



School of Economics and Management

FEKL22, Entrepreneurial Skills, 1.5 credits

Entreprenöriella förmågor, 1,5 högskolepoäng

First Cycle / Grundnivå

Details of approval

The syllabus is an old version, approved by Academic Director of Studies at Department of Business Administration on 2020-04-30 and was valid from 2020-04-30, autumn semester 2020.

General Information

Main field of studies

Entrepreneurship

Depth of study relative to the degree requirements

G1F, First cycle, has less than 60 credits in first-cycle course/s as entry requirements

Learning outcomes

Today we all acknowledge that global society face a number of challenges that need new and creative solutions. Adding to that, we need to learn how to handle uncertainties and unpredictable situations in a productive and progressive way. In order to cope with these challenges and uncertainties there is a call for more entrepreneurial knowledge and skills. This course aims to: 1) introduce students to the development process of an entrepreneurial project, 2) introduce students to the entrepreneurial mindset that is needed for the development process to take place, and 3) introduce students to the dynamics of team work. The course contains 3 days of online studies, and 2 days of onsite team work, where the task is to deliver a solution to a challenge.

A passing grade on the course will be awarded to students who:

Knowledge and understanding

- Understand entrepreneurship from a societal point of view
- Know and understand the different parts of an entrepreneurial process
- Know and understand what constitutes an entrepreneurial mindset
- Know and understand how team dynamics affect the outcomes of a project

Competence and skills

- Are able to develop an idea into a project through an entrepreneurial process
- Are able to use methods to enhance creativity
- Are able to use methods to enhance work in teams

Judgement and approach

- Are able to handle ethical and social dilemmas that may occur in the entrepreneurial process

Course content

The course consists of 3 days of online studies and 2 days of onsite team work.

The online studies consist of 4 modules:

1. Entrepreneurship and its role in society

This is an introductory module, which aims at creating an understanding of different kinds of entrepreneurship (social and for profit) and their role in today's society.

2. The entrepreneurial process

This module explains the entrepreneurial process from idea to reality. It contrasts it to the managerial process. The entrepreneurial process is presented as a decision making method, which constitutes a different way of thinking compared to the managerial decision making method.

3. The entrepreneurial mindset and the role of creativity

This module explains the cognitive dimensions of the entrepreneurial mindset, i.e. the ability to rapidly sense, act, and mobilize. In addition, creativity is explained and discussed as a quality that could be fostered. Some tools to enhance creativity and the entrepreneurial mindset will be presented.

4. Team work

The dynamics that evolves over time when individuals are put into teams could create functional or dysfunctional teams. This module explains the development process of a team, and presents some tools to help create a well functional one.

The online studies are followed by an onsite gathering at Lund University where students are required to apply the knowledge gained in the online modules. Students are required, through team work, to create a solution to a challenge and start the implementation phase. They will apply the entrepreneurial process, act and try to mobilize resources to implement their solution. In this process they will need to apply an entrepreneurial mindset and creativity in order to solve problems and handle dilemmas that come in their way.

Course design

The online modules consist of theoretical parts, discussion parts, and practice parts. The theoretical parts are delivered through videos and/or texts/articles. The discussion parts are delivered through questions that encourage reflection, and that should be answered in a blog format. Students should comment on each others' posts. The

practice parts consist of assignments for the students to solve in teams. Teacher-led online introduction and facilitation will be provided.

The onsite part of the course consists of a kick-off introduction to the challenge, the prerequisites, outputs, and rules of the game. Team formation will be made. Thereafter students are required to work in their teams, apply the knowledge and skills gained from the online modules, and provide a presentation of their solution and progress at the end of day 2. Supervision will be provided.

Assessment

Students pass the course when they have completed the online modules and made an onsite group presentation of their solution to the challenge, including reflections on their progress.

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

Subcourses that are part of this course can be found in an appendix at the end of this document.

Grades

Marking scale: Fail, E, D, C, B, A.

Grade (Definition) Points or % out of maximum points. Characteristic.

A (Excellent) 85-100. A distinguished result that is excellent with regard to theoretical depth, practical relevance, analytical ability and independent thought.

B (Very good) 75-84. A very good result with regard to theoretical depth, practical relevance, analytical ability and independent thought.

C (Good) 65-74. The result is of a good standard with regard to theoretical depth, practical relevance, analytical ability and independent thought and lives up to expectations.

D (Satisfactory) 55-64. The result is of a satisfactory standard with regard to theoretical depth, practical relevance, analytical ability and independent thought.

E (Sufficient) 50-54. The result satisfies the minimum requirements with regard to theoretical depth, practical relevance, analytical ability and independent thought, but not more.

F (U) (Fail) 0-49. The result does not meet the minimum requirements with regard to theoretical depth, practical relevance, analytical ability and independent thought.

Some occasional examination elements of the course may have the grading scale pass (D) / fail U(F).

Plagiarism is considered to be a very serious academic offence. The University will take disciplinary actions against any kind of attempted malpractice in examinations and assessments. The penalty that may be imposed for this, and other improper practices in examinations or assessments, includes suspension from the University for a specific period of time.

Entry requirements

To be admitted, students must have 30 higher education credits or the equivalent.

Further information

Freestanding course within the Erasmus+ project EUGLOH

In case of closure of the course: Within three semesters after the course closure there will be offered three additional occasions for examination of respective examination part of the course, for students with no successful result. Note that after this you can get a certificate only regarding completed examination parts.

Subcourses in FEKL22, Entrepreneurial Skills

Applies from H20

- 2001 Online modules, 1,0 hp
Grading scale: Fail, Pass
- 2002 Presentation, 0,5 hp
Grading scale: Fail, Pass