

Course syllabus 2022/2023						
Course name:	Entrepreneurship Development					
Study programme group:	Cycle of studies: St		Study type:			
no common subjects	I cycle (bachelor)		Fulltime- Theory and Practical – Interactive/Participative			
Study programme name:	Erasmus/Mobility					
Specialisation:	Management/ Economics/ Technology/Also open for all study areas to promote Entrepreneurship Development					
Electivity:	Elective course					
Course coordinator:	Prof. Rajesh Pahurkar					
Course code:	Year of studies:	Semester:		Language of instruction:		
	n/a	n/a		English		
ECTS credits:	6					
Exam / assessment form:	Assessment					
Class type		Total contact hours				
Tutorials		32				

A. Shortened (general) subject description

This is the well designed course on entrepreneurship development/ Entrepreneurship Motivation Programme (EMP). This course can be delivered to students from all kinds of educational background (It can be suited to all faculties like - Management/ Science/ Arts/Engineering etc.). This module can be used as a stimulus for students to become more venturous in their life by experimenting and taking different kinds of risks. This will lead to think and behave like as an enterprising/venturous person. Every university would like to create such enterprising/venturous students to boost up their nation's economy.

Giving Entrepreneurship Motivation training comprise of Innovation, Marketing and Management theories with applications to students would be of great use. Many of our student participants have experienced great value addition after completing this course.

B. Prereqisities

Students of all kinds of educational background (It can be suited to all faculties like - Management/ Science/ Arts/Engineering etc.).

C. Effects of Teaching

Knowlege



Understanding Entrepreneurship Definitions/Concept – Traits/Qualities – Motivations/Barriers – Cases/Real Life Examples Class Activity- Self Evaluation Test and Class Interaction	3
Tutorials	Total contact hours
D. Course Content	
Behaving more socially responsible, ethical and positive change agent	
More venturous and innovative - To be more creative in problem solving and managing social resources.	
Identifying social problems and solving it entrepreneurially.	
Social competence	
Identifying business opportunities.	
Change Agent - Identify own potential to lead the change implementation.	
Developing vision to change the Status quo.	
Developing required enterprenurial skills like Analytical, Flexible, Consistant, Hardworking etc	
Developing Entrepreneurial leadership and Intrapreneurship (Qualities/ Mindsets).	
Developing Business Skills (Marketing, Operations, Human Resources Etc).	
Skills	
Real life exposure and experiential learning.	
Developing own business plan and business analysis.	
Explaining concept and scope for Social Entrepreneurship	
Developing Creativity and Innovation and self competance analysis.	
How to recognize the business opportunity in the market.	
Enterpreneurship concept with different view point and self entrepreneurial analysis – Self Analysis and Developmet	



E. Methods and Criteria of Assessment			
practical/ experiential learning aspects	32		
Class Interaction This courses can be even extended to more or till 45 hrs with more details and			
Square-5+Hallow			
Red & Blue			
Boat Mfg			
Tower Building/Building Blocks	6		
Ring Toss			
Tower Building			
Business Game – Games to nurture entrepreneurship through experiential learning (Any two or three during the course or depend upon class time)			
Class Interaction along with students presentation			
Class Activity- Application of learning in practical.	2		
Entrepreneurial Learning from real life Stories.			
Business Canvas Analysis and Application	2		
Class Interaction along with students presentation			
Class Activity- Instant Business Plan and Investment decision.	7		
Business Plan the strategic tool to success- Designing			
Class Interaction			
Class Activity- Case Study/Analysis	3		
Social Entrepreneurship and Social Innovation - Theory and Applications			
New Product Developmet	3		
Perception Test (APT) Case Study Class Interaction			
Class Activity-	3		
Creativity and Innovation – Theory and Applications			
Class Activity- Opportunity Identification Exercise and Class Interaction	3		
Business Opportunity Identification-			



Final grade

Attendance is a requirement. Missed classes have to be accounted for (see additional information for details) before the final evaluation. Failure to account for absences leads to failing the course.

The grades for the course will be determined from the following criteria's:

There are various activities to be carried out to make this class interactive. The activities are -

- Presentations and Discussions
- Business Games
- Field work
- Assignments
- Essay

As this is mix of theory and practical class, students will be evaluated based on their active participation during all classes in above mentioned activities.

The final grade will be calculated using the following grading scale:

- [60%, 68%) satisfactory;
- [68%, 76%) satisfactory plus;
- [76%, 84%) good;
- [84%, 92%) good plus;
- [92%, 100%] very good;

Make-up assessment

The students who marginally failed the course (a score of 50% or more) may attempt a make-up assignment. The students attempting a make-up assignment are expected to execute given academic task as directed by instructor. Based on quality of work, passing marks will be awarded.

Assessment component	Weight in final grade
Project Presentations	50%
Assignment Submission	25%
Class Performance	25%

F. Bibliography



Any international reference book on entrepreneurship can be referred, as almost all books have same theoretical concepts. E.g. –

- Entrepreneurship by Donald F. Karatco
- New Venture Creation by Jeffery Timmons
- Entrepreneurship by Holt
- Principal of Management and Entrepreneurship Development by W. Haynes

G. Student's Workload in the Course

Form of student activity	Approximate number of hours
HomeWorks and Assgnmets	5 Hrs
Project -Business Plan Preparation	10 Hrs
Filed Work –Survey /Visit/Observations	5 Hrs
Class Participation –Active Participation	30
Sum	50

H. Teaching Methods

Tutorial -

The integrated teaching methods applied to the course which includes –

- 1. Lectures and discussions
- 2. Business Games
- 3. Case Study
- 4. Fieldwork and presentation
- 5. Project work and Assignments

Resources Required -

Well equipped (LCD Projector/Computer) classroom with open space in the middle to carryout various movable activities. Some stationary materials like photocopies of some printed materials, art papers, pensile, table, chairs to accommodate 35-40 number of students.

I. Additional information

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