

STOCKHOLM SCHOOL OF ENTREPRENEURSHIP

BUSINESS MODEL INNOVATION COURSE GUIDE, ECTS Credits: 7.5, Spring 2024 Last updated 240304

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Welcome! "Business Model Innovation" is a course about generating new business models for innovative and impactful startup ventures and evaluating their viability.

Business Modeling is a process of discovery and design leading toward the creation of dynamic businesses or social enterprises. For innovators, generating an idea is important but only the beginning. The idea must also be developed into a scalable and repeatable business model. That is what this course is about.

The course offers you the opportunity to develop a skillset and toolbox that are essential for entrepreneurs and innovators. The course is equally relevant to anyone who wants to work in a startup, social enterprise, non-profit, government, or a large multinational company.

The course is designed to engage all students regardless of existing knowledge of the field. Students will be exposed to business models and business model innovations of real ventures to anchor and apply the learnings. Teaching involves a set of lectures, exercises, presentations, peer-to-peer sessions, and a team project. The teaching approach is experiential and process-based to develop an entrepreneur's mindset, skills, and resilience. Teaching may also involve extracurricular activities and guest lectures on the course's core topics. The course is taught in English.

Intended learning outcomes.

Upon completing the course, students should be able to:

- 1. Explain the importance of business models to value creation and new venture success.
- 2. Describe, compare, and critically examine different business model frameworks.
- 3. Analyze and critically evaluate business models used by actual ventures.
- 4. Construct and present a business model for an innovative and viable new venture.
- 5. Design and conduct tests for different business model building blocks, and iterating based on market feedback and test results.

Course Philosophy.

We seek to develop entrepreneurship and innovation practitioners and scholars and to equip students to pursue their entrepreneurial interests (e.g., business startups, intrapreneurship, social ventures, and/or life design). Clarify your own aspirations and focus your efforts accordingly. If you immerse yourself, you may find that this course opens new vistas for your life and work.

Language.

The course language is English. This means that lectures, workshops, course literature and material, student presentations and reports are to be delivered in English.

Course literature.

The content includes readings and videos on BM, BMI and entrepreneurship. The content has been carefully curated to include scholarly and practical elements to expose you to new ideas and deepen your knowledge. They are an essential part of the course and will be instrumental to your learning (and your grade). The suggested reading order follows the themes of the lectures and are base for the reading discussions. Course materials are available online or through your local university library.

Assignments and grading.

This intensive 7.5-credit course demands a significant commitment, encompassing a comprehensive reading list and two assignments. Students' performance will be assessed through two main graded components:

- Individual Assignment (PRO2): This element forms 53.33% of your total grade.

- Team Assignment (PRO3): This component accounts for the remaining 46.67% of your grade.

Detailed instructions for these assignments are available on Canvas under the Modules section *Course information*.

Both assignments will be critically evaluated across three equally weighted dimensions:

- Dimension 1: Focuses on overall clarity, including coherence, presentation, content, and structure.
- Dimension 2: Assesses the accuracy and quality of evaluations, prioritizations, and the effective application of models, concepts, and frameworks. This dimension also includes the quality of feedback provided to peers.
- Dimension 3: Examines the collection and use of appropriate examples, empirics, and data.

Each dimension contributes equally to the assignment's grade, with each dimension representing approximately 33.33% of the total score. Students can thereby earn up to 33.33% of the available points per assignment in each dimension. The total score for PRO2 and PRO3 is the cumulative sum of the scores across all three dimensions. Achieving 100% in an assignment signifies exceptional performance across all evaluated aspects.

The final course grade is calculated by appropriately weighting the scores from PRO2 and PRO3, in alignment with their credit values. PRO2, being a 4-credit assignment, contributes 53.33%, while PRO3, a 3.5-credit task, makes up 46.67% of the final grade. The final grade is determined by combining the weighted scores of PRO2 and PRO3, ensuring that the overall grade accurately reflects the significance of each assignment within the course structure.

