

IF YOU SEEK TO DESIGN AND INNOVATE...

4D INNOVATIONS CO-CURRICULAR WORKING GROUP



WHY IT MATTERS

For its members, the 4D Innovations Working Group offers an invitation to take a more **expansive, cross-cutting approach** to their work as well as to collaborate with partners across campus around the shared purpose of embedding and amplifying the 4D. In creating and fostering connections between a **dynamic cohort of co-curricular design educators**, the 4D Innovations Group is meant to serve as a rewarding – if not transformative – professional development experience.

In the spring, the 4D Innovations Group members will present at a 4D symposium in order to create additional visibility and buy-in for their efforts across DU. This work thus offers the opportunity to inform future directions of the 4D as well as to generate exciting new ideas and partnerships.

WHAT IT IS

The 4D Innovations Working Group will serve as an **incubator of creativity and connectivity in the co-curricular space**. Comprising co-curricular partners from across campus, the 4D Innovations Group will meet biweekly to **collaboratively reimagine, design, and integrate models** and practices that further embed the 4D across the co-curriculum. As a **design studio**, the 4D Innovations Group will seek to **foster dynamic co-curricular learning environments**; integrate learning across contexts; and test and assess models for scale and impact. This work will serve not only to support and enhance co-curricular learning goals and objectives but also to ensure a more integrated experience for students given the greater integration and collaboration between co-curricular activities.

Group members will serve for one-year renewable terms.



HOW TO APPLY



Staff and faculty members who are energized to reimagine, design, and integrate models for the co-curricular space are encouraged to apply. The working group is open to those who interface with either undergraduate or graduate students. Experience with systems-level thinking and/or responsibility for development and oversight of co-curricular programs is preferred.

Those interested in joining the 4D Innovations Group are asked to apply via Qualtrics (QR code below) by **Friday, Nov. 5th** and submit a **short statement of intent** on the following:

- Brief introduction to their co-curricular work and their approaches to student learning and development.
- Discussion of what excites them about participating in this cohort of co-curricular designers and educators; ideas for ways in which they would like to experiment and innovate.
- Discussion of how they hope that participation will inform and enhance their programming, practice, and student development pedagogy.

WHERE WE'RE GOING

Guiding questions will include the following:

- What happens if we **treat purpose as part of the co-curriculum**, an educational need equivalent to disciplinary knowledge and practice?
- What are the **inflection points**, and how do we reach students at those points? What is the content and mode of delivery?
- What becomes the **connective tissue**? How do we guide students in seeing that their education is greater than the sum of its many and varied parts?
- Given that we intend for students to be agile, adaptive, creative, and self-reflective, how do we embody those characteristics in our own design and delivery of co-curricular education?
- How do we make equity a focus of co-curricular innovation?
- How can we **transform potential challenges** like the quarter system **into unique opportunities**?

QUESTIONS? CONTACT:

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