

Lynch School of Education and Human Development

Design-Thinking & Innovation Minor

For Lynch School Students only

The Lynch School of Education and Human Development (LSEHD) Interdisciplinary minor in Design-Thinking and Innovation consists of 18 credits, 12 of which may *not* simultaneously be counted toward the BC Core or other major/minor requirements. The minor is designed to advance understanding of Design-Thinking as an important tool for social impact and human-centered problem solving for our world. Students will explore introductory, intermediate, and mastery level Design-Thinking courses and experiences, select electives from different departments and engage in social impact action/field-based projects.

Requirement #1 Foundation Courses Choose three (9 credits) (remaining courses may be used as electives)

Lynch School of Education and Human Development

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| MGMT 2143 Idea Work: Making Things That Matter |
| MKTG 3178/ ISYS 3178 Design Thinking and Strategy (Pre-req: MKTG 1021) |
| MGMT 3315/ISYS 3315 Managing Digital Innovation |
| ERAL 4101 Cyberstrategy Technology and Formative Development |
| FORM 6150/CSCI2265 Tech Tools for Playful Learning |
| HIST 1627 Making the Modern World: Design, Ethics & Engineering |
| ISYS 4258 Systems Analysis and Design (Pre-reqs: ISYS 3257, 1021, 2157) |
| ADBM 2250 Design Thinking |
| ADSB 2026 Sustainable Design as A Way of Thinking |
| ADET 3102 Design and Prototyping for Entrepreneurs |
| SCWK 6603 Community-Based System Dynamics for Complex Social Problems (*by SSW permission) |

Other Courses across the full university may be able to count as electives with LSEHD