

Design for Learning, Minor

Design for Learning Minor

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<https://ideate.cmu.edu> (<http://ideate.cmu.edu>)

Overview

The *Design for Learning* minor reimagines the spaces, technologies, and experiences that shape how we learn. From classrooms and museums to apps, games, and immersive environments, join us to explore innovative ways to make learning experiences more engaging, inclusive, and relevant.

Students in the *Design for Learning* minor combine skills to imagine, design, prototype, and evaluate new media systems for learning—from creating educational games to developing adaptive learning platforms and augmented reality experiences that enhance teaching and learning in diverse settings.

Through collaborative, project-based experiences, they learn to thoughtfully design products, platforms, and systems informed by the learning sciences, inclusive design practices, and the use of data to create meaningful educational experiences with measurable real-world outcomes.

Gain skills and practice to:

- Apply learning theories and research to improve education
- Create engaging, interactive learning media with emerging technologies
- Prototype and evaluate technology-mediated learning experiences
- Center accessibility and inclusivity in the design of learning experiences

The *Design for Learning* minor is offered through a collaboration between IDEaTe and the Human-Computer Interaction Institute (HCII) (<https://hcii.cmu.edu/>), bringing together expertise from across the university.

Curriculum

Design for Learning Minor Minimum of 45 Units

One Computing Course - Minimum of 9 Units

		Units
15-104	Introduction to Computing for Creative Practice	10
15-110	Principles of Computing	10
15-112	Fundamentals of Programming and Computer Science	12
60-212	Intermediate Studio: Creative Coding	12

One IDEaTe Portal Course - Minimum of 9 Units

99-361	IDEaTe Portal Sec. A Learning about Learning (Spring only)	9
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IDEaTe Design for Learning Courses - Minimum of 27 Units

05-291	Learning Media Design	12
05-292	IDEaTe: Learning in Museums	12
05-418	Design Educational Games	12
05-432	Personalized Online Learning	12
05-738	Evidence-Based Educational Design	12
05-823	E-Learning Design Principles and Methods	12
51-486	Designing Experiences for Learning	9
99-362	IDEaTe: Intelligent Learning Spaces	9

Additional course options as available. Please refer to the IDEaTe website for courses for the current and upcoming semester.

Double-Counting

Students may double-count up to two of their *Design for Learning* minor courses toward requirements for other majors and minors.