

## What is it?

The Innovation minor provides a core sequence of classes with opportunities to practice innovative problem-solving skills, as well as elective credits for students to pursue their personal interests. This minor also fills a unique niche by helping students **expand their entrepreneurial ideas** through customer discovery and business model activities. At the end of the minor, students will have a capstone opportunity to unite their skills in innovation with what they have learned in their major.



## Why do it?

The complex issues facing our world today require **innovative problem definition and problem-solving skills, as well as working with people from different backgrounds and experiences**. Employers are looking for graduates who can think creatively and bring new perspectives to their projects, making this minor an important career-building opportunity for both students seeking to start their own companies and those who wish to pursue jobs at existing organizations.



## Who is it for?

The Innovation minor is for STEM majors and non-STEM majors alike who want to develop their **innovative thinking skills in an interdisciplinary context**.

## Pathways Core Concepts

- 2 - Critical Thinking in the Humanities
- 3 - Reasoning in the Social Sciences
- 6d - Critique and Practice in Design and the Arts

## Pathways Integrative Concepts

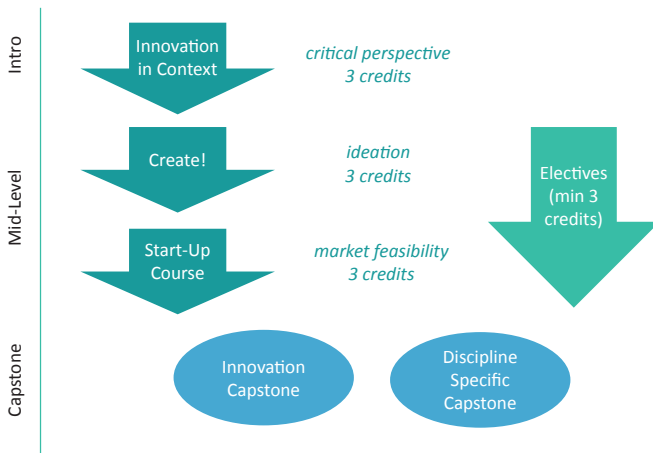
- Ethical Reasoning
- Intercultural and Global Awareness

## Requirements

The 18-credit hour Innovation minor includes 9 hours of required courses and 9 hours from a list of electives (3 credits each).

## Required courses

STS 2254: Innovation in Context  
 ENGE 2094: Create! Ideation for Innovation  
 MGT/ENGE/IDS 4094:  
 Commercialization of Innovation



## Elective courses

Students complete the elective courses by selecting a minimum of 9 hours from an approved list of courses. Some of these courses are Pathways courses that can help students earn general education credit beyond the minor's required courses. For a complete list of elective courses, consult the checklist at <https://registrar.vt.edu/graduation-multi-brief/index1.html>.



*Gain a critical perspective on the topic of innovation by using creative inquiry, design, and collaboration. Explore innovation at the nexus of arts, science, technology, and design. Develop an emphasis within the minor. Participate in a capstone experience that involves innovations, technologies, intellectual property, and market opportunities in partnership with area businesses. Work with actual inventors, engineers, scientists, entrepreneurs, advisors and other potential collaborators.*