

# GRADUATE COLLEGE

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## Graduate College

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www.kent.edu/graduatecollege

## Mission of the College

The Graduate College is a hub for lifelong learning and a resource center wherein we define, create, and implement graduate education at Kent State.

We prepare graduate students for success at Kent State and beyond. Our student-centered commitment is demonstrated through ongoing advocacy and praxis to provide inclusive, innovative, and encouraging environments that foster a sense of belonging across identities and disciplines. From orientation through degree completion, we provide Kent State graduate students an infrastructure of support via programming, professional development, scholarships and awards.

We serve in an advisory role to partner with academic colleges and programs to expand opportunities and promote advancement in graduate education, teaching, research, scholarship, and creative activity. We provide oversight of graduate education, policies, and standards advocating for graduate student success and well-being at a local, institutional and national level.

## Graduate College

### GCOL 60100 APPLICATIONS IN DESIGN THINKING AND INNOVATION

#### 3 Credit Hours

(Slashed with GCOL 80100) This course blends analytical skills, intuition and creative thinking to develop practical solutions to real world problems. This will be a reflective lecture and small project-based course that addresses the programmatic, technical, business, social and human factors of design in a way that leads to innovation(s) in the development of integrated solutions. After being introduced to essential concepts, students, working in interdisciplinary teams, will learn how to engage with end users, effectively frame problems, identify potential solutions, build prototypes to test assumptions and learn what works (and doesn't).

**Prerequisite:** Graduate standing.

**Schedule Type:** Laboratory, Lecture, Combined Lecture and Lab

**Contact Hours:** 2 lecture, 2 lab

**Grade Mode:** Standard Letter

### GCOL 80100 APPLICATIONS IN DESIGN THINKING AND INNOVATION

#### 3 Credit Hours

(Slashed with GCOL 60100) This course blends analytical skills, intuition and creative thinking to develop practical solutions to real world problems. This will be a reflective lecture and small project-based course that addresses the programmatic, technical, business, social and human factors of design in a way that leads to innovation(s) in the development of integrated solutions. After being introduced to essential concepts, students, working in interdisciplinary teams, will learn how to engage with end users, effectively frame problems, identify potential solutions, build prototypes to test assumptions and learn what works (and doesn't).

**Prerequisite:** Doctoral standing.

**Schedule Type:** Laboratory, Lecture, Combined Lecture and Lab

**Contact Hours:** 2 lecture, 2 lab

**Grade Mode:** Standard Letter