ME2625 Challenge-driven technology-based entrepreneurship
Autumn 2024

INTENDED LEARNING OUTCOMES

After passing the course, the student should be able to:

1. Identify and evaluate sustainability problems,
2. Compare different alternatives related to the management, planning and organisation that arises in the implementation of innovative technology-based projects,
3. Apply their technical expertise and theories of entrepreneurship and innovation in a creative way in order to support sustainable development considering different interested parties,
4. Generate different processes for problem-solving that aims to, by means of technology, solve complex innovation, entrepreneurship and stability problems considering different interested parties,
5. Develop sustainable, inclusive and just solutions to a problem that promotes sustainable development,
6. Analyse the consequences for sustainable development in the implementation of innovative, technology-based and entrepreneurial ideas.

LITERATURE

Literature for each module is available on CANVAS

EXAMINATION & GRADING

Examination for this course consists of:

- INL1 - Assignment, 3.0 credits, grading scale: A, B, C, D, E, FX, F
- INL2 - Assignment, 3.0 credits, grading scale: A, B, C, D, E, FX, F
- INL3 - Assignment, 3.0 credits, grading scale: A, B, C, D, E, FX, F
- INL4 - Assignment, 3.0 credits, grading scale: A, B, C, D, E, FX, F

INL1-4 is graded A-FX. The assessment of the INL range between 0 and 100, where 60 correspond to the grade E, 65 the grade D, 70 grade C, 80 grade B and 90 grade A. Only INL delivered in time can get the grade A or B. The grading criteria for the INL's can be found on CANVAS. There is no opportunity of an assignment in order to improve the grade of the assignments further. The total grade on the course consists of the grade on the four INL weighted 25 % of the grade. Each INL consist of completing two modules (see below) which will be weighted 50% in the grading of each INL.

- PRO1 - Project, 3.0 credits, grading scale: P, F

PRO1 is graded P/F. In order to pass the whole course students, need pass all parts of the examination.

INL1-4: MODULE-BASED LEARNING
In order to pass the course, you need to complete and pass total of **eight modules**. These modules deliver the content of the course and support students in the delivery of PRO1.

The modules will be delivered through CANVAS and will be individually assessed A-Fx, with the combination of two modules accounting for INL1, INL2, INL3, INL4.

The modules are released in three phases during the course and the following modules are **mandatory** (indicated by * in the table below):
- **All modules** (Module 1 and Module 2) are mandatory in Phase 1.
- **Three modules** must be completed from Phase 2. Students must include either Module 3: Social inclusion & impact or Module 4: Sustainability Impact Assessment in their selection. They can chose to select both.
- **Three modules** must be completed from Phase 3. Module 8: Financing Fundraising Dragon's Den is mandatory. Students must also select either Module 9: Industry & Consumer Analysis or Module 11: Advertising & Communication in their selection. They can chose to select both.

Modules are available on CANVAS and may include literature, video recording, further reading and more. Specific requirements for each module will be available in the module description on CANVAS.

The following tentative modules and their corresponding release date are:

MODULE	THEME	PHASE
Module 1 Mandatory for all	Wicked Problems	(1) 2024-08-27
Module 2 Mandatory for all	Design thinking process	(1) 2024-08-27
Module 3*	Social inclusion/ impact	(2) 2024-09-10
Module 4*	Sustainability impact assessment	(2) 2024-09-10
Module 5	Agile product/project management	(2) 2024-09-10
Module 6	Digital security	(2) 2024-09-10
Module 7	Create your own module	(2) 2024-09-10

Module 8 Mandatory for all	Financing: Fundraising Dragon's den	(3) 2024-10-08
Module 9*	Industry and consumer analysis	(3) 2024-10-08
Module 10	Financing: Valuation	(3) 2024-10-08
Module 11*	Advertising and communication	(3) 2024-10-08

PRO1 - CHALLENGED-BASED (C-B) ENTREPRENEURSHIP PROJECT

The core activity of the course is the challenged-based project. The challenged-based project is a team-based initiative. **The team should consist of 4-5 students. The following alternatives for the challenge-based projects are available:**

- Work on your own (existing) entrepreneurial idea
- Work on your own (new) entrepreneurial idea
- Additional options may be available. Talk to the examiners!

The challenge-based entrepreneurship project will run in collaboration with OPENLAB. www.openlabsthlm.se. OPENLAB will support the projects with coaching resources.

The challenge-based project will result in a portfolio consisting of the following for example, a market analysis or customer marketing or communication plan. PRO1 is graded P/F and will be assessed through four milestones (see below). We will follow the development of the project through four milestone seminars Specific requirements to be delivered at each milestone seminar will be provided on CANVAS. The final presentation of the project will be done by presenting a 5-10 min video about the project at the course final event in January.

Date	Time	Room	Content
10 September	13-17	243	Milestone 1
8 October	13-17	243	Milestone 2
19 November	13-17	243	Milestone 3
10 December	13-17	243	Milestone 4
14 January	13-17	TBC	Final event

COMPENSATORY SUPPORT

For students with functional variations who have a statement from KTH's FUNKA unit on recommended support measures in the examination the following applies:

- Support actions under code R (i.e., adjustments relating to space, time and physical circumstances) are granted by the examiner.

- Support actions under code P (i.e. pedagogical adaptation) are granted or rejected by the examiner after contact made by the student in accordance with KTH's rules. Normally, support actions under code P will also be granted.

USE OF AI

The approach to the use of AI such as ChatGPT needs to be explained in detail in all assignments. AI should NOT be used to fulfil the requirements of INL1-4 or PRO1 but may be used as a tool, e.g., for entry into a topic. Please see the AI guide for students available on CANVAS). Students are expected to check, rewrite and critically review any information obtained via AI tools and must demonstrate critical analysis in line with the intended learning outcomes of this course.

REGISTRATION

In order to take the course, you need to register for the course. Registration should be done through the web. Please find information about registration here: [General information about course registration | KTH](#). If you have problems related to admission and registration please contact your student counsellor/coordinator at the educational office to make your course election. Once you are properly admitted and registered for the course you will have access to the course page at CANVAS. It is necessary to be registered for the course in order to participate in the course and take exams.

COURSE COORDINATORS, EXAMINER AND TEACHING ASSISTANT
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SCHEDULE

Date	Time	Room	Content
27 August	13-15	U51	Introduction
10 September	13-17	243	Milestone 1: The challenge Deliverables: MILESTONE 1
11 September	9-12	Salongen	Module 2: Design thinking process seminar 1
25 September	9-12 13-15	Salongen TBC	Module 2: Design thinking process seminar 2
2 October	9-12	Salongen	Module 2: Design thinking process seminar 3
8 October	13-17	243	Milestone 2: Impact assessment Deliverables: MILSTONE 2
19 November	13-17	243	Milestone 3: Dragon's den Deliverables: MILSTONE 3
10 December	13-17	243	Milestone 4: Deliverables: MILSTONE 4
14 January	13-17	TBC	Final event Deliverables: PROJECT VIDEO