

## Sample Paths for the Inworks Minor

Depending upon your individual background and interests, you may wish to concentrate your Inworks minor in Human Centered Design and Innovation to reflect a particular focus. Below we suggest a few possible ideas for doing so.

Health	Global Development	Technology for Change	Innovation and Entrepreneurship	Arts & Media
<b>IWKS 2100: Human Centered Design, Innovation and Prototyping</b>				
<b>2300:</b> Computational Foundations of Innovation	<b>3600:</b> Innovating for the Developing World	<b>3600:</b> Innovating for the Developing World	<b>3180:</b> Choose Your Own Adventure	<b>2300:</b> Computational Foundations of Innovation
<b>3450:</b> Synthetic Biology for Innovators	<b>3550:</b> Innovation Law and Policy	<b>3300:</b> NAND to Tetris – Foundations of Computer Systems	<b>3100:</b> 3D Prototyping <u>or</u> <b>3550:</b> Innovation Law and Policy	<b>3100:</b> 3D Prototyping <u>or</u> <b>3400:</b> Game Dev I
<b>Any other 3xxx</b>	<b>Any other 3xxx</b>	<b>Any other 3xxx</b>	<b>Any other 3xxx</b>	<b>Any other 3xxx</b>
<b>4500:</b> Bio-Medical Design & Innovation	<b>4750:</b> Innovation for Education	<b>4120:</b> The Internet of Things <u>or</u> <b>4500:</b> Bio-Med Design and Innovation	<b>4100:</b> Advanced Human Centered Design <u>or</u> <b>4120:</b> The Internet of Things <u>or</u> <b>3850:</b> Product Design	<b>4120:</b> The Internet of Things <u>or</u> <b>3180:</b> Choose Your Own Adventure
<b>Any other 4xxx</b>	<b>Any other 4xxx</b>	<b>Any other 4xxx</b>	<b>Any other 4xxx</b>	<b>Any other 4xxx</b>
<b>4800: StartUp <u>or</u> 4900: Capstone</b>			<b>4800</b>	<b>4800: StartUp <u>or</u> 4900: Capstone</b>

These sample paths are just suggestions; you are free to create your own exploration of the Inworks Minor. And remember, Inworks undergraduate courses do not have required prerequisites.



## More Sample Paths for the Inworks Minor

Social Sciences	Engineering and Computer Science	Humanities	Education	<u>You</u> Decide
<b>IWKS 2100: Human Centered Design, Innovation and Prototyping</b>				
<b>3700:</b> Innovation and Society	<b>2300:</b> Computational Foundations of Innovation	<b>3700:</b> Innovation and Society	<b>3700:</b> Innovation and Society	<b>3180:</b> Choose Your Own Adventure
<b>3200:</b> Data Science for Innovators	<b>3300:</b> NAND to Tetris, <b>3400:</b> Game Dev I, <u>or</u> <b>3620:</b> Mobile App Dev.	<b>3550:</b> Innovation Law and Policy	<b>3200:</b> Data Science for Innovators, <b>3550:</b> Innovation Law and Policy <u>or</u> <b>3620:</b> Mobile App Dev.	<b>Any 3xxx</b>
<b>Any other 3xxx</b>	<b>Any other 3xxx</b>	<b>Any other 3xxx</b>	<b>Any other 3xxx</b>	<b>Any other 3xxx</b>
<b>4750:</b> Innovation for Education <u>or</u> <b>3550:</b> Innovation Law and Policy	<b>4120:</b> The Internet of Things <u>or</u> <b>3850:</b> Product Design	<b>4520:</b> Design for Human Longevity <u>or</u> <b>3600:</b> Innovating for the Developing World	<b>4750:</b> Innovation for Education	<b>Any 4xxx</b>
<b>Any other 4xxx</b>	<b>Any other 4xxx</b>	<b>Any other 4xxx</b>	<b>Any other 4xxx</b>	<b>Any other 4xxx</b>
<b>IWKS 4800: StartUp <u>or</u> IWKS 4900: Capstone</b>				



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