

# Social Innovation and Entrepreneurship, Minor

The social innovation and entrepreneurship minor is designed for students from nonbusiness majors to learn how to use business principles and frameworks for making a positive social and sustainable impact in the world. The classes are designed to examine and explore businesses' social and environmental impact, develop cognitive competencies like systems thinking and structured problem solving, and apply innovation and entrepreneurial skills to understand and solve complex global challenges.

Students in the minor will have the opportunity to leverage innovation frameworks like design thinking, theory of change, and business model design to develop solutions for global challenges. The minor creates a platform for students to develop their ability to collaborate with interdisciplinary teams, measure and communicate the positive impact of their innovation, and attract the human capital and financial resources required to take their ideas and build them into innovations and enterprises that focus on profit and positive impact.

## Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified. The minor is not available to D'Amore-McKim School of Business students or students pursuing a combined major with the D'Amore-McKim School of Business.

Code	Title	Hours
<b>Required Course</b>		
INNO 2301	Innovation!	4
<b>Electives</b>		
Complete three of the following, one of which may be chosen from the additional electives list:		12
INNO 2206	Global Social Enterprise	
INNO 2414	The Social Impact of Business	
INNO 3309	Funding and Measuring Social Impact	
INNO 4506	Integrated Studies in Social Innovation and Entrepreneurship	
<i>Additional Electives</i>		
ARTG 1250	Design Process Context and Systems	
ARTG 3462	Experience Design Principles	
CS 4500	Software Development	
CS 4520	Mobile Application Development	
CS 4550	Web Development	
ENTR 1201	The Entrepreneurial Universe	
ENTR 2215	Understanding Family Enterprise	
ENTR 2225	Examining Family Business Dynamics Through Film	
ENTR 2303	Marketing Strategies for Startups	
ENTR 3304	Entrepreneurship and Innovation Law	
ENTR 3305	Business Model Design and Innovation	
ENTR 3330	Design Thinking for Startups	
ENTR 3401	Consulting Operations and Growth in Small and Medium Enterprises	
ENTR 4414	Bridging Conflict, Creating Diversity	
ENTR 4501	Integrated Studies in Entrepreneurial Startups	
ENTR 4983	Special Topics in Entrepreneurship	
ENTR 5000	New Venture Development	
GAME 2010	The Business of Games	
GE 1110	Engineering Design	
GE 5100	Product Development for Engineers	
HLTH 2500	Entrepreneurship in Health Sciences	
HLTH 2550	Product Design, Development, and Innovation in Health Science	
INNO 2206	Global Social Enterprise (if not taken in elective list above)	
INNO 2304	Industry Disruption and Corporate Transformation	
INNO 2414	The Social Impact of Business (if not taken in elective list above)	
INNO 3303	Digital Platform Strategies and Data-Driven Business Models (if not taken in elective list above)	
INNO 3309	Funding and Measuring Social Impact (if not taken in elective list above)	

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INNO 3335	Product Innovation and Portfolio Management
or MKTG 4510	New Product Development
INNO 4225	Growth, Acquisitions, and Alliances (if not taken in elective list above)
INNO 4504	Integrated Studies in Corporate Innovation (if not taken in elective list above)
INNO 4506	Integrated Studies in Social Innovation and Entrepreneurship (if not taken in elective list above)
INNO 4983	Special Topics in Innovation
One course from an approved Dialogue may count toward an elective.	

### **GPA Requirement**

2.000 GPA required in the minor