# 2024 / 25

**School of Science and Computing** 

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# **Module Descriptor**

Start-up Lab (Computing and Mathematics) Short Title: Start-up Lab

**Department:** Management and Organisation

Credits: 20 Level: Intermediate

# Description of Module / Aims

The Start-up Lab module is designed to equip students with the entrepreneurial skills to formulate, establish and manage an enterprise of social, cultural or economic value. The module provides a real-world opportunity for students to set up and run a commercial, social/community, or not-for-profit enterprise for the duration of the semester. The module focuses on experiential learning by enabling students put into practice the underlying theories of entrepreneurship and venture creation.

## **Programmes**

	stage/semester/status
BUSI-0304 BSc (Hons) in Applied Computing (WD_KACCM_B) BUSI-0304 BSc (Hons) in Computer Science (WD_KCMSC_B) Bachelor of Business (Hons) (WD_BBUSI_B)	$egin{array}{cccccccccccccccccccccccccccccccccccc$

#### **Indicative Content**

- Creativity, Ideation, Opportunity Recognition
- Business Model Generation
- Project Management
- Customer Validation
- Sales, Marketing, P.R.
- Financial Management
- Public Relations
- Social Media

# **Learning Outcomes**

On successful completion of this module, a student will be able to:

- 1. Apply the knowledge, skills, attitudes and behaviours necessary to bring new venture ideas into action.
- 2. Formulate a viable business model for their new venture.
- 3. Appraise complimentary skills required to set up and run a business.
- 4. Develop a presentation to articulate the business' business model.
- 5. Analyse a target market for the new ventures' product/service offering.

#### Learning and Teaching Methods

- Tutorials
- Workshops
- Site Visits
- Mentoring
- Open Forum and Discussion
- Relevant ICT Material

# **Learning Modes**

Learning Type	$\mathbf{F}/\mathbf{T}$ Hours	P/T Hours
Lecture	12	
Tutorial	12	
Independent Learning	516	
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#### **Assessment Methods**

	Weighting	Outcomes Assessed
Continuous Assessment	100%	
Project	100%	1,2,3,4,5

#### **Assessment Criteria**

Assessment will be on a Pass/Fail basis

### Essential Material(s)

• Osterwalder, A. and A. Pigneur. Business Model Generation. CA, USA: John Wiley & Sons, 2010.

# Supplementary Material(s)

- "Enterprise Ireland." www.enterprise-ireland.com
- "Local Enterprise Office, Waterford." https://www.localenterprise.ie/Waterford/
- Cohen, S. "Five tips for young entrepreneurs." Accountancy. (2015): 60-61.
- Kelley, T. and D. Kelley. Creative Confidence. . London, UK: Harper Collins Publishers., 2013.
- Kushell, J. and S. Kaufman. Secrets of the Young and Successful. USA: Fireside, 2007.
- Norman, D . The Design of Everyday Things. . New York: Basic Books, 2013.

#### Requested Resources

• Equipment: Blackboard

• Lecture Room: Loose Seated