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.

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.

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

IDeATe is housed in Hunt Library's maker facility, which 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 at ideate.cmu.edu
MEETING OF THE MINDS (MoM)

The Undergraduate Research Symposium is a university-wide celebration of undergraduate research in all of the disciplines. Display your art. Design a poster. Give a live performance or an oral presentation. Undergraduates — whether in engineering, the sciences, social sciences, humanities, arts, business or computer science — participate in this quintessential Carnegie Mellon event that showcases innovative, cutting-edge research.

RESEARCH

The expansive nature of undergraduate research represented at Meeting of the Minds introduces undergraduates to a wide range of opportunities that can open up new paths of interest and discovery.

MoM Projects

- Optimal Assets Allocation of a Retirement Portfolio (Math)
- Understanding the Economic Self-Sufficiency of Nepali Bhutanese Refugees (Global Studies)
- Developing an Improved Emergency Response Robot (Computer Science)
- Steel City Sorcery: Investigating Pittsburgh Witchcraft (Humanities and Arts)
- Fruit-Derived Permeation Enhancement of the Intestinal Epithelium for Improved Oral Drug Delivery (Chemical Engineering)

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 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.

- 560+ Projects supported by the Swartz Center for Entrepreneurship and Project Olympus Incubator Program.
- 135+ New companies developed through the Swartz Center for Entrepreneurship and Project Olympus Incubator Program.
- $310 MILLION INVESTED FUNDS

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

Alumni Accomplishments

- Sola Fasehun (BHA 2004) began an independent film company Fasehun Films. She has earned nominations and awards at Cannes and other film festivals as producer for numerous short and feature films. Her production credits also include Broadway's revival of Godspell starring Orange is the New Black's Uzo Aduba.
- Evan Shimizu (BCSA 2014), now a Computer Science Ph.D. student at Carnegie Mellon, teaches a cross-disciplinary course in which students light the Randy Pausch Memorial Bridge using a FitBit and the Carnegie Mellon president's heartbeat.

Find out more at cmu.edu/interdisciplinary

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.

Find out more at cmu.edu/interdisciplinary

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