



Pathway 3: Innovation and Creativity

Definitions, Course Eligibility Requirements, and Student Learning Objectives

Definition:

The Innovation and Creativity Pathway is designed to support students as they harness and apply creative, innovative, and entrepreneurial thinking across disciplines. Creativity in this context is defined as a skill inherent in every discipline that empowers the student to think critically and develop novel ideas, while innovation involves putting these ideas into practice. Through this Pathway, students learn to identify the characteristics of creativity and innovation. This encompasses the study of arts, writing, media, entrepreneurship, and any activity that requires inventive design and implementation. Students engage in information discovery, comprehension, interpretation, and synthesis using visual, performative, written, or oral media. They then utilize discipline-specific tools and methods to produce and evaluate innovative outputs.

Course Eligibility Requirements (A course must fulfill three of the following requirements):

1. Identify and comprehend creative and innovative concepts and techniques as defined by specific disciplines.
2. Engage with and interpret information from any variety of sources—visual, written, or oral—to inspire innovative ideas or approaches.
3. Propose, display, present, or discuss innovative or creative solutions to hypothetical or real-world challenges, emphasizing forward-thinking, theoretical understanding, and practical applications if appropriate.
4. Apply innovative methodologies, such as improvisation, visualization, reflection, inventive problem solving, prototyping, reverse engineering, design thinking, agile methods, storyboarding, visual or aural mapping, conceptual blending, or human-centered design, to guide students through creative processes.
5. Incorporate collaborative practices where students exchange and refine ideas with peers, using group feedback and collaborative tools.

6. Explore how creativity and innovation influence individual lives, societal values, or cultural perspectives, encouraging students to analyze critically the reciprocal effects of creativity on society.
7. Engage in self-reflective practices where students evaluate their own creative growth, such as journaling, portfolio reviews, or process documentation, to help students understand and articulate their creative development over time.

Student Learning Objectives (Students will meet two of the following learning objectives):

1. Identify and apply formal elements of innovation and creativity.
2. Analyze how innovation and creativity affect individual lives and values, and vice versa.
3. Assess innovation and creativity using tools appropriate to the discipline.
4. Propose innovative and/or creative solutions for desired future conditions.
5. Discover, comprehend, and interpret information to be applied in an innovative and creative way, from a variety of visual, written, and/or oral sources.
6. Develop an innovative and creative idea that is appropriate to a specific context, audience, and/or purpose.
7. Exchange innovative and creative ideas collaboratively.