



VIA Design and Business – Entrepreneurship and Innovation

Course overview for exchange

1st semester (Autumn semester)	
<p>ECTS: 30 Start-and end dates: Mid-August – End of January Courses:</p> <ul style="list-style-type: none"> • Specialty courses (15 ECTS) • Common Module (15 ECTS) <p>Modules are fixed and students cannot choose other subjects. Students will receive 30 ECTS points – no more and no less.</p>	
Course	Purpose
<p>Specialty courses 15 ECTS</p>	<p>Calibrate your Compass – Egopreneurship 5 ECTS</p> <p>The purpose of the course Calibrate Your Compass is to qualify students to work methodically with analysis, development and assessment of project and/or business opportunities based on their own (entrepreneurial) mindset – both as an entrepreneur and/or as an intrapreneur.</p>
	<p>Ideation and Conceptualisation 5 ECTS</p> <p>The purpose of the course Ideation & Conceptualisation is to qualify students to plan, facilitate and manage creative processes in cooperation with existing organisations or in projects initiated by themselves. Through the course, students should also become qualified to work with and develop the output of the processes as well as present and communicate new and value-creating concepts.</p>
	<p>Design for change 5 ECTS</p> <p>The purpose of Womenswear 2 is to qualify students to conduct relevant design research for development of identity-creating and competitive design solutions with focus on a well-based choice of materials and industrial manufacturing methods. Prototyping and product manufacturing is used as documentation for innovative design</p>

	solutions. Communicative expressions visualising design processes and design solutions are developed using relevant technology.
Common module 1: Design and Business Project 15 ECTS	<p>The Design & Business project consists of three subject elements Design, Business and Technology.</p> <p>The purpose of the subject element of Design is for students to acquire knowledge, skills and competences in design methods for product and process development. The aim is for students to create value in the development process from innovative idea to realisation of a product/concept. The module uses a sociological approach to target group and market analysis.</p> <p>Moreover, the focus is on students using a critical, reflective approach that supports sustainable solutions.</p> <p>The purpose of the subject element of Business is for students to develop knowledge, skills and competences within business understanding, including knowledge of how to analyse the company's business model for the purpose of developing innovative and sustainable business concepts.</p> <p>The purpose of the subject element of Technology is for students to gain knowledge, skills and competences in idea generation, creative and innovative processes as well as concept development aimed at developing sustainable solutions. Focus is on supportive, industry-relevant technology, material innovation and prototyping. Research design, data analysis and use of data should ensure validity in the development of solution models.</p>

2nd semester (Spring semester)

ECTS: 30

Start-and end dates: End of January – Very end of June

Courses:

- Common module (15 ECTS)
- Design and Business Project – Sustainable Lifestyle Business 2030 (15 ECTS)

Modules are fixed and students cannot choose other subjects.

Students will receive 30 ECTS points – no more and no less.

Course	Purpose
Common module 2: Explore the Industry – Conscious Innovation 15 ECTS	<p>Explore the Industry consists of three subject elements Design, Business and Technology.</p> <p>The purpose of the subject element of Design is for students to acquire knowledge, skills and competences in design methods for product and process development. The aim is for students to create value in the development process from innovative idea to realisation of a product/concept. The module uses a sociological approach to target group and market analysis.</p> <p>Moreover, the focus is on students using a critical, reflective approach that supports sustainable solutions.</p>

	<p>The purpose of the subject element of Business is for students to develop knowledge, skills and competences within business understanding, including knowledge of how to analyse the company's business model for the purpose of developing innovative and sustainable business concepts.</p> <p>The purpose of the subject element of Technology is for students to gain knowledge, skills and competences in idea generation, creative and innovative processes as well as concept development aimed at developing sustainable solutions.</p> <p>Focus is on supportive, industry-relevant technology, material innovation and prototyping. Research design, data analysis and use of data should ensure validity in the development of solution models.</p> <p>The Design & Business project consists of three subject elements Design, Business and Technology.</p> <p>The purpose of the subject element of Design is for students to acquire knowledge, skills and competences in design methods for product and process development.</p> <p>The aim is for students to create value in the development process from innovative idea to realisation of a product/concept. The module uses a sociological approach to target group and market analysis.</p> <p>Moreover, the focus is on students using a critical, reflective approach that supports sustainable solutions.</p> <p>The purpose of the subject element of Business is for students to develop knowledge, skills and competences within business understanding, including knowledge of how to analyse the company's business model for the purpose of developing innovative and sustainable business concepts.</p> <p>The purpose of the subject element of Technology is for students to gain knowledge, skills and competences in idea generation, creative and innovative processes as well as concept development aimed at developing sustainable solutions. Focus is on supportive, industry-relevant technology, material innovation and prototyping. Research design, data analysis and use of data should ensure validity in the development of solution models.</p>
<p>Design & Business project - Sustainable Lifestyle Business 2030 15 ECTS Interdisciplinary course – replaces internship for exchange students</p>	<p>The purpose of the course is to give students knowledge about different sustainable approaches and working methods to become able to experiment, test and develop new entrepreneurial models for the lifestyle business with focus on creative processes, sustainable innovation, entrepreneurial and logistic processes.</p> <p>The course is an interdisciplinary and a practice-based course that will include pre-and proto typing and research with various aspects of the process from material components, manufacturing methods to calculation as well as recycling and communication processes.</p>