

Solvay Lifelong Learning BRUSSELS SCHOOL. ECONOMICS. MANAGEMENT

<mark>Jame of lecturer(s) & Email</mark> Alexander Hahn	Level/Semester, Status, Timing	ECTS*, CH & SDL** 3
lex@return-on-digital-innovation.com	Compulsory	20
	Between 02-05-24 and 04-05-24	70
escription of the course nis course is designed to equip aspiring entrepre reating sustainable, customer-centric enterprises		nals with essential tools and strategies fo
cquire an in-depth comprehension of the fundan ivotal frameworks including the Golden Circle, sundation for effective business ideation and innov	Lean Startup, and Design Thinking. Harn	
lavigate the intricate landscape of introducing s nformation processing within digital contexts. D ustainability and technology, while ensuring mean Inderstand and cultivate the art of crafting cust ligital-physical service interactions. Through a rototypes that deeply resonate with target audien	evelop the acumen to effectively negoti ingful customer experiences. comer-centric prototypes tailored for dive series of hands-on exercises and collal	ate the challenges inherent in combining rse contexts encompassing B2B, B2C, and
oster the ability to design and implement compr ne nuances of data collection, results analysis, and sights, and emergent trends.		
Inderstand customer reactions to prototypes, r eedback, anticipate potential obstacles, and make mmerse yourself in the persuasive power of ston Jultivate the skill of crafting compelling narratives acilitating resource acquisition and enterprise expa	informed decisions that enhance the viabil /telling to effectively present your busines s that resonate with investors, collaborator	lity and relevance of business concepts. ss concepts to diverse stakeholder groups
his course employs a dynamic pedagogical ble nmersive prototyping exercises, and experiential nd benefit from tailored mentorship provided ntrepreneurship.	learning engagements. Collaborate close	ly with a diverse cohort of motivated peer
 Startup: Build, Measure, Learn (pre-cour Measure: Testing 	se online video) - Build: Prototyping	
 Learn: Iterating Product, Market and Bus 	iness Model	
Guest Speaker(s) Scale: How to build, measure and learn Stakeholder-oriented storytelling to Inve	faster estors, Co-Founders, Corporate, Employees	S
 Understand and discuss foundations of introducing sustainable & digital solution Prepare and discuss a customer-centric Develop and formulate testing and eval Understand and interpret customer read 	ns in markets prototype for various contexts (B2B, B2C, c uation strategies for a business prototype	gital environments to master challenges ir digital-physical service interactions,)
Feaching Activities (TAs) Lecture, Interactive Lecture, Directed Discussion, E Learning, Case Based Learning, Problem-based lea Days and simulation	rning, Role course, presentations d) before the course, Group work during the luring the course, roleplay and storytelling ndividual project work after the course.
Contribution to Programme Learning Objectives (Learning Objective 1.1: Reinforcement Learning Objective 1.2: Reinforcement Learning Objective 2.1: Introduction Learning Objective 2.2: Reinforcement Learning Objective 3.1: Reinforcement Learning Objective 3.2: Mastery	Group Assignment • weight 25% • workload est • due max 26/ Group assignment • weight 25%	imated = 5 hours
-valuation scale)-20	Individual assignment • weight 50%	imated = 41 hours

*ECTS - European Credit Transfer and Accumulation System (1 ECTS = 30 hours of learning)
**CH - Contact Hours in class or online. SDL - Self-Directed Learning including readings, homework, group work, preparation to assessment, etc
**PLO - Programme Learning Objectives are available on the curriculum page



Contribution to the Environmental, social and governance (ESG)

Course Contribution to ESG: Yes Contact Hours are dedicated to ESG: 20

Contact Hours containing climate solutions for how organisations can reach net zero: 4 Description of contribution: The course makes a significant contribution to Environmental, Social, and Governance (ESG) goals by equipping learners with the knowledge and tools to create businesses that align with sustainable practices. Through understanding frameworks like the Golden Circle and Lean Startup, students learn to develop and commercialize businesses that address pressing environmental and social challenges. Moreover, by focusing on customer-centric prototypes and interpretation of feedback, the course encourages businesses to meet consumer needs ethically. The emphasis on storytelling for stakeholder engagement promotes transparent communication and fosters accountability, aligning with governance principles. In essence, this course empowers future entrepreneurs to drive positive societal impact while building successful ventures, directly supporting ESG objectives and the broader sustainability agenda.

Readings		
Required CHECK CANVAS		
Optional <mark>CHECK CANVAS</mark>		
Other Learning Material(s)		
Required (Available on your Coursera for Campus) /		

Notice: The information available in the course outline is subject to change. Please keep yourself informed at all times by regularly checking Canvas.