



WHAT ARE DIGITAL BADGES?

Digital Badges are a micro-credentialing tool that illustrates you have achieved a high level of proficiency in your chosen enrichment.

The badges will appear on your transcripts, allowing colleges and potential employers to review your accomplishments and acquired skills.

HOW LONG DOES IT TAKE?

Each badge has its own set of activities, so time commitment varies. Generally, most badges require at least 10 weeks of participation. See your Site Coordinator for specific badge time requirements.

HOW DO I GET INVOLVED?

For the badges listed in this catalog, you must first be a registered C2 Pipeline student, enrolled in the Engineering-Technology Pathway.

Alert your Site Coordinator that you want to work towards the digital badge that interests you. You can only work on one digital badge in this pathway at a time.



WAYNE STATE UNIVERSITY

C2 Pipeline is a Wayne State University
College of Nursing S.T.E.M. Accredited and
Certified Program

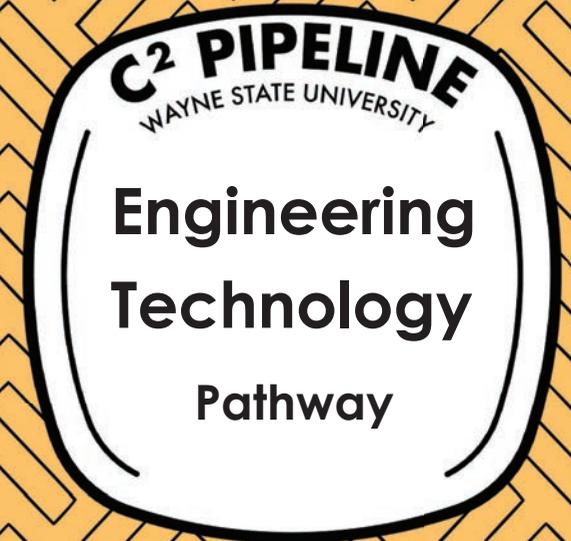
Funded by a 21st CCLC Grant through the
Michigan Department of Education



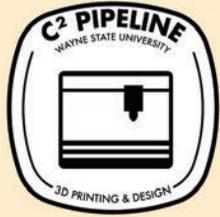
CONTACT

Visit our home on the web at
www.c2pipeline.wayne.edu

For questions about our program, call us at
313-577-1847 or email us at
c2pipeline@wayne.edu



Wayne State University
C² Pipeline
Digital Badge Catalog



3D PRINTING & DESIGN

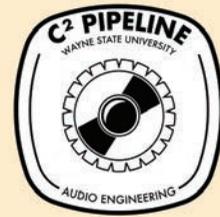
3D printing and modeling projects empower students to take chances and make mistakes. Students will be introduced to 3D printing and learn how to create their own print files.

ALTERNATIVE TRANSPORTATION



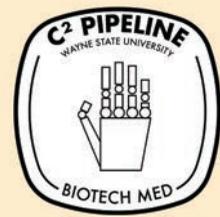
Students harness the power of the sun by learning about and designing their own solar cars. Students will also design and test several cars with various propulsion systems. They explore modifications that meet design objectives and improve performance.

AUDIO ENGINEERING

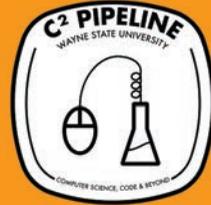


Students will learn the science of sound waves, use of industry standard recording equipment, experience with recording software and math involved with beats per minute. Students will also gain experience with technology used in the growing field of sound

BIO TECH MED



Students are introduced to ways in which engineers use science and math to create technology capable of seeing inside the human body—bio imaging. Students will also explore and design prosthetic limbs to improve the quality of life for



COMPUTER SCIENCE

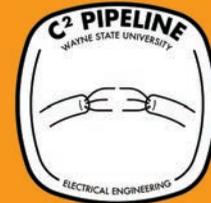
Students will have the chance to practice programming skills, as well as learn about internet safety and HTML. By understanding how humans are able to write specific commands for computers, students will get a chance to see how computer scientists create new programs and products.

DRONES



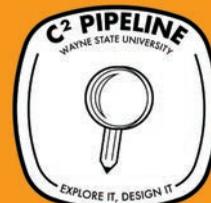
Students will learn how unmanned aerial vehicles are used for a variety of purposes. Learn the basic parts of a drone, mechanics and engineering. Interacting with real drones and comparing them to flying organisms, students will learn the basic principles of aerodynamics.

ELECTRICAL ENGINEERING



Electrical engineers work with other professionals to create products that are safe, efficient and high-performing. This field can be challenging. The first step in this path is to develop an understanding of electricity and circuits.

EXPLORE IT, DESIGN IT



This challenge allows students to make things bigger and better. Students will explore and design paper bridges, a zip line, a device to protect an egg and much more!



FASHION ENGINEERING

Make technology and engineering fun and accessible for people with interests in art, crafting, and visual design. Students learn technical approaches to design and composition.

GIRLS WHO CODE



Girls Who Code helps girls work together to design and code prototypes and products that address the issues they care about. Girls Who Code believes that all girls have the power to learn and love Computer Science.

GREEN ARCHITECTURE



Students will investigate three types of heat transfer, explore rainwater harvesting systems and water purification. Students will investigate three types of heat transfer, explore rainwater harvesting systems and water purification systems.

PODCASTS



Allowing students to create their own podcast by teaching principles of sound, editing and podcast software. Students practice and improve their personal management skills by prioritizing their time and self-managing podcast projects.