350 or similar computing experience. Restriction: Restricted to students with graduate standing. Max hours: 3 Credits.

Grading Basis: Letter Grade

Restriction: Restricted to students with graduate standing.

IWKS 5650 - Innovating for the Developing World (3 Credits)

Explores the design of products and services that can be sustainably used by the world's poorest citizens. Students design, implement and evaluate solutions to real problems in the developing world. Provides a foundation for further study and practice. Suggested Background: IWKS 5100. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5680 - Case Studies in Design (3 Credits)

Graduate version of IWKS 4680. Explores why some projects succeed and others fail. Many human-centered interventions fail to meet their designers' objectives, reflecting the unique challenges associated with matching human need with feasibility. Explores how innovators can increase their chances for success by examining several successful (and unsuccessful) designs. Suggested Background: IWKS 5100 & 5700. Restriction: Restricted to students with graduate standing. Max hours: 3 Credits.

Grading Basis: Letter Grade

Restriction: Restricted to students with graduate standing.

IWKS 5700 - Innovation and Society (3 Credits)

Graduate version of IWKS 3700 Analyzes impact of innovative design on work, sense of self, and social systems, in education, healthcare, finance, and other sectors. Investigates how people customize / "hack" technologies they use, and the moral / ethical implications of being designers. Students will research the impact of an innovation of their choice and share via essays, models, videos, or another medium of their choice. Suggested Background: IWKS 5100. Restriction: Restricted to students with graduate standing. Max hours: 3 Credits.

Grading Basis: Letter Grade

Restriction: Restricted to students with graduate standing.

IWKS 5750 - Critical Analysis of Design (3 Credits)

Graduate version of IWKS 3700. Examines technologies that pervade daily life. Analyzes impact of designs on work lives, sense of self, and social systems, within education, healthcare, finance, and other sectors. Investigates how technologies are customized and ethical implications of designing systems for others. Suggested Background: IWKS 5100. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5800 - StartUp: Creating New Ventures (4 Credits)

Teams of students are guided to create and launch a new company in a single semester. Culminates in a "pitchfest" to area entrepreneurs and venture capitalists. One of two alternative capstone courses for the Inworks Minor in Design and Innovation. Restriction: Requires enrollment in the Inworks HCDI minor or certificate, or instructor permission. Suggested Background: Completion of at least three other Inworks courses. Max hours: 4 Credits.

Grading Basis: Letter Grade

Restriction: Requires enrollment in the Inworks HCDI certificate.

IWKS 5850 - Product Design (3 Credits)

Graduate version of IWKS 3850. Explores the design requirements associated with creating a product that will be manufactured in large quantities and used by potentially thousands of users. These requirements are often very different from those associated with creating a working prototype. This gap between prototype creation and starting a business offers an interesting and unique set of design challenges. As part of the course, teams of students will engage in a realistic product design cycle. Max hours: 3 Credits.

Grading Basis: Letter Grade

IWKS 5900 - Graduate Capstone (4 Credits)

Graduate version of IWKS 4900. Working closely with project sponsors, students design, implement, and evaluate a project for use in local industry and non-profit organizations. One of two alternative capstone courses for the Inworks Graduate/Professional Certificate in Design and Innovation. Prereq: IWKS 5100 and enrollment in the Inworks graduate certificate. Max hours: 4 Credits.

Grading Basis: Letter Grade

Prereq: IWKS 5100 and enrollment in the Inworks graduate certificate.

IWKS 5930 - Special Topics in Human Centered Design and Innovation (1-4 Credits)

Emergent issues and professional developments in design, innovation and prototyping. Consult the current online Inworks Course List for semester offerings as new special topics courses are frequently added. With permission, may be repeated for credit. Restriction: Restricted to students with graduate standing. Repeatable. Max hours: 8 Credits.

Grading Basis: Letter Grade

Repeatable. Max Credits: 8.

Restriction: Restricted to students with graduate standing.

IWKS 5970 - Independent Study in Human Centered Design and Innovation (1-6 Credits)

Studies initiated by students or faculty and sponsored by a faculty member to investigate a special topic or problem related to design, innovation and prototyping. With permission, may be repeated for credit. Repeatable. Max hours: 8 Credits.

Grading Basis: Letter Grade

Repeatable. Max Credits: 8.