

Tim P. Fletcher

University classes taught

Classes taught at **Carnegie Mellon University** and descriptions (Undergraduate and Graduate)

Integrated Innovation Institute (Master level)

Career Planning for Integrated Innovators. Fall 2015, 2016 & 2017 semesters.

Business Model Design. Fall 2016.

School of Design (Bachelor level)

Practicing Design (Professional Practices). Fall 2010 & 2011 semesters.

Workshops

Tepper School of Business (Master's level)

Design Thinking - Entrepreneurship for High Growth Opportunities - Art Boni. 2012 and 2013

Idea Generation and User Research - Entrepreneurial Boot Camp. 2010 and 2012.

Engineering and Technology Innovation Management (Master's level)

Design Thinking. Innovation Management in Practice - Eden Fisher/Jim Berardone. 2011, 2013-2015.

Classes taught at **The Hong Kong Polytechnic University** and descriptions (all classes are Undergraduate)

School of Design

SD400 Cooperative Workshop – A studio course with an outside client. Student makeup includes several students from different disciplines (Industrial Design, Advertising, Visual Communications or Interiors/Environments).

SD 401 Independent Study - The research portion of a student's Final Year Project

SD403 Final Year Project – Intensive studio project where students must show all that they have learned. Final Year Projects are used in the School of Design Graduation Show.

SD 4431 Professional Practice (Industrial & Product Design) – Lecture course preparing students for professional practice. Includes tours and presentations by corporate, consulting and freelance Industrial Designers. Final work includes developing a resume, portfolio and teaser portfolio.

SD447 Special Industrial Design Project – A collaborative studio project with students from Dongseo University in Busan, Korea and Treksta Shoe Company, also in Busan, Korea.

SD2437 and SD2438 Design to be Made 1 & 2 – Materials and Processes courses. The first class involves student teams researching different material groups and developing a materials and Processes book for the class. In the second class students pick a material and design a product for it.

SD2462 Housewares – A studio project where students create tableware based on specific user groups. Class includes a workshop at a ceramics studio.

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SD130 Design in Context – A design history class where students research certain “classic” brands/artifacts (i.e. Coca Cola, the Hakka houses of China, and the Yo Yo) and develop a presentation showing a history of the effect of design on these classics.

School of Engineering

SD348 Introduction to Industrial Design – Lectures on the history and methodologies of Industrial Design. After research into existing and future technologies in power supplies and lighting modules, students use Design methodologies to create a portable lighting system for a chosen target user group.

SD2492 Product Design and Social Consideration – A lecture course specializing in products/environments that are typically purchased by governments or institutions. Student projects include subjects such as (a) A daily device for the people living in solitude; (b) A public litter bin that satisfy Hong Kong environment; (c) Street information device that satisfy the Hong Kong environment.

SD3401 Designing for Humanities – Lectures in regards to designing for users with special needs. Student projects include subjects such as (a) A bathing device for the pregnant woman; (b) A mobile communication device and interface for the visually-impaired; or (c) A manual cleaning device for the elderly.

SD4414 Design of Home and Personal Electronics – A studio course with research into specific target users and developing appropriate electronic devices and user interfaces specific to these users. One student project was developing a personal gaming device for Hong Kong prosumer gamer.

Class taught at **North Carolina State University**

School of Design (Bachelor level)

Materials and Processes for the Industrial Design program. Spring 1999

Tim P Fletcher			
Patent List - As of September 2016			
Patent Type	Issuer	Patent Number	Patent Description
Utility	USPTO	US 8,032,245 B2	Methods For Configuring Optical Projection System
Utility	USPTO	US 7,766,483 B2	Optical Projection System and Methods of Configuring the Same
Utility	WIPO	WO 2006/108141 A3	Optical Projection System and Methods of Configuring the Same
Utility	WIPO	WO 2004/028167 A1	Systems and Methods for Full Hemispherical Projection Using Multiple Projectors that Generate Multiple Arrays of Image pixels that Overlap Along a Single Edge
Utility	Australia	2003272433	Systems and Methods for Full Hemispherical Projection Using Multiple Projectors that Generate Multiple Arrays of Image pixels that Overlap Along a Single Edge
Design	USPTO	US D495,306 S	Display Station and Three Dimensional Display Ceiling
Utility	WIPO	03 070150 A1	Closure for a Weaning Cup
Utility	USPTO	US 6,253,935 B1	Articles Such as a Nipple, a Pacifier, or a Baby's Bottle
Utility	EPO (Europe)	EP 1 093 785 A2	Articles Such as a Nipple, a Pacifier, or a Baby's Bottle
Design	USPTO	Des. 410,046	Electronic Phone Activity Toy
Design	USPTO	Des. 410,045	Electronic Remote Control Activity Toy
Design	USPTO	Des. 408,622	Child's Canteen Sports Bottle
Design	USPTO	Des. 407,269	Child's Spill Proof Sipper Cup
Design	USPTO	Des. 403,777	Combined Infant Teether and Rattle
Design	USPTO	Des. 395,516	Infant Food Charm Teether
Design	USPTO	Des. 395,515	Infant Charm Teether
Design	USPTO	Des. 392,389	Infant Teether
Design	USPTO	Des. 391,644	Infant Teether
Design	USPTO	Des. 391,643	Infant Teether
Design	USPTO	Des. 391,364	Lock and Key Infant Teether
Design	USPTO	Des. 390,886	Electronic Bear face Activity Toy
Design	USPTO	Des. 390,604	Electronic Paint Pallet Activity Toy