

Bridging the Digital Divide through an immersive Design and Math Maker program

A hands-on project-based summer and after-school experience that exposes Black and underrepresented K-12 students to design and math to provide access and pathways to higher education.

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Diversity and Design Panels and Workshops

Abimbola O. Asojo, Ph.D., AIA, LEED AP

2013 DIVERSITY AND DESIGN WORKSHOP

GOAL: Expose high school students of color to the design process through an interior design activity.

DESIGN BRIEF: Design a collage reflecting the relationship between design and culture.

CLIENT: African-American woman of Brazilian descent

IMAGES FROM WORKSHOP



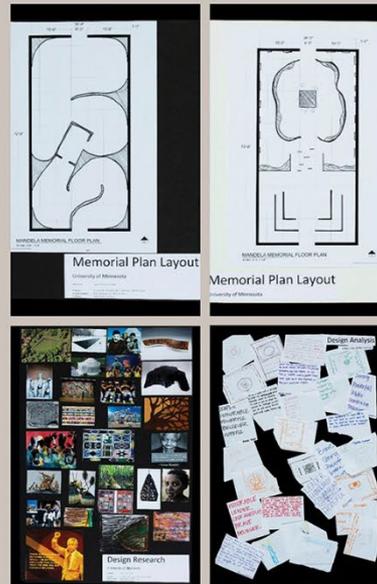
2014 DIVERSITY AND DESIGN WORKSHOP

GOAL: Expose 4th through 12th grade students of color from Minneapolis and St. Paul schools to the design process through an interior design activity.

DESIGN BRIEF: Design an interior space to memorialize Nelson Mandela.

CLIENT: Memorial institution for Nelson Mandela

IMAGES FROM WORKSHOP



2015 DIVERSITY AND DESIGN WORKSHOP

GOAL: Expose 4th through 12th grade students of color from Minneapolis and St. Paul schools to the design process through an interior design activity.

DESIGN BRIEF: Design a getaway for the client using minimalism, biophilia, and sustainable design.

CLIENT: A famous artist from Brazil, Jamaica, Trinidad, Madagascar, Ghana, Senegal, Haiti, or Nigeria, whose cultural heritage has been a great influence on his/her work.

IMAGES FROM WORKSHOP



2017 DIVERSITY AND DESIGN WORKSHOP

GOAL: Bring a diverse group of 1st through 12th grade students from Minneapolis and St. Paul schools to the University of Minnesota Campus to expose them to design related fields and an institution of higher learning.

DESIGN BRIEF: Three-dimensional hands on exercise using LEGO to create a logo for the American Society of Interior Design (ASID) logo.

CLIENT: Interior Design Exhibit Space

IMAGES FROM WORKSHOP



Workshops sponsored by: College of Design RFP grant—\$25,000, 2013–2015; Target Campus Grant—\$1,750, 2013–2014; Micro Grant, University of Minnesota—\$1,000, 2017; Brian Kelley, Director Young Builders and Designers, Collaborator in 2017 Workshop



COLLEGE OF DESIGN UNIVERSITY OF MINNESOTA

Diversity and Design Panels and Workshops

Abimbola O. Asojo, Ph.D., AIA, LEED AP

2018 DIVERSITY AND DESIGN SUMMER CAMP

GOAL: Hands-on making exercises and activities in interior design, architecture, product design, 3 D modeling and digital fabrication focused on the intersection between math and design for K-12 BIPOC students.

IMAGES FROM THE PROGRAM



2018 DIVERSITY AND DESIGN SUMMER CAMP

GOAL: Campers built the Sir David Adjaye's Sugar Hill Affordable housing from LEGO in the summer 2018 camp.

IMAGES FROM THE PROGRAM



2019 DIVERSITY AND DESIGN PROGRAM

GOAL: Hands-on making exercises and activities in interior design, architecture, product design, 3 D modeling and digital fabrication focused on the intersection between math and design for K-12 BIPOC students.

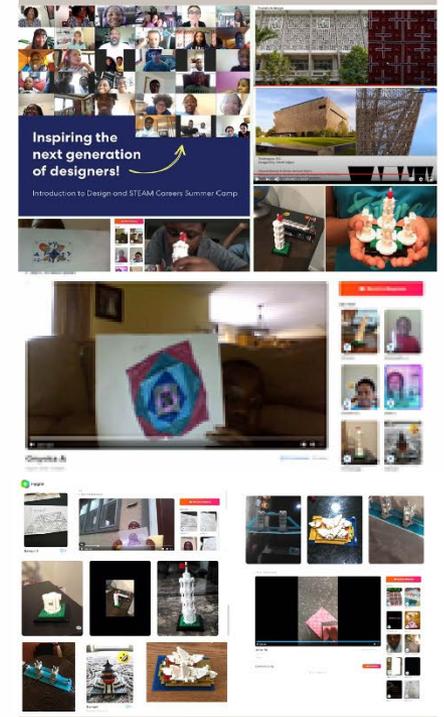
Campers built Wounded Knee Memorial Center by Tamara Eagle Bull from LEGO in the summer 2019 camp.

