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**IDS 1107 The Florida State Experience: Future Innovators**

**Location: The Pitch Room, Innovation Hub (1st Floor Louis Shores Building)**

**Meeting: Wednesdays, 5:00pm to 6:00pm**

**Instructor: Dave Montez (@DaveAMontez)**

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

**Phone: 850-644-1637**

**Office Hours: Mondays 10am-12pm and Wednesdays 2-4pm**

**Office Location: Honors, Scholars and Fellows House, Room 3002C**

**Course Description**

The Future Innovators section of the Florida State Experience specializes in working with first-time in college students to promote academic success in your freshman year and beyond. This section will specifically introduce you to programs, services and resources here at FSU to assist you in engaging in innovative research, events and entrepreneurship. In addition, within this section you will plot a course of action (Game Plan) to take advantage of these resources throughout your time here at Florida State University.

The resources and programs you will engage with will educate you about activities during and beyond your first semester. The meeting schedule will represent a wide range of potential student interests from technology-based activities to international programs. In the first week of the course you will complete a questionnaire so that I will have a better understanding of your interests in research and general innovation. This will help me to tailor the semester activities to the needs and interests of the class.

You are invited to participate in this program at no cost. By choosing to participate in this engagement program, you agree to:

* Meet at our weekly group sessions
* Meet with an assigned peer mentor once per month
* Utilize Canvas to contribute to group discussions
* Provide consistent and open-minded participation in class activities

**Course Objectives**

At the end of this course, you will be able to:

1. Identify ways your identity and interests intersect with the people, places and programs within the Florida State community.
2. Recognize how your interests can continue to be developed within the larger Florida State community.
3. Articulate the different ways in which Florida State calls upon you to demonstrate your learning and critical thinking skills.
4. Interact with your instructors, Florida State staff and fellow students in ways which support your goals and demonstrate the values of the Florida State community.
5. Examine and evaluate your in-class and out-of-class experiences to make meaning and find intrinsic value in your overall college experience.
6. Identify a series of short and long term academic and extracurricular steps that will help you achieve your goals while you are a part of the Florida State community.

**Course Requirements**

**Equipment:** In order to complete the discussion board assignments, you must have access to a computer with Internet. If you do not have a personal computer, there are multiple computer labs you can access throughout campus including the Strozier and Dirac libraries.

**Participation:** Your attendance and active participation are required both for you to succeed in the course and set you on the right path for you while here at FSU. You will see below that you need to attend class and participate or you will lose points.

1. All online discussion board posts must be completed according to a timeline that will be determined the first week of the course.
2. Must attend three individual meetings with a Future Innovators peer mentor by the conclusion of the semester.
3. Class attendance is essential. Students are expected to come to class prepared to engage with and discuss that week’s activities, as well as to discuss their progress towards completing their Game-plan for Success.
4. **Only two unexcused absences (not for documented emergencies or health reasons) will be allowed. Please notify Dave of any absences in advance of class.**

**Core Assignments:**

* *Discussion board posts:* During the semester you will post at least three discussion board posts within the course’s Canvas site. Each discussion post will reflect upon that week’s group meeting and how you might be able to capitalize on the innovation experience presented.
* *Game-plan for Success:* The course will culminate in you completing the Game-plan for Success (Due midnight Wednesday Dec. 5th) where you will layout the next short and long-term steps or goals you will accomplish during your time here at FSU.

**Suggested Readings and Tools:**

Light, R.J. (2001). Suggestions from students. In Making the Most of College (pp.23-44). Cambridge, MA: Harvard University Press. (<https://www.dropbox.com/s/cevnh1uw6nhznrl/Light_Making_the_Most_of_College%20%281%29.pdf?dl=0>)

*An Introduction to Design Thinking: Process Guide*. Stanford, CA: Hasso Blattner Institute of Design at Stanford (<https://dschool-old.stanford.edu/sandbox/groups/designresources/wiki/36873/attachments/74b3d/ModeGuideBOOTCAMP2010L.pdf>)

Project and Time Management Tools

* [**Trello**](https://trello.com/)- Trello’s boards, lists, and cards enable you to organize and prioritize your projects in a fun, flexible and rewarding way.
* [**Asana**](https://app.asana.com/-/login)- Asana is an easy way for you and your team to track their work—and get results.

**Evaluation and Grading Policy**

The Florida State Experience is a zero-credit course, S/U graded. There are no exams. In order to receive a passing grade, you must actively participate in the Future Innovators group by contributing to in-class and Canvas-based discussion and complete the Game Plan for Innovation assignment 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.

Game Plan for Success (Due Dec. 5th) = 200 points

Discussion Board posts = 150 points (3 posts @ 50 points each)

Individual Meeting Attendance = 150 points (3 meetings @ 50 points each)

Group Meetings = 300 points (12 meetings @ 25 points each)  
**Total Available Points = 800 points**

S (satisfactory grade) =≧ 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)

**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

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.

**Course Schedule (subject to revision)**

*Week One:* Group Kickoff where you will find out more of what Future Innovators is all about, meet your instructor (me, Dave Montez) and peer mentors and fill out a personal interests questionnaire.

Session Activity: Syllabus overview, group icebreakers and suggestions for time management tools/practices

*Week Two:* Introduction to the Innovation Hub and Design Thinking (Guest Speaker Ken Baldauf with Hub interns)

Session Activity: Group design challenge and tour of the Hub

*Week Three*: Innolevation Challenge (Guest Speaker Wendy Plant and past participants)

Session Activities: Identifying and Understanding a Need or Problem

*Week Four:* Innovating with RSOs and the Office of Entrepreneurship and Innovation

Session Activity: Rotating roundtables with RSO leadership

*Week Five*: Innoventure Weekend (Guest Speaker Mike Devine with past participants)

Session Activity: Team Building w/ Campus Rec’s Jordan Merrick

*Week Six:* Global Scholars (Kim Reid and Student ambassadors); International programs and ethics of helping others.

Session Activity: Exploration of how you would work to assist through Global Scholars

*Week Seven:* How to Get Control Over Your Time (ACE Workshop w/ student exemplars); Session Activity: Time audit activity

*Week Eight:* Working in an innovative environment (FSU Tech Fellows);

Session Activity: The Energy, The Time and The Commitment

*Week Nine:* Tour of Innovation Park (Denise Bilbow w/ UROP COE students); Dependent on enrollment of engineering students;

Session Activity: Relevance of research to our everyday lives

*Week Ten:* Completing your Game Plan for Success

Session Activity: Goal Setting with Roly Torres of College Life Coaching

*Week Eleven:* iGEM (Presentation led by student leaders w/Prof. Cesar Rodriguez)

Session Acivity: Working in Teams

*Week Twelve:* Center for Leadership and Social Change (Bailey Albrecht w/ Service Scholar) Session Activity: Innovative Research to Serve the Community

*Week Thirteen:* Thanksgiving

*Week Fourteen:* UROP and Idea Grants (UROP Leader Mentor w/ Alicia); Where to go moving forward

Session Activity: Group Brainstorming