### 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 offerers 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](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

1. **Synchronous Activities**
   - Human-Centered Design Agriculture 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**

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**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.

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**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.**

<table>
<thead>
<tr>
<th>Supervision</th>
<th>School or Organization Responsible</th>
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</thead>
<tbody>
<tr>
<td>Liability Waiver</td>
<td>No Participant Waiver Needed; Expectations Agreement must be signed by teacher</td>
</tr>
<tr>
<td>Learning Platform</td>
<td>Public OSU course</td>
</tr>
<tr>
<td>Web Conference Platform</td>
<td>School Platform OR OSU Zoom</td>
</tr>
<tr>
<td>Lead Time</td>
<td>2+ Weeks (agreement to program)</td>
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<tr>
<td>Teacher Responsibilities</td>
<td>Student recruitment &amp; 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</td>
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<tr>
<td>Registration</td>
<td>By school, teacher, or classroom</td>
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Want to see what student inventions look like? Find out more here: beav.es/Ugs

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