IMAGES FROM WORKSHOP



2020 DIVERSITY AND DESIGN PROGRAM

GOAL: Online Building Bridges to Design and STEAM Careers for BIPOC K-12 youth. Creative exercises focused on the intersection between design, geometry and math using design precedents, building blocks, sketching and origami.



Workshops sponsored by: UMN OVPR; College of Design grant—\$10,000, 2013–2015; 2018–2020 Micro Grant, University of Minnesota—\$1,000, 2017; National Endowment of the Arts Grant —\$15,000, Cunningham Group; Perkins+Will; LSE Architects

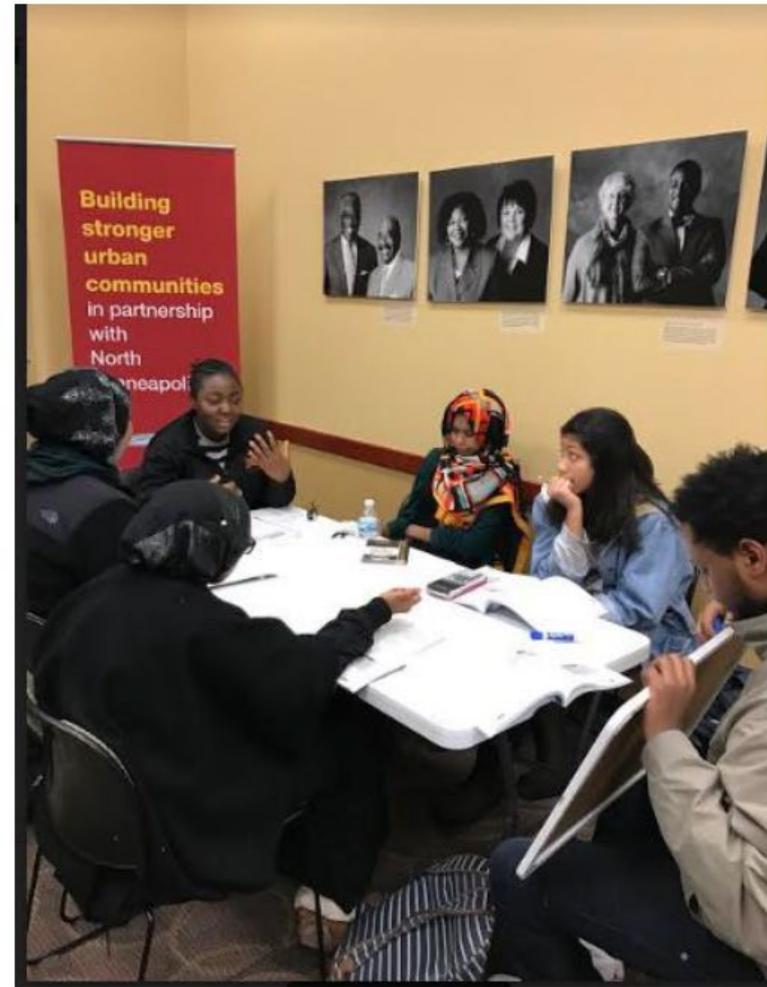


Prepare2Nspire is an innovative, cascading, multi-grade mathematics tutoring and mentoring opportunity that includes graphing calculator technology.

Principal Investigator: Dr. Lesa Covington Clarkson, associate professor, has a history of working in urban schools with diverse populations in the Twin Cities.



Dr Clarkson and Prepare2Nspire High school students at Hidden Figures Movie Spring 2017.



Prepare2Nspire students in Math Class at Urban Research and Outreach-Engagement Center (UROC), University of Minnesota, Spring 2017.

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Inspiring the
next generation
of designers!



