Classes related with IU Makes

**Fine Arts U301, 401, 501**  
Computer Modeling and the Creation of Fine Art  
(no prerequisites)

Explore the 3-D modeling program Rhinoceros to create objects using the computer. Aims and objectives of this course are to apply 3-D modeling software to your own particular discipline and personal methodology. Students will produce tangible objects through the use of various CAM (Computer-Aided Machining) and RP&M (Rapid Prototyping and Machining) equipment. Various processes demonstrated and available for exploration are: the CNC Router, Fused Deposition Modeling (ABS plastic) 3D Color Printing and Reverse Engineering. Technical skill and creativity are equally important qualities that will be explored in this course.

**FINA U200 - Drawing in The Digital Age**  
Sections - 17201/17202

This course explores the integration of digital imaging technologies and traditional drawing methods, and how to bring both into a range of creative practices and fine arts areas. The form of the work varies from the hand-drawn, printed, or projected, to screen and time-based images.

Each project covers specific topics, key concepts and new techniques. The main objective is to use media - both new and old - skillfully and creatively. Software training is a means to an end; with the focus on making critical decisions about visual form and concepts.

**School of Education**

**P674** - Designing for Change, Graduate Topical Seminar in the Learning Sciences  
**P674** - Learning in New Media, Graduate Topical Seminar in the Learning Sciences  
**P574** - Learning in New Media, Online Graduate Topical Seminar in the Learning Sciences  
**P573** - Apprenticeship in the Learning Sciences

Undergraduate seminar course  
**P254 / M201** - Educational Psychology for All Majors with an associated field experience
Informatics - HCI I590 Advanced Prototyping

(soon to have its own unique # beginning this fall)

Prototyping is the activity of exploring a design space and trying out design ideas. In interaction design, common prototyping techniques include screen sketches, storyboards with a series of scenes, a PowerPoint slide show, a video simulating the use of a system, a cardboard mock-up, or a piece of software with limited functionality.

In this course, we will explore issues surrounding the construction of prototypes (e.g., breath, depth, look, interaction, low/high, vertical/horizontal, serial/parallel, etc.) as well as learning how to interact and manipulate different materials from papers, foam core, to microcontrollers (such as Arduino and LilyPad Arduino) and digital sensors to communicate design ideations and concepts. Students will also learn about and practice different prototype evaluation techniques, including cognitive walkthroughs, heuristic evaluation, and interaction criticism, among others.

AMID

AMID D 290 - 3D MODELING

This class examines the potential for 3D modeling as a means of representation, communication and design. Using a series of design projects as the thread linking the course together, students investigate 3D digital modeling, rendering and animation. Software used in this class to include Rhino and 3d Studio Max, among others.