

Join classmates from across Northeastern University to solve real-world business challenges with industry partners led by Northeastern faculty in one of the XN project-based opportunities below.

Course	CRN	Description	Instructor
ENGR5964 Full Summer	52445	A project focused on <b>cultural and linguistic understanding and intercultural/language related communicative competencies</b> will offer students a chance to research areas of culture to add to their language courses. Students will be gathering pictures and/or articles in the country-of-interest's language which will then be used in training documents; the training documents are to assist U.S. citizens who will be working in foreign countries.	John Bleakney, College of Engineering
ENGR5964 Full Summer	52446	Various service-learning project sponsors like the <b>Afrimerican Culture Initiative, Inc, Elderly Housing Development &amp; Operations Corporation, Muniz Academy, St. Marks Community Education Program</b> offer project opportunities for students who will meet with sponsors and learn about project objectives, create agendas and notes of the meetings, provide dashboard reports to the instructor every two weeks, and provide a final presentation of the work accomplished. All projects enhance project management skills and allow students the opportunity to give back to the community.	John Bleakney, College of Engineering
INSC2964 Summer 2	61418	A research and education-based consulting and change management company whose vision is "To transform lives, communities, organizations, and the world by encouraging self-study and empowering mindful action" has developed a five-step process to help individuals deal with triggers, better manage stress and change, and to assist in intentional decision making. The organization seeks to further <b>substantiate the effectiveness of using the model for self-regulation and decision making</b> and begin to develop programming to support it. Students will work with the project sponsor to review the literature, identify literature gaps and conduct additional research if needed, and begin developing programming to teach how to use the 5P (pause, process, plan, pivot, and proceed) Change Model framework for self-regulation and decision making.	Dawn Cisewski, College of Science
INSC5964 Summer 1	41890	CaNCURE is an NCI-sponsored undergraduate co-op program that provides hands-on research experience at the intersection of cancer biology, nanotechnology, and medicine. CaNCURE has collected 7 years of data (including student research works, publications, student reflection/outreach activities, and outcomes statistics) which it seeks to present publicly in new and engaging ways. Students will develop plans to refresh and update the user experience on CaNCURE's website, with the goal of showcasing the program's accomplishments while also attracting and informing prospective co-op students. Using an understanding of the strengths of internal stakeholders and the target audience, students will <b>develop a comprehensive brand messaging strategy</b> . The project deliverables will include the design of a UX website, a quarterly newsletter, and a social media marketing strategy.	Anne van de Ven- Moloney, College of Science
INSC5964 Summer 1	41891	Theranano is a Boston-based start-up company specializing in the translation of nanomedicines for human use. Theranano's research and development pipeline includes anti-cancer nanoparticle in animal studies, biodegradable anti-cancer implants, and nanoparticle-based MRI contrast agents. As the company prepares to bring its second technology into Phase 1 clinical trials, it needs to build consistent branding while also attracting potential investors for its diverse product pipeline. Students will <b>create a multimedia UX webpage to inform key stakeholders about Theranano's INCeRT implant for localized chemotherapy</b> . The goal is to better display and communicate information about the company's mission, vision, R&D progress, and signature INCeRT product. Key deliverables will include the creation of one or more infographics, focused messaging, and an animation, as well as a website design and implementation plan.	Anne van de Ven- Moloney, College of Science

INSH2964 Summer 2	61414	<p>Lifeboat Boston is a developing non-profit organization based in the Fenway neighborhood that provides food assistance to community residents in several Boston neighborhoods twice a week. As part of an effort to integrate more voices and knowledge from community members into the work of this organization, students will <b>draw upon skills in web design, marketing, health and nutrition, and food systems research to build a Community Food Board website</b> (translation skills in Spanish or Russian will also be valuable for this project). Students interested in the development of non-profit organizations will <b>research grant opportunities that would allow Lifeboat to expand their community mission</b> to establish a soup kitchen and medical referral service site.</p>	Julia Garrett, College of Social Sciences and Humanities
INSH2964 Summer 2	61415	<p>In collaboration with <b>Northeastern Mutual Aid</b>, "a student network dedicated to the well-being of all Northeastern students during the COVID-19 pandemic," students will <b>transform data about food security resources throughout the Boston area into a website</b> that will serve two purposes: (1) to inform students at Northeastern and other Boston colleges and universities about sites throughout the city where free or lowcost food assistance is available, and (2) to encourage students to volunteer with or contribute to the efforts of various non-profits throughout the city focused on hunger mitigation. Students will also <b>coordinate with these non-profit sites to produce a series of short videos to highlight the history and mission of each organization.</b></p>	Julia Garrett, College of Social Sciences and Humanities
INSH5964 Full Summer	52447	<p><b>The Early Black Boston Digital Almanac</b> is intended to communicate a dynamic portrait of 18th and 19th century Black Boston that can contribute to enhanced feelings of community in the city; provide a sense of ownership and belonging for youth of color; highlight the diversity of Boston throughout history; and offer connections between 18/19c century and the 21st. There are about 20 student exhibits currently on the website that need to be updated. Using the Snell Library's Wordpress-based CERES platform, students will <b>update the exhibits, streamline, revise and otherwise prepare them for uploading and public launch.</b> In addition, there are several other foundational exhibits focused on mapping aspects of Boston's Black communities, as well as a couple of exhibits about famous figures like Phillis Wheatley and Anthony Burns, that need to be blocked out. The work can all be completed remotely.</p>	Nicole Aljoe, College of Social Sciences and Humanities
INSH5964 Summer 2	61416	<p>A storytelling agency offers services to "Turn your strategy into a story your team can understand and help make real" and provides strategy, story, experience design, and adoption workshops and consulting. Using an understanding of the marketplace, the strengths of internal stakeholders, and the target audience, students will <b>develop a comprehensive brand messaging strategy to reach female/minority business owners.</b> The strategy will include how to weave consistent messaging throughout social media posts, web content, speaking engagements, quickly emerging conversational platforms, organic and paid advertising, client/prospect meetings and print media. The messaging strategy and aligned communications will ultimately help the organization market more effectively and distinguish itself from competitors.</p>	Justin Mellette, College of Social Sciences and Humanities
INAM5964 Full Summer	52488	<p>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.</p>	Casper Harteveld, Chris Barney, College of Arts, Media, and Design