

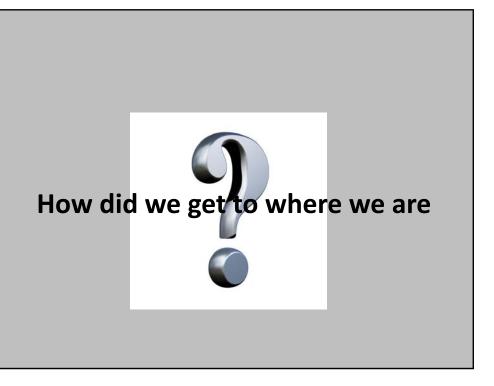


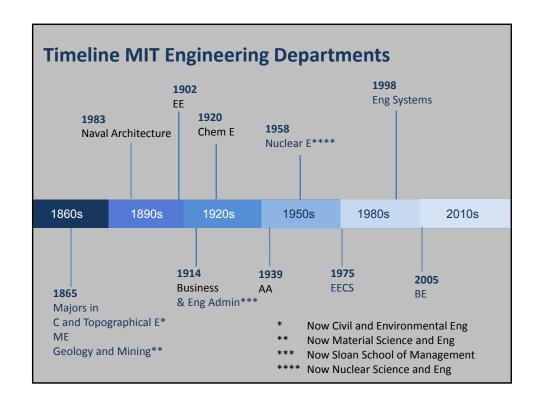
Innovation IP Design for Business Invention Design Entrepreneurship Big-D Design

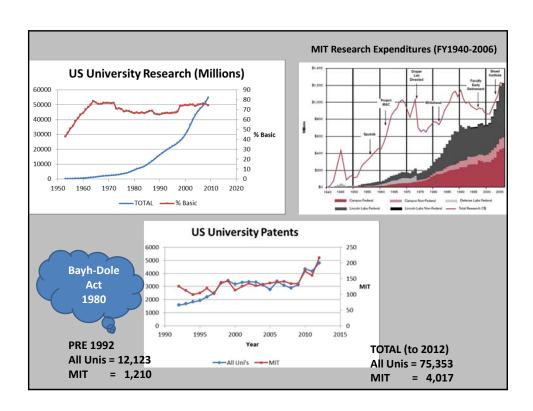


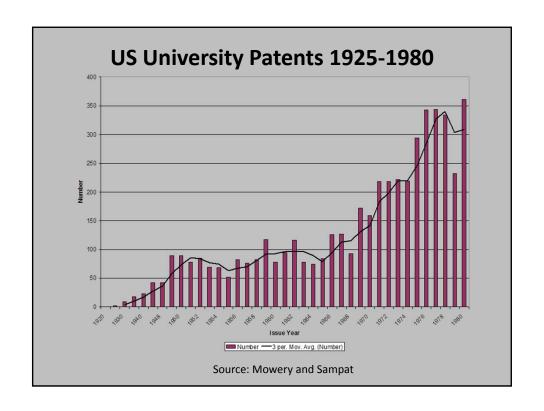
Guiding Premises

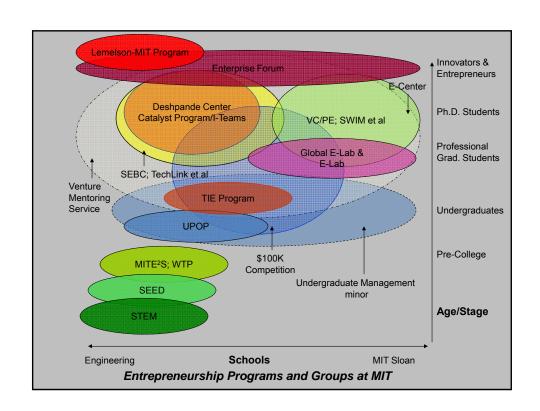
- Technology and design are pervasive and essential for a vibrant society
- Common design knowledge, principles, practice and skills cut across many fields
- Successful technology-based design requires
 - strong foundations in basic mathematics, sciences and technology
 - grounding in the arts, humanities and social sciences
 - coupled effectively with hands-on experiential learning
- Technology leaders (innovators, engineers) are in short supply



