MAKERS, CREATORS & COLLABORATIVE INNOVATORS

Carnegie Mellon is a place where learning is a hands-on experience that includes making things. The university's roots as a technical trade school founded for the sons and daughters of steelworkers instills in us deep appreciation for the power of making things.

IMAGINING. CRAFTING. SHAPING. BUILDING.

This making things approach to learning with a combination of the residential campus experience with fellow makers of all disciplines has driven Carnegie Mellon's educational experience for more than a century.

At Carnegie Mellon, you can pursue any undergraduate degree here and choose to be a maker, or an innovator, or a creator. It all starts with an idea.

The university offers pathways open to all majors to tinker. To research. To collaborate with diverse cohorts. To find something that makes your brain tick.

OPPORTUNITIES

IDeATe
The Intergrative Design, Arts and Technology Network

Meeting of the Minds

Center for Innovation and Entrepreneurship

BXA Intercollege Degree Programs

IDeATe:
THE INTEGRATIVE DESIGN, ARTS AND TECHNOLOGY NETWORK

As the only university in the United States with top-ten ranked programs in computer science, engineering, the arts, and computational social sciences, Carnegie Mellon is uniquely positioned to offer interdisciplinary learning. The IDeATe network bridges technology and creative practice through undergraduate minors and courses that focus on the collaboration between diverse practitioners.

The essential IDeATe hands-on learning experience takes place in over 30 interdisciplinary collaborative courses. Faculty members from various Carnegie Mellon departments, offer these courses, which they design specifically to facilitate the exchange of ideas and skills from many disciplinary perspectives.

TECH-ARTS ECOSYSTEM

The university's Hunt Library has created IDeATe@Hunt, a maker facility that includes a digital fabrication shop, a physical computing lab, an interactive media black box and two collaborative classrooms. The facility is part of the evolution of the library into a 21st century, mediated learning commons.

Find out how to start your path to an IDeATe minor or concentration at
ideate.cmu.edu

The IDeATe curriculum offers Carnegie Mellon students of any major the opportunity to integrate one of eight unique interdisciplinary concentrations or minors into their degree.

Options include:

> Game Design

> Animation & Special Effects

> Media Design

> Learning Media

> Sound Design

> Innovation & Entrepreneurship

> Intelligent Environments

> Physical Computing

Carnegie Mellon University

MEETING OF THE MINDS (MoM)

The Undergraduate Research Symposium is a university-wide celebration of undergraduate research for all disciplines. Display your art. Design a poster. Give a live performance or an oral presentation. Undergraduate majors, from English to computer science, chemistry and economics, have excelled in creative, innovative solutions with a focus on mobility or health care, best exemplifying the humanities, presenting a research poster in the quantitative sciences and submitting a visual or performing arts presentation.

RESEARCH

The cross-disciplinary nature of Meeting of the Minds showcases the endless opportunities to expose yourself to something you may not have even thought of.

MoM Projects

> A Narrative Approach to Understanding Stress Culture (English)

> Assistive Navigation Technology for Visually Impaired Travelers (Math)

> Bill Gates Kissing an Igloo — A Password Management Application with Provable Security and Minimal User Effort (Computer Science)

> Design and Development of the Combustion Car (Engineering)

> Happy Feet — Heels that Convert into Flats (Design)

Find out more about how to participate in the Meeting of the Minds at

cmu.edu/uro/MoM

SWARTZ CENTER FOR ENTREPRENEURSHIP

The Swartz Center for Entrepreneurship at Carnegie Mellon University is a system of programs and activities that offers a unique path of entrepreneurship education, engagement, collaboration and opportunity — for a truly transformative learning experience.
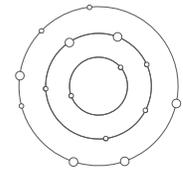
ENTREPRENEURS

Carnegie Mellon advances research, and advances ideas.

10
Number of Carnegie Mellon startups acquired within the last decade by companies such as Cisco, Google, IBM, LinkedIn, Boeing and Home Depot

300
Number of companies emerging from Carnegie Mellon University within the past 15 years.

Find out more about how to get involved at
cmu.edu/swartz-center-for-entrepreneurship

BXA INTERCOLLEGE DEGREE PROGRAMS

Carnegie Mellon offers three degree-granting programs that combine studies in the fine arts and the humanities and social sciences, the natural and mathematical sciences or computer science. Options include:

> **Bachelor of Humanities and Arts (BHA)**

   This program is designed for academically and artistically talented students who want to develop their interest in the fine arts, while also pursuing studies in the humanities and social/behavioral sciences.

> **Bachelor of Science and Arts (BSA)**

   This program allows uniquely qualified students the opportunity to pursue their interests in the fine arts and the natural sciences or mathematics simultaneously.

> **Bachelor of Computer Science and Arts (BCSA)**

   This program provides an ideal technical, crucial and conceptual foundation for students pursuing fields that meld technology and the arts, such as game design, computer music, robotic art and other emerging media.

Alumni Accomplishments

> Sonni Abatta (BHA 2003) is a weekday evening news anchor for WOFL-TV (FOX 35) in Orlando, Florida. During a six-year tenure with KDKA-TV (CBS), her work featuring the Street Response Unit of the Pittsburgh Police Department earned an AP award and an Emmy nomination.

> Jonathan Minard (BHA 2007) is co-writer and director of the film Archive, winner of the Sundance Institute 2015 Sloan Fellowship to support science and technology themes. He also created Clouds, an interactive movie presented in virtual reality, which premiered as part of New Frontier at the Sundance Film Festival in 2014, and was awarded Best Interactive Film at the Tribeca Film Festival.

Find out more at
cmu.edu/interdisciplinary

Carnegie Mellon University

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Choose your program
Change the world