The final percentage score is mapped onto the ECTS grading scale as follows:

- A (Excellent): 90-100%
- B (Very Good): 80-89%
- C (Good): 70-79%
- D (Satisfactory): 60-69%
- E (Sufficient): 50-59%

Fx/F (Non-passing grades): Below 50%; Fx indicates further work required, while F signifies failure due to reasons such as non-submission of assignments or cheating.

Students from KI, Konstfack, or those admitted after fall 2016 at Handelshögskolan will have their grades transferred according to the grading regulations of their home university.

Late submissions.

Assignments must be submitted as PDFs before due date and time. Late submissions may be disregarded.

Examination adapted to students with special needs.

The following applies to students with functional variations who have a statement from KTH's FUNKA unit on recommended support measures during examination:

- Support measures under code R (i.e. adjustments relating to space, time, and physical circumstances) are granted by the examiner.
- Support measures under code P (i.e. pedagogical measures) are granted or rejected by the examiner after the examiner has been contacted by the
- Student in accordance with KTH's rules. Normally, support measures under code P will be granted.

Classes.

Classes are sessions containing lectures and guest lecturers, reading discussions, practices, feedback, and your own presentations. We move between classical lectures, sessions demanding active participation, and what could be described as flipped classroom sessions. Some classes are mandatory, some are not. For more details on which classes are mandatory and which are optional, please see the schedule provided at the bottom of this document.

What happens in class rarely follows any exact and pre-determined timeline. While in many instances there will be one or two 15 minutes break(s) during sessions, sometimes we will go on without a break. This is particularly so when we have in-class practices or discussions, so be prepared for teaching activities that stretch across the full duration of a session. It is, of course, always ok to sneak out for a few minutes if you have any special or pressing matters to attend to.

Please, also keep your phones off the tables and avoid unrelated activities like emails, social media, and similar. For the most part, you will not need a laptop. It is hence appreciated to close the laptop whenever you do not need it, or even put it away, in order to increase the interpersonal dynamics in the classroom.

Class Participation.

We work hard to create an open and welcoming environment where different viewpoints and scholarly debates are encouraged. We expect all students to participate actively in class, thereby enhancing learning. You may be called on by the instructor during class to discuss the readings or reflect on in-class learning activities. The keys are engagement and participation in learning, not feeling you have to be right or have brilliant ideas to speak up.

Canvas.

Our digital classroom is Canvas. This is where material and information will be made available for students registered on the course. All the assignment submissions are made on Canvas, and also most feedback and other interactions will be through Canvas.

Plagiarism.

Plagiarism is not acceptable and will be reported. This includes:

- passing off the ideas or words of another as your own,
- using another's work or ideas without crediting the source,
- presenting an existing idea or product as new and original and not crediting the source,
- using so many words or ideas from other sources that your work is not sufficiently original.

Review the KTH Web for more specifics and details:

(https://www.kth.se/en/student/stod/studier/fusk-1.997287 plagiarism | KTH).

Ensure that your work is original and referenced properly. Plagiarism suspicions will be handled appropriately, leading to potential referrals to the university disciplinary committee and possibly resulting in the suspension of studies.

Your Input.

This course is for you. We encourage you to provide feedback on the course, express concerns, and make requests. After the course, SSES will distribute an online evaluation survey. Please complete it so we can improve the course in the future.

Confidentiality and NDA Policy.

There are no Non-Disclosure Agreements (NDAs) for startup ideas in this course. By participating, you agree to act with integrity and discretion, and you agree not to disclose or distribute information received from other students unless you receive explicit permission from them to do so. You should be able to complete all assignments without disclosing any sensitive intellectual property for your startup idea(s).

Course schedule.

Note:

- Students are expected to attend all mandatory sessions: 1, 6, 8, 9, 10, 12, 13, 14, 15.
- Each session is structured to include both a lecture and a seminar segment, providing you with the opportunity to engage in comprehensive discussions encompassing both theoretical concepts and practical applications.