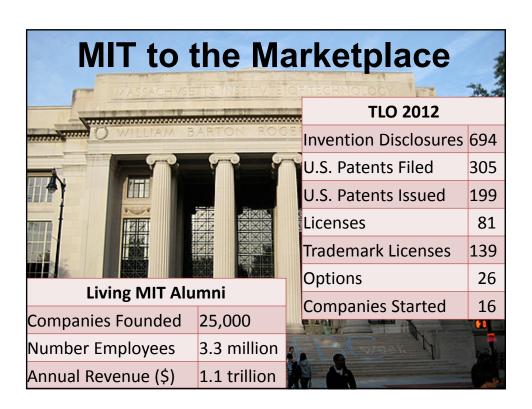


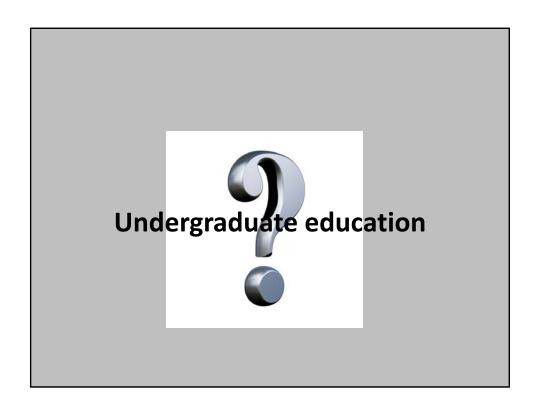




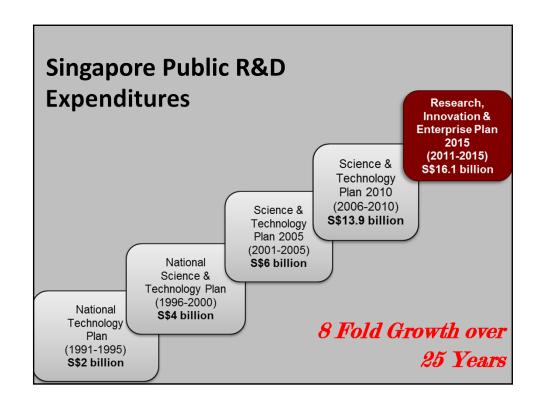


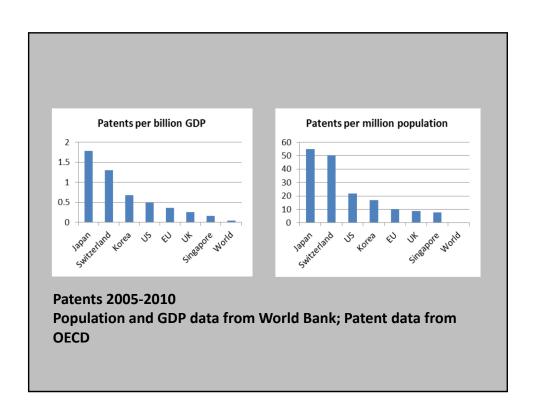


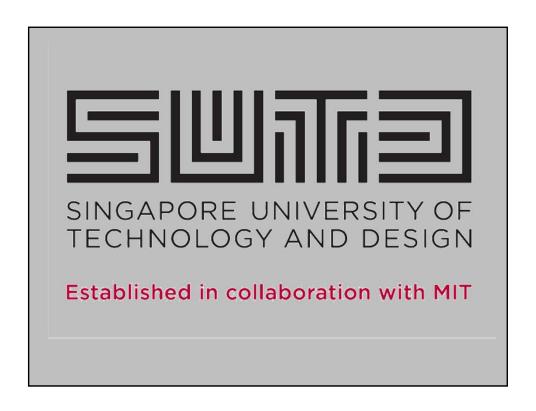


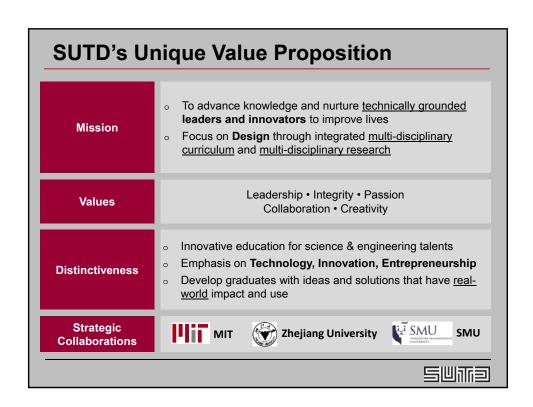


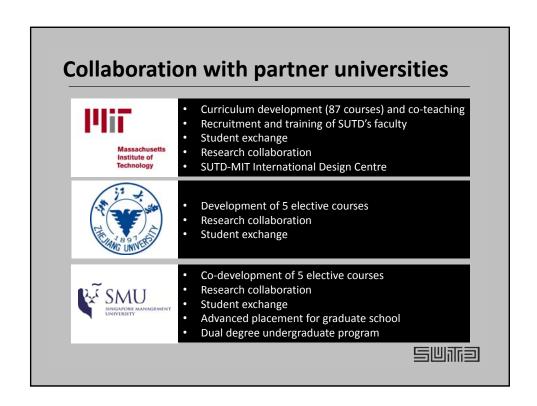


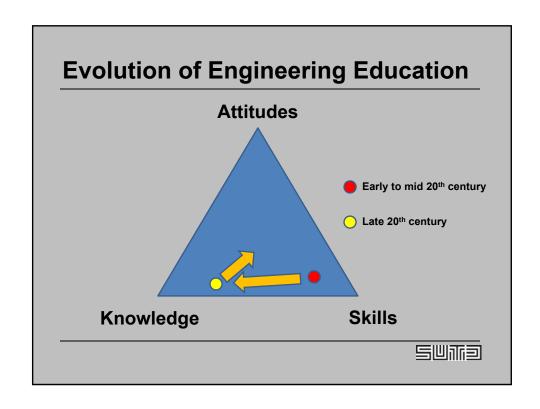


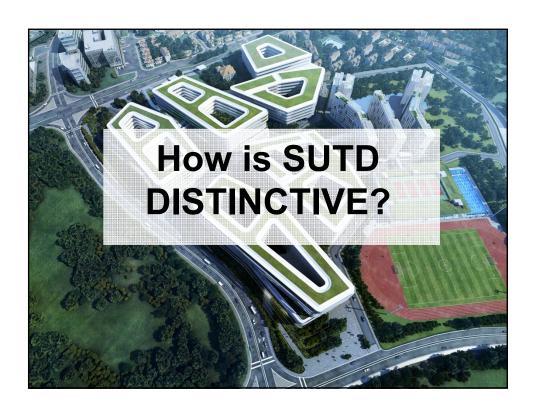




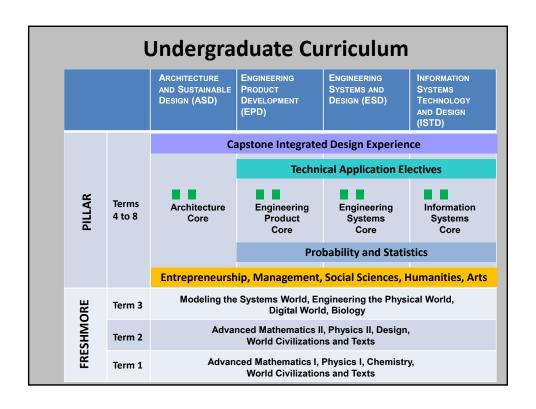












