

## APPROVED

Biznesa vadības koledža 15.06.2018 meeting of Council of Studies Protocol No 02-02.2017/2018\_04

Title of the Course	BASICS OF ENT	DEDDEN	EUDCHID		
Amount in credit points/ ECTS)	2/3		Volume (in hours)	80	
Grounding	-				
Science Sector	Social Science				
Science Subsector	Business Managem	ent			
Summary of academic hours	Amount (academic hours)				
Distance learning			40		
Contact hours / video lessons			8		
Exercises, self – assessment que	stions and tests		14		
Individual work/ discussions in	distance	16			
Exams/tests		2			
1. level professional study programme	Organisation and management of government institutions. Commerce. Management of micro, small and middle enterprises. Accounting and finance planning. Law. Tourism and hotel services. Human resource psychology and human resource management.				
Author(s) of the course	Dr.sc.admin. Iveta Cirule				
Lecturer(s) of the course	Dr.sc.admin. Iveta Cirule				
Goal of the course:	To motivate the students and improve business skills and own resources, including creativity, to improve collaboration skills and ability to collaborate.  Entrepreneurship is a lifelong learning skill, which individuals learn and improve during their lifetime. Creative thinking, ability to take risks, ability to collaborate and work in a team, financial awareness, ability to start and to finish projects are bases for entrepreneurship. These skills are important to everybody.				
Requirements for obtaining credit points (structure of course evaluation):	The final evaluation is calculated:  Moodle discussion/tasks – 40%  Exam – 60%  For obtaining final evaluation, both activities should hold successful evaluation – not below 4 points.  Final evaluation is the average grade in 10-point system, in proportion of percentage distributed amongst both activities				

## **Study Results:**

- 1. Knowledge:
  - 1.1. To understand the process and environment of entrepreneurship.
  - 1.2. To understand the open innovation theory, to apply it to any company and to analyse it.
- 2. Skills:
  - 2.1. To understand the meaning of creative thinking in the development of innovative company, to be able to apply methods of creative thinking in professional work.
- 3. Competency:
  - 3.1. Ability to apply open innovation skills.

For general use	Valid from 01.09.2018.	Version 1	page 1 from 5
-----------------	------------------------	-----------	---------------



## APPROVED

Biznesa vadības koledža 15.06.2018 meeting of Council of Studies Protocol No 02-02.2017/2018\_04

Conten	t of the Course					
No.	Subjects	Contact hours/ video audio lessons	Distance learning	Exercises, self-assessment questions and tests	Individual work/	Exams/tests
1.	BIZNESS IDEA: Practical generation of ideas,		5	2	2	
	evaluation and choosing.					
3.	METHODS OF CREATIVE THINKING TO IMPROVE BUSINESS IDEAS: 2.1 To learn and understand the world renowned thinking guru Edward de Bono Latera thinking methods. 2.2. To apply Lateral thinking methods during improving ideas in a team 2.3. Basics of idea management.  BUSINESS MODEL: 3.1. What is business model and how to create own business model for		5	2	2	
	business and non-business ideas. 3.2. Kinds of business models and canvas business model. 3.3. Business mode generating tools in elenvironment. 3.4. Business model case study.	8				2
4.	WORLD TRENDS - SOCIAL BUSINESS:  4.1. Principles of social business and topicality in Latvia and in the world.  4.2. Transformation of creative or business idea into a social business idea.  4.3. Support programmes for starting a social business.	,	5	1	2	
5.	OPEN INNOVATION:		5	2	2	
	For general use Val	id from 01.09	2.2018.	Version	1	page 2 from 5



APPROVED
Biznesa vadības koledža
15.06.2018 meeting of Council of Studies
Protocol No 02-02.2017/2018\_04

	5.1. Open innovation - new				
	paradigm of modern				
	innovations				
	5.2. Opportunities to get				
	involved in the process of				
	open innovations				
	5.3. Specific skills and				
	knowledge to do the process				
	of open innovations and to				
	take part in it.				
	5.4. Opportunities to earn				
	with open innovations if one				
	does not have own business.				
6.	PITCHING or	5	2	2	
	presentation skills:				
	6.1. The essence of "lift				
	speech"				
	6.2. Contents of				
	presentation				
	6.3. Presentation of				
	practical business idea and				
	its recording (students				
	record their own				
	presentation of business				
	idea, up to 3 mins long)				
7.	Registration of	5	2	2	
	BUSINESS:				
	7.1. Individual economic				
	operator				
	7.2. Limited liability				
	company (Ltd.)				
	7.3. Non-governmental				
	institution (NGO)				
	7.4. Risks and				
	opportunities starting				
	business				
8.	Role of a TEAM:	5	2	2	
0.		)		<u> </u>	
	8.1. BOSI DNA analyses 8.2. Roles of team				
	members				
	8.3. Motivation and ability				
	to cooperate				
	8.4. Decision making				
	about choosing a team,				
	collaboration models				
	during starting a business.				
	8.5. Employee and				
	member of the team –				
	choosing and starting				
	cooperation.				

