### Engineering

**ENG 298  Special Topics**  credit: 1 TO 4 hours.

Subject offerings of new and developing areas of knowledge in engineering intended to augment the existing curriculum. See Class Schedule or college course information for topics and prerequisites. Approved for both letter and S/U grading. May be repeated in the same or separate terms if topics vary.

<table>
<thead>
<tr>
<th>CRN</th>
<th>Type</th>
<th>Section</th>
<th>Time</th>
<th>Days</th>
<th>Location</th>
<th>Instructor</th>
</tr>
</thead>
<tbody>
<tr>
<td>53205</td>
<td>Lecture-Discussion</td>
<td>001</td>
<td>01:00 PM - 02:20 PM</td>
<td>R</td>
<td>ARR - Illinois Street Residence Lng</td>
<td>Johnston, P Morrissette, J</td>
</tr>
<tr>
<td>51593</td>
<td>Lecture-Discussion</td>
<td>A</td>
<td>02:00 PM - 03:50 PM</td>
<td>W</td>
<td>101 - Transportation Building</td>
<td>Sorkin, H</td>
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<tr>
<td>53192</td>
<td>Lecture-Discussion</td>
<td>BIT</td>
<td>ARRANGED -</td>
<td>-</td>
<td></td>
<td>Cheng, J Golparvar Fard, M Li, X Rogers, J Singer, A</td>
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<tr>
<td>53204</td>
<td>Lecture</td>
<td>ILE</td>
<td>02:30 PM - 03:20 PM</td>
<td>T</td>
<td>153 - Mechanical Engineering Bldg</td>
<td>Litchfield, J</td>
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Credit Hours: 3 hours

- **Learning Leadership Presence**
  - Developing a sense of leadership depends, in part, on exploring a public presentation of self. Understanding and exploring both outward and inward representations of self creates a critical mix in how a leader is seen and perceived. Students will develop, deepen, and master their abilities to effect how they are publicly perceived as leaders and how creative explorations can expand their abilities and perceptions to fully encompass a leadership presence. In addition to regular meeting times, students will be required to attend 10 KCPA performances. Meets in Illinois Street Residence Hall Room 29B.

Credit Hours: 2 hours

- **From Idea to Enterprise**
  - High Tech Ventures: From Idea to Enterprise. This class examines the fundamentals of technology entrepreneurship and addresses critical areas of the entrepreneurship process such as: Creating a successful startup and transforming it into a sustainable business; Validating an idea and taking it to market; Evaluation of new ideas; Forming high performance teams; Financing a technology-based startup. This class combines field trips to local startups and businesses as well as the University Research Park and EnterpriseWorks incubator, in-depth case studies, and a hands-on class project. The class is intended for undergraduates of all majors interested in technology entrepreneurship and is intended to be the first class in a three course track towards a technology entrepreneurship certificate.

Breakthrough Innovation Teams
Instructor Approval Required
Students enrolled in this course will be part of a Breakthrough Innovative Team that works with Faculty Entrepreneurial Fellows on a proof of concept project. Students will gain and improve upon their innovation, leadership, and engineering entrepreneurial skills.

Credit Hours: 1 hours

- **Intro Innov and Ldship Eng**
  - Innovation and Leadership in Engineering: Introduction course to innovation and leadership, as a field of study. The student will learn about innovation and leadership, professionalism and ethics, hear from guest entrepreneurial lecturers, and tour innovative/
entrepreneurial spaces on campus. While working in small teams, students will learn to work as a team and hone their written and verbal presentation skills.

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<thead>
<tr>
<th>Course Code</th>
<th>Format</th>
<th>Instructor(s)</th>
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<tbody>
<tr>
<td>52787</td>
<td>Lecture-Discussion</td>
<td>Isserman, N Taylor, J</td>
</tr>
<tr>
<td>52786</td>
<td>Online</td>
<td>Amos, J</td>
</tr>
</tbody>
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Credit Hours:
- 1 hour for iVenure Startup Seminar
- 3 hours for Intro to Sustainable Eng

iVenure Startup Seminar
- Instructor Approval Required

Intro to Sustainable Eng
- Restricted to Undergrad - Urbana-Champaign
- Meets 19-Jan-16 - 11-Mar-16
- Understanding design for international standards, defining needs of a community, use of locally available materials, low-tech but game-changing innovations, sustainability concerns in resource-limited settings, and involving stakeholders and engaging the community. Students will discuss ethical, social, and political concerns as part of the design process.