Week	Date	Location	Time	Content	Activity
/Day					
12	18	D2	17:00-	Introduction to the course	Session 1
Mon	Mar		20:00	A primer on business models	(mandatory)
12	20	D2	17:00-	The team – an enabler for innovation	Session 2
Wed	Mar		20:00	Reading discussions / Practices	
12	20		21:00	Deadline: Personal profile	Deadline PRO3
Wed	Mar				

13	25	D2	17:00-	Idea generation	Session 3
Mon	Mar		20:00	Reading discussions / Practices	
13	27	Zoom	17:00-	From idea to create a business model	Session 4
Wed	Z, Mar	200111	20:00	Reading discussions / Practices	
13	29		19:00	Deadline: Register your Team in Canvas	Deadline PRO3
Fri	Mar		19.00	bedame. Register your ream in earwas	Deddime i noo
15	8	D2	17:00-	How to understand the market	Session 5
Mon	Apr		20:00	Reading discussions / Practices	
15	8		19:00	Deadline: Pitch deck PRO3, draft 1	Deadline PRO3
Mon	Apr				
15	10		17:00	Deadline: Feedback 1st draft PRO3	Deadline PRO3
Wed	Apr				
15	10	Zoom	17:00-	How to navigate the market	Session 6
Wed	Apr		20:00	Reading discussions / Feedback session	(mandatory)
16	15	D2	17:00-	Monetizing the Elephant: Creative Ways	Session 7
Mon	Apr		20:00	to Generate Revenue	(mandatory)
				Reading discussions / Practices	
16 Mon	15 Apr		19:00	Deadline: Pitch deck PRO3, draft 2	Deadline PRO3
16	17		17:00	Deadline: Feedback 2nd draft PRO3	Deadline PRO3
Wed	Apr				
16	17	D2	17:00-	Digitalization and the business model	Session 8
Wed	Apr		20:00	Article discussion / Feedback session	(mandatory)
17	22	D2	17:00-	Sustainability and business	Session 9
Mon	Apr		20:00	Reading discussions / Practices	(mandatory)
17	22		19:00	Deadline: Pitch deck PRO3, draft 3	Deadline PRO3
Mon	Apr		47.00		
17 Wed	24 Apr		17:00	Deadline: Feedback 3rd draft PRO3	Deadline PRO3
17	24	Zoom	17:00-	Sustainable business model	Session 10
Wed	Apr		20:00	Reading discussions / Feedback session	(mandatory)
18	29	D2	17:00-	Business model innovation	Session 11
Mon	Apr		20:00	Reading discussions / Practices	
19	6	Zoom	17:00-	The pitch	Session 12
Mon	May		20:00	Reading discussions / Pitch workshop	(mandatory)
19	6		19:00	Deadline: Pitch deck PRO3, draft 4	Deadline PRO3
Mon	May				
19	8		17:00	Deadline: Feedback 4th draft	Deadline PRO3
Tue	May				
19	8	D2	17:00-	International business models	Session 13
Wed	May		20:00	Reading discussions / Feedback session	(mandatory)
19 Thu	9 May		19:00	Deadline: Draft PRO2	Deadline PRO2
20	13	Zoom	17:00-	Q&A PRO2	Session 14
Mon	May		20:00	Feedback session PRO2	(mandatory)
20	13	+	19:00	Deadline: Pitch deck PRO3, draft 5	Deadline PRO3
Mon	May		_0.00		
20	15		17:00	Deadline: Feedback 5th draft	Deadline PRO3
Tue	May				

20	15	D2	17:00-	Presentations – Finals	Session 15
Wed	May		20:00	Feedback session PRO3	(mandatory)
22	30		19:00	Deadline: Final version PRO2	Deadline PRO2
Thu	May				
22	30		19:00	Deadline: Final version PRO3	Deadline PRO3
Thu	May				