

# IDS 1107 The Florida State Experience: Future Innovators X

**Location:** Innovation Hub (1st Floor Louis Shores Building)

**Meeting Time:** Wednesday 5:00PM – 6:00PM

**Instructor:** Wes Dorce

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**Phone:** 850-645-8629

**Office Hours:** TBA

**Office Location:** Room 123, Innovation Hub

**Instructor:** James Hudson IV

**Email:** [JLH22C@fsu.edu](mailto:JLH22C@fsu.edu)

## Course Description

**The Future Innovators X** section will focus on skill development and technological exploration. Throughout the semester, students will dive into the dynamic world of design and innovation, including 3D printing, immersive media, game development and emerging technologies. You will engage in hands-on learning experiences aimed at introducing design tools and techniques. You will be introduced to impactful individuals, programs, and resources within FSU's vibrant ecosystem, all geared towards igniting your passion for innovation and problem solving. We will explore a diverse range of student interests as each class session will be a dynamic blend of interactive workshops, guest visitors, and hands-on experiences providing you with ample opportunities to experiment, create, and innovate. Additionally, as Seminole Innovators, you will gain valuable insights from the experiences shared by both students and professionals. This course will guide you through a variety of tools, resources, and engagement opportunities designed to enhance your academic and professional journey.

The **Seminole Innovators** provides undergraduate students from all majors with a pathway to experiential learning related to innovation and technology. Students who actively participate with projects or teams earn the designation of Seminole Innovator upon each Spring semester showcase. You are invited to participate in the organization at no cost.

By choosing to participate in the Future Innovators course, you agree to:

- Attend weekly class sessions and activities in the Innovation Hub
- Provide consistent and open-minded participation during class and activities
- Provide thoughts and reflections on various areas of engagement

## Course Objectives

This section is intended to:

1. Foster creativity and innovation as you engage in activities that encourage experimentation, creativity, and the development of innovative solutions.
2. Promote interactive learning as students engage in hands-on learning experiences that reinforce technological concepts and design principles.
3. Enhance design capabilities as students learn and apply various design tools and techniques through hands-on projects and interactive workshops.
4. Develop tech proficiency as you acquire foundational skills in 3D printing, immersive media, and other emerging technologies.
5. Provide opportunity to continuously reflect on experiences to identify areas for improvement and iterate on design projects for better outcomes.
6. Interact with your peers, FSU faculty and staff and fellow students in ways which support your creative, innovative, and problem-solving goals

## Course Requirements

**Equipment:** To follow along with many of the activities in class, access to a computer with Internet is necessary.

*Students working on additional projects may want to consider purchasing their personal roll of PLA filament and other materials used in 2D design (wood, acrylic, etc.). Ask instructor for recommendations.*

**Participation:** Your attendance and active participation are required both for you to succeed in the course and set you on an enriching path while here at FSU.

1. Class attendance is essential. Students are expected to come to class sessions prepared to engage with and discuss weekly activities, as well as to discuss their own interest and pathway to innovation.
2. **Only 2 unexcused absences (not for documented emergencies or health reasons) will be allowed. Please notify instructor of any absences in advance of class.**

## Core Assignments:

4 Submissions: **Sept. 18<sup>th</sup>, Oct. 16<sup>th</sup>, Nov. 6<sup>th</sup>, Dec. 4<sup>th</sup>**

Your core assignments will be submissions of your designs and reflections based on workshop content, your experiences, interests, interactions and activities throughout the semester.

## Tools:

FSU Canvas (<https://canvas.fsu.edu> ) is where all class interactions occur: announcements, discussions, assignment submissions and student grades.

Personal computers will download capabilities. Students will be required to download design software including [Tinkercad](#), [Inkscape](#)

## Evaluation and Grading Policy

The Florida State Experience is a zero-credit course, S/U graded. There are no exams. To receive a passing grade, you must actively participate in the Future Innovators group by contributing to in-class discussion and completing core assignments by the end of the semester. Emergency absences may be excused, but please notify the instructor as soon as possible, preferably in advance of your absence.

Assignment Submissions	= 240 points (4 Submissions @ 60 points each)
Class Session Attendance	= 260 points (13 classes @ 20 points each)
<b>Total Available Points</b>	<b>= 600 points</b>

S (satisfactory grade)  $\geq$  70% of all points available

U (unsatisfactory grade) = < 70% of all points available

**University Attendance Policy:** Excused absences include documented illness, deaths in the family and other documented crises, call to active military duty or jury duty, religious holy days, and official University activities. These absences will be accommodated in a way that does not arbitrarily penalize students who have a valid excuse. Consideration will also be given to students whose dependent children experience serious illness.

**Academic Honor Policy:** The Florida State University Academic Honor Policy outlines the University's expectations for the integrity of students' academic work, the procedures for resolving alleged violations of those expectations, and the rights and responsibilities of students and faculty members throughout the process. Students are responsible for reading the academic Honor Policy and for living up to their pledge to ". . . be honest and truthful and . . . [to]

strive for personal and institutional integrity at Florida State University.” (Florida State University Academic Honor Policy, found at [fda.fsu.edu/Academics/Academic-Honor-Policy](http://fda.fsu.edu/Academics/Academic-Honor-Policy))

**Americans With Disabilities Act:** Students with disabilities needing academic accommodation should: (1) register with and provide documentation to the Student Disability Resource Center; and (2) bring a letter to the instructor indicating the need for accommodation and what type.

This should be done during the first week of class.

This syllabus and other class materials are available in alternative format upon request.

For more information about services available to FSU students with disabilities, contact the:

Student Disability Resource Center, 874 Traditions Way, 108 Student Services Building, Florida State University, Tallahassee FL 32306-4167

(850) 644-9566 (voice) (850) 644-8504 (TDD)

[sdrc@admin.fsu.edu](mailto:sdrc@admin.fsu.edu)

[disabilitycenter.fsu.edu](http://disabilitycenter.fsu.edu)

**Syllabus Change Policy:** Except for changes that substantially affect implementation of the evaluation (grading) statement, this syllabus is a guide for the course and is subject to change with advance notice.