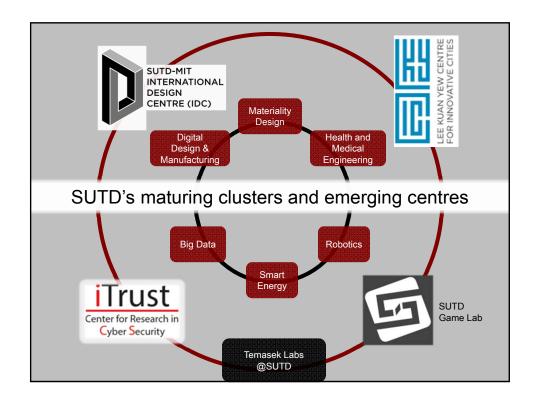


Pedagogy

- Cohort-based learning communities
- Project-based and hands-on learning throughout the curriculum
- Learning objectives and measurable outcomes for ALL courses
- · Lecturettes and videos
- OpenCourseWare
- · Khan Academy type material and learning

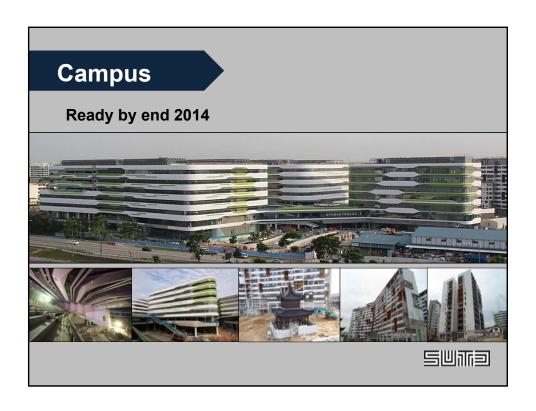


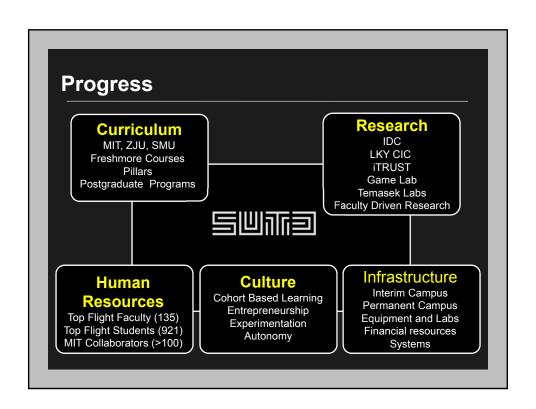












SUTD Needs the Help and Support of the MOT Community

