

Join classmates from across Northeastern University to solve real-world business challenges with industry partners led by Northeastern faculty in one of the experiential **Projects for Professionals** course opportunities below.

Course	CRN	Description	Instructor	
INAM	5964	20668	To better support students in the learning they need to succeed both academically and commercially in collective cross-disciplinary game design, a project course is offered through the proposed <b>Northeastern Game Design Studio</b> . The end deliverable for this project will be a published game. During the course of the project, various milestone deliverables will be produced. These include an initial design document, several functional prototypes, a final prototype for QA testing, the final playable game, marketing material, including a trailer, and a postmortem review of the full development cycle.	Casper Harteveld, Chris Barney, College of Arts, Media, and Design
INAM	5964	20669	As students and faculty are coming back to sharing a physical space at CAMD after three semesters of online learning due to the pandemic, a <b>publication showcasing community design research and student work</b> in the GD2 studio aims to reconnect ideas of studio culture between the students, faculty, and staff through a physical newspaper print magazine that will be disseminated in the beginning of the spring semester. The publication will explore the importance of graphic design as a critical community oriented practice, while highlighting the work and research done by the students in the GD2 studio. Initial design research essays, three individual graphic interventions, and group branding and layout of the magazine will be developed over the course of the semester.	Jose Menendez, College of Arts, Media, and Design
INAM/INSH	5964	20671 (INAM) 20810 (INSH)	The CAMD Art and Design and CSSH Criminal Justice co-op programs, in partnership with the <b>Suffolk County House of Corrections</b> , offer a project <b>designing a career design workshop series infused with creative elements</b> to be offered to incarcerated individuals. Students will read and reflect upon the book, <i>Untapped Talent</i> by Jeffrey D. Korzenik, perform research on recidivism and career options for reentering citizens, and help to design workshop sessions infused with creative elements including movement, poetry, and reflection.	Jen Guillemine, College of Arts, Media, and Design; Michelle Zaff, College of Social Sciences and Humanities
INSH	5964	20670	It is said that one of the best ways to learn a language is to be physically immersed (linguistically and culturally) in the target language country. Because of the Covid-19 pandemic, many educational institutions weren't able to offer study abroad programs over the last 2 years. The use of VR will not replace travelling abroad, but it will bring benefits to the language classroom. This project will <b>explore the use of VR in teaching foreign languages</b> , focusing on studies that provide models and report the benefits of the use of VR for language learners. Students will identify existing and emergent VR products and platforms that might be useful for language learning. This project would represent the discovery phase of a multi-phased research opportunity in the VR domain that can eventually lead to the design and development of language lessons using VR supported by real-world partners in subsequent semesters	Monica Canavan, College of Social Sciences and Humanities
ENGR	5964	20672	Students will utilize a real life environmental dataset to practice data analytics and visualization techniques to add credibility and to facilitate influential interpretation within environmental questions. This enables students to <b>use data visualization tools and technologies to analyze massive amounts of information and make data driven decisions</b> . This project will be partnered with <b>Sense, a company that gives its consumers engaging, real-time analytics</b> on energy consumption in their homes. Sense experts' opinions will help students generate influential data visualization plots to produce meaningful results.	Mohammad Dehghani, College of Engineering
ENGR	2964	20673	Students will select from <b>XN projects in the disciplines of data science/analytics, process improvement, website front-end, back-end, full-stack, and supply chain management</b> . All <b>projects promote best practices in project management and communication</b> , and allow students industry-facing experience and skill-building.	Peter Cardillo, College of Engineering
INSC	5964	20809	Three (3) unique projects based in <b>market research and website development</b> are offered to senior undergraduates and graduate students through this course: 1) A specialty titania nanotube <b>materials start-up seeks student support for customer discovery</b> for the product and potential applications as well as developing a website with an online sales portal; 2) The SKY club at NU, which sets up meditation and wellness events for students, needs to <b>streamline event processing through Eventbrite by building a web service</b> that listens to webhooks and automates follow-up after registration among other customizations and communications; 3) A wellness studio that offers multi-dimensional science-based yoga seeks support in <b>shaping the course offerings for the target audience and exploring ways to outreach successfully</b> . Students will conduct market research, perform benchmarking of comparable studios and offerings, and recommend offerings by target population including recommended marketing approaches.	Latika Menon, College of Science