Introduction to Design and STEAM Careers Summer Camp



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Minneapolis, Minnesota



perkinswill_min Our studio recently participated in the Introduction to Design and STEAM Careers Summer Camp organized by Dr. Asojo at @umntwincities @umndesign

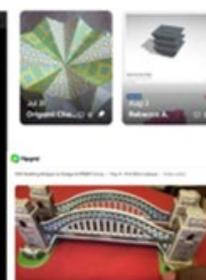
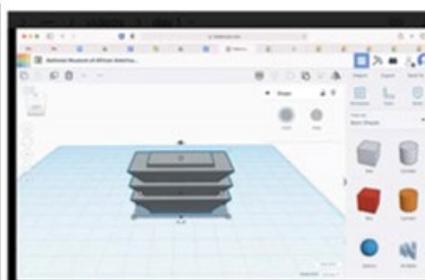
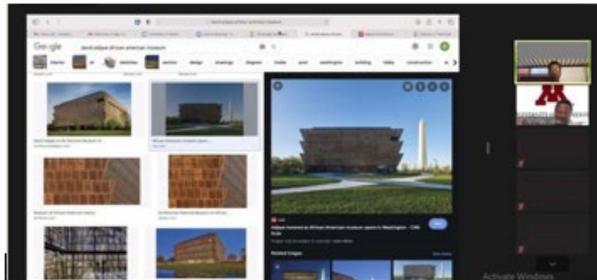
This week long camp, geared towards K-12 students in underserved communities, focuses on building awareness of careers in Architecture and Design by exposing them to fun, hands on activities as they learn about these professions and examples of architecture and design in their everyday lives.



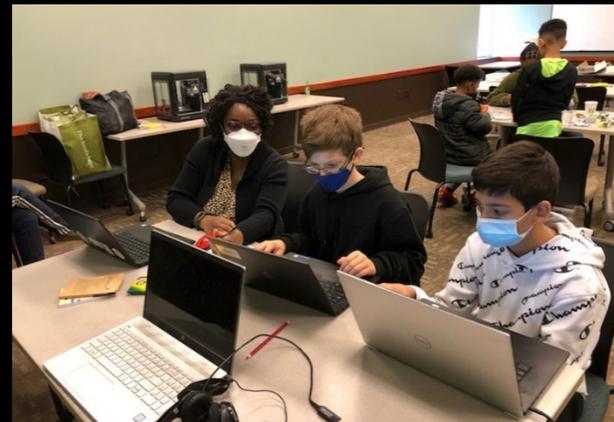
20 likes

AUGUST 21

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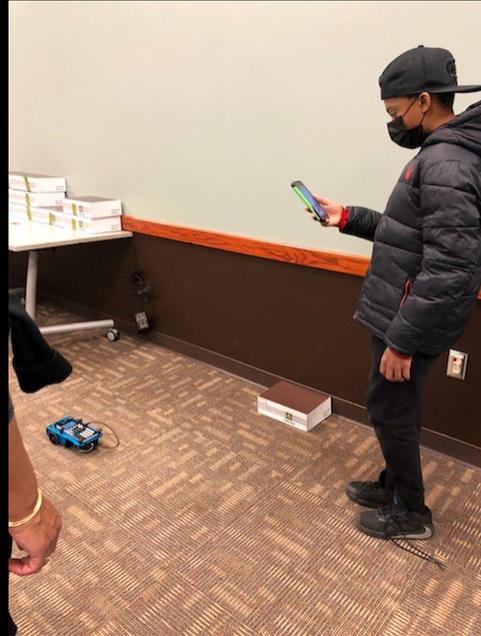
Cross-Cultural Design, 3D Modeling: TinkerCAD



3D Printing



Math and Coding



What did you learn about design and math in this summer camp?

A word cloud of design and math topics. The words are arranged in a roughly rectangular shape, with 'ORIGAMI' being the largest and most central word. Other prominent words include 'CREATIVITY', 'BUILDING LEGOS', 'MODELING', and 'DESIGN PHASES'. Smaller words include 'CONSTRUCTION', '3D PRINTING', 'MIND MAPS', 'DESIGN CAREERS', 'TYPES OF DESIGN', 'SCALING', and 'FRACTALS'. The colors used are primarily yellow, maroon, and black.

CONSTRUCTION
3D PRINTING
DESIGN PHASES
MODELING
ORIGAMI
MIND MAPS
DESIGN CAREERS
CREATIVITY
BUILDING LEGOS
TYPES OF DESIGN
SCALING FRACTALS

BRIDGING THE DIGITAL DIVIDE IN STEM THROUGH AN
IMMERSIVE LOCAL AND GLOBAL MAKER PROGRAM.
FEBRUARY 19 AND 26, NIGERIA

CAMP SAMPLER APRIL 9 AND MAY 14 @ UROC

BRIDGING THE DIGITAL DIVIDE: DESIGN AND MATH
SUMMER CAMP
June 21, 2022 to July 1, 2022

2022 Funding: BestBuy Grant and GPS SDG Research
Grants Program