Valid from 01.09.2018.

For general use

Version 1

page 3 from 5



APPROVED
Biznesa vadības koledža
15.06.2018 meeting of Council of Studies
Protocol No 02-02.2017/2018\_04

TOTAL:	8	40	14	16		2
	80					
Mastering the course and successfu and competencies)	ılly passin	g examinatio	on, student i	is capable o	f (kno	owledge, skills
			Evaluation	Criteria		
<b>Study Results:</b>	(40-69%)		(70-8	9%)		(90-100%)
1. To understand the process and environment of entrepreneurship  2. To understand the theory of open innovation, to apply it to any company and to analyse it  Has difficulties to understand the process and environment of business  Has difficulties to understand the theory and apply it to own company and to analyse it		process and environment of business, however has difficulties to apply it to a real company comundation theory, able to apply it to a company, however flaws in analyses of innovation management in composition management in the street of the		overns and fully inderstands the process and invironment of iness and is able apply it to a real impany freely. Complete inderstanding of innovation theory, able to allow it increasing in		
To understand the importance of creative thinking in development of a company, ability to use methods of creative thinking in their professional work.	understar importa creative however to naviga methods	artial ading of the nee of the thinking, difficulties ate through and their cal usage	Understar practical to ability to a through mo creative thin use them d process of thinking, I only by pro- a moders under super a man	hinking, navigate ethods of nking, to uring the creative however esence of ator or rvision of	ki meth think to c meth it in t	derstanding of ctical thinking, nowledge of creative cing and ability hoose suitable od and to apply the professional rk for solving company's problems
Competencies  Ability to use open innovation skills.	appl	ly able to y open ion skills	Understar open inno skills and a use skills d proces entreprend however of the superv modera mana	nding of ovations ability to during the second eurship, ally under vision of tor or	innov abili skills duri	Ability to derstand open vation skills and ty to use these s independently ng the process atrepreneurship

For general use Valid from 01.09.2018. Version 1 page 4 from 5
--



# APPROVED Biznesa vadības koledža 15.06.2018 meeting of Council of Studies Protocol No 02-02.2017/2018\_04

Acknowledgement of the obtained study results						
Study Results Evaluation Method	1.11.2.	2.1	3.1.			
Moodle discussion/tasks	X	X	X			
Exam	X	X	X			

#### **Core Literature**

1.	Entrepreneur's Handbook. Latvijas investiciju attistibas agentura, 2018, available online:
	http://www.liaa.gov.lv/lv/biznesa-abc/uznemeja-rokasgramata

- 2. Bono, E. (2009) **Six Thinking Caps,** Riga, Zvaigzne ABC.
- 3. Abeltina, A. (2008) **Innovation phenomena of XXI Century**, Latvia, Izdevnieciba Turiba.
- 4. Ministry of Economics of the Republic of Latvia, (2005, 2007) **Key elements of Innovation, Handbook for Small and Medium Enterprises**, Riga.
- 5. Creation of business model CANVAS in e-environment, <u>www.canvanizer.com</u>

#### **Recommended Periodicals**

- 1. Strat6egy of Europe 2020, Inovacijas savieniba <u>www.innovation.lv/ino2/publications/lv10.doc</u>
- 2. Chesbrough, Henry, (2006) **Open Innovation**, The new Imperative for Creativity and Profiting from technology, USA, Harward Business School press.
- 3. Brakovska, V. (2017), Business model, available online <a href="https://static1.squarespace.com/static/5103d40fe4b065d4a1c32d90/t/58c92706be65940fb7833873/1489577750967/Vita+Brakovska\_2\_darba+grupa.pdf">https://static1.squarespace.com/static/5103d40fe4b065d4a1c32d90/t/58c92706be65940fb7833873/1489577750967/Vita+Brakovska\_2\_darba+grupa.pdf</a>

For general use	Valid from 01.09.2018.	Version 1	page 5 from 5
-----------------	------------------------	-----------	---------------