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| Module Title: | Entrepreneurship |
| Language of Instruction: | English |
| Credits: | 5 |
| NFQ Level: | 8 |
| Module Delivered In | 4 programme(s) |
| Teaching & Learning Strategies: | This module will be delivered using a variety of teaching and learning strategies including lectures, tutorials, group learning activities such as workshops and guest lectures. The development and enhancement of students' communication skills will be facilitated through class and group interaction. |
| Module Aim: | The aim of the module is to introduce the students to the concept of Entrepreneurship and, in particular to the Lean Start-up and Lean Product Development Process. |
| Learning Outcomes | |
| <i>On successful completion of this module the learner should be able to:</i> | |
| LO1 | Demonstrate the ability to identify, analyse and critically evaluate the various aspect of Customer Value |
| LO2 | Analyse and critically evaluate the concept of a Business Model and its constituents |
| LO3 | Apply the tools and frameworks available in the Lean-Product Development approach to create Value Proposition for a chosen business idea |
| Pre-requisite learning | |
| Module Recommendations | |
| <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i> | |
| No recommendations listed | |
| Incompatible Modules | |
| <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i> | |
| No incompatible modules listed | |
| Co-requisite Modules | |
| No Co-requisite modules listed | |
| Requirements | |
| <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i> | |
| No requirements listed | |

Module Content & Assessment

| Indicative Content |
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| Introduction to Entrepreneurship Definition and concept of Entrepreneurship; Characteristics, traits and attributes of an Entrepreneur; The role of the Entrepreneur in the IT sector in Ireland. |
| New Business Planning & Strategy Lean start-ups; Lean Product Development; Business planning process; |
| Business Model Business Model: Concepts and Definitions; Business Model Innovation; Business Model Canvas |
| Value Proposition Building Your Product Value Proposition |
| Minimum Viable Product (MPV): Definition, Specification and Creation Minimum Viable Product (MPV): Definition, Specification and Creation |
| Testing MVP with Customer User Testing, User Feedback, Usability versus Product-Market Fit, The Build -Measure-earn Loop |
| Measuring Key Metrics Analytics vs Other Learning Methods, User Interviews, Usability TEsting, Analytics and A/B Testing, Analytics Frameworks, The equation of the business |
| Analytics and Product and Business Optimisation The Lean Product Analytics Process |

| Assessment Breakdown | % |
|-----------------------|--------|
| Continuous Assessment | 20.00% |
| Project | 80.00% |

| Continuous Assessment | | | | |
|-----------------------|---|-------------------|------------|-----------------|
| Assessment Type | Assessment Description | Outcome addressed | % of total | Assessment Date |
| Project | Students will be required to complete a number of small projects throughout the year. A typical project may involve pitching a business idea; producing a business Model Canvas or producing a poster to be targeted at potential investors or a chosen market segment. | 1,2,3 | 80.00 | Week 8 |
| Case Studies | Final Project that constitutes of the smaller parts of work/projects developed in the previous phases | 1,2,3 | 20.00 | n/a |

No Project

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

| Workload: Full Time | | |
|----------------------------|--------------------|--|
| <i>Workload Type</i> | <i>Frequency</i> | <i>Average Weekly Learner Workload</i> |
| Lecture | 12 Weeks per Stage | 2.00 |
| Independent Learning | 15 Weeks per Stage | 6.73 |
| Total Hours | | 125.00 |

Module Delivered In

| Programme Code | Programme | Semester | Delivery |
|----------------|--|----------|------------------|
| CW_KCCGD_B | Bachelor of Science (Honours) in Computer Games Development | 8 | Group Elective 1 |
| CW_KCIAD_B | Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design | 8 | Mandatory |
| CW_KCCYB_B | Bachelor of Science (Honours) in Cyber Crime and IT Security | 8 | Elective |
| CW_KCSOF_B | Bachelor of Science (Honours) in Software Development | 8 | Group Elective 1 |