



FALL 2018 INFO 3505/5505

Designing for Creativity and Learning

How can we engage and inspire people to play, invent, and express themselves with technology? What role do the tools, activities, and the environment play in this engagement? Students will explore how to engage people in creative and inclusive learning experiences by discussing learning theories, analyzing learning technologies and environments, and prototyping technology-enabled experiences. Students will examine learning experiences like construction kits for kids, online learning communities, and makerspaces with a critical lens on equity and inclusion. The course's studio format enables students to apply constructionist ideas and learning theories into the design of creative and inclusive experiences.

Tuesday and Thursday
9:30am -10:45am
3 credits
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