College of Design Lectures and Exhibitions Committee 2019-20 Plan

The College of Design Lectures and Exhibitions Committee has reframed the intent of the committee and the use of college-appropriated funds for lectures and exhibitions. Over the years, the funds have been used variously to fund fewer, more expensive events that were initiated by the committee and spoke to a broader audience across the college and, more recently, to subsidize multiple, small-budget, department/program-related requests.

For the 2019-20 academic year, the committee has decided to support a series of three events of various formats under one theme — “Educate/Innovate(?)” — that will speak to the greater college, departments, programs and student body. The proposals will be funded at the $1,500–$2,000 level and must demonstrate collaboration across departments and programs, involvement of student groups and financial support by the respective departments. The theme for next year was chosen in light of the pending opening of the ISU Student Innovation Center and its robust links to the College of Design.

Educate/Innovate(?)

The College of Design Lectures and Exhibitions Committee is seeking College of Design faculty, staff and student group proposals for interdisciplinary events. Examples include, but are not limited to lecture, exhibition, discussion forum, workshop, performance, and/or a combination thereof, which address the theme of Educate/Innovate(?) as a starting point. Proposed events will align with the opening of the ISU Student Innovation Center and generate critical discourse concerning the interface between academia and industry.

Some possible questions proposals could address include:

- What does it mean to innovate in a university setting?
- What is the relationship between education/knowledge versus innovation/entrepreneurship?
- What does it mean to educate in the context of expected innovation and monetization of research?
- Is innovation expected to lead to applied research and links with industry?
- Can theoretical and experimental research, especially that ends in failure, be considered innovative?
- How does design education maintains its credibility as a place to explore and innovate?

Proposal Requirements

- Collaboration between two or more College of Design faculty of different departments/programs (any rank)
- Collaboration with one or more student groups
- Minimum $300 in support from each of the applicant faculty/staff member’s departments/programs
- Event organizer will provide a post-event evaluation/report using a form to be made available by the Lectures & Exhibitions Committee in the fall

Application Requirements

- Proposal/application form must identify
  - speaker/guest(s)
  - departments/programs involved
  - student group(s) involved — list name(s) of student group(s) and number of students involved
  - faculty/staff/student organizers
- anticipated student participation — which classes will be required to attend or in which classes will a workshop run, etc. Please list the course name, course number and number of students impacted by the proposed event, how they are impacted and why this event aligns with the course. E.g., LA 401 – 16 students – will attend public lecture by Visitor Jane; E.g., DSN S 546 – 22 students – will participate in workshop by Visitor Jane. AIAS – 50 students – will attend lunch and participate in Q&A with Visitor Jane.
- date(s) and time(s)
- location(s)
- budget
- additional funding by associated departments/programs and/or others
- anticipated impact on courses in each applicant faculty/staff member’s department/program
- the intended overall impact of the event – what will the CoD (and beyond) gain from this event?