



Inventing for a User

Human-Centered Design: Make an Invention

Overview: Students use household items to make an invention while learning about the Human Centered Design process.

Purpose: This activity introduces Human Centered Design and gives students an opportunity to apply the process to solve a real-world problem.

Mentor Check-in

Overview: Students have a conversation about their inventions with Oregon State University students.

Purpose: This activity gives students an opportunity to share ideas about the invention process, get feedback on their inventions, and meet college students.

Pitch Presentation

Overview: Students share their invention.

Purpose: This activity allows students to practice sharing their work, giving feedback on others' work, and sharing their invention with users.

Extra Opportunities

Overview: OSU Precollege Programs also offers College Panels, Design Challenges, and education about Patents.

Purpose: Our goal is to get youth excited about inventing, have them meet college students, and familiarize them with the resources OSU has to offer.

precollege.oregonstate.edu/programs

Key Features

Create an Invention for a Specific User

Meet College Ambassadors

Learn about Inventing and College Life

iINVENT Program Outline

2 Synchronous Activities

1 Human-Centered Design Project

2 Check-ins with OSU College Students

If interested, please inquire about our capacity for opportunities in Spanish!



iINVENT Details

Program components:

- 1 Self-Paced Human-Centered Design Project
- 2 Synchronous Invention Activities
- 2 Project check-ins
- Classroom invention supplies

Total time required:

- 6 hours of virtual instruction
- 2-hour teacher professional development
- Teachers receive \$500 stipend for participation

School or program representative must be present during all class sessions

Notes

- While we strive to utilize college students as project mentors, feasibility is dependent on availability.
- Depending on schedule, activities may be offered over multiple cohorts within one school. Project Check-ins are cohort specific.

iINVENT operates as a school/organization-sponsored program. OSU will present the program as guests inside an established classroom. Supervision of students, registration, and communication with parents will be the school or organization's responsibility.

Supervision	School or Organization Responsible
Liability Waiver	No Participant Waiver Needed; Expectations Agreement must be signed by teacher
Learning Platform	Public OSU course
Web Conference Platform	School Platform OR OSU Zoom
Lead Time	2+ Weeks (agreement to program)
Teacher Responsibilities	Student recruitment & registration Sending list of registered participants to OSU Staff Requirements for districts (e.g. background checks) Supporting virtual instruction and invention projects during class time
Registration	By school, teacher, or classroom

Want to see what student inventions look like? Find out more here: beav.es/Ugs

Email iinvent.program@oregonstate.edu now to sign up!