# Entrepreneurship Minor: Program Update to ACC

College of Business and Technology



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# Entrepreneurship Minor Program Driven by Industry needs & Student Aspirations

- □ Industry changes, tools/techniques modernization
- Changing pedagogies for entrepreneurship learning
- □ Proposed new courses are designed in conjunction with and responding to the market
- Serving the community create opportunities for students, veterans & community businesses

# Entrepreneurship/Innovation Program Flexible Options For Students

### Foundation courses (3 required)

- MGMT/ENTP 1955: Entrepreneurship/Innovation Mindset (3)
- MGMT 4617: Small Business Mgmt./Strategy (3)
- ENTP 3005 Entrepreneurship Experiential Lab (3)

### Elective courses (4 from here)

- ENTP 3000 Finance and Funding for Entrepreneurs (3)
- ENTP 3009 Emerging CRM Technologies for Start-ups (3)
- ENTP 3012 Social/non-profit entrepreneurship (3)
- ENTP 3010 Business Models for Entrepreneurs (3)
- ENTP 3016 Product Design For Non-Tech Majors (3)
- ENTP 3020 Protecting Intellectual Property (3)
- MKTG 4617 Marketing Analytics/Research (3)

Foundation of Entrepreneurship Minor

Student can incorporate elective courses, offered through other departments/colleges to create individualized programs for their specific interest, ideas, and goals.

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# Revamped Curriculum

- ENTP 3000 Entrepreneurship Finance and Funding
- ENTP 3005 Entrepreneurship Innovation Lab
- ENTP 3009 CRM Business Solutions for Start-ups
- ENTP 3010 Business Models for Start-up Innovation
- ENTP 3012 Social Enterprise & Sustainability Entrepreneurship
- ENTP 3016 Product Concept Development and Presentation
- ENTP 3020 Protecting Intellectual Property
- ENTP 4550 Special Topics in Innovation/Entrepreneurship

Approved 12/11

UCC

Next UCC session

### Planned outreach

- Advisement & ETSU departments
- Market outreach to community members businesses

# | No pre-requisites/removed | Innovation/Start-up Fundamentals | Practitioner based | Mentorship: Faculty, Tri-city Angel/VC & Entrepreneurs

**Examples of New Business Categories** (think ETSU departments across campus) **CATEGORIES CATEGORIES CATEGORIES** Enterprise Advertising Security Film & TV Al/Machine Learning Senior care Finance Architecture Social Good Food Beauty Sports Gaming Biotech Style Clinical health Branding Transportation Live Events Consumer Electronics Travel Media/Music Data Science Urban Dev./Real Estate Medical devices Design Video Not-for-profit Education Sustainability/Recycling Virtual/AR Energy Retail Ops Wellness Fashion Recreation Merchandising **Robotics** 

Back Up

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## Entrepreneurship Minor Program Goals

- □ Attract participants from across ETSU, Community colleges and High Schools
- Expose students to start-up mindset; transition idea to an MVP using milestone-based approach
- Enable access to mentoring/forward advice to next stage accelerators,
  Community entrepreneurs, business SME and faculty advisors
- □ **Provide opportunities** for participating ENTP students within local eco-system: Entrepreneur-In-Residence, incubators, ETSU start-ups
- Develop student attitudes, skills and behaviors to succeed
  - Build confidence: Learn by doing, creativity, boot-strapping, adaptability
  - See possibilities, understand/use pivoting to overcome risk/hurdles
  - Critical thinking and problem solving