Course: 0	Creativity a	and Innovation					
module/	•	Student	Credits	Semester	Frequency	Duration X	
code		workload X	(ECTS)		,	semester(s)	
IAB62001		hours	(====)			(0)	
					Even	1x / Semester	
		510 Minutes	4.53 ECTS	2	Semester		
		/ Week					
		Types of	Contact hour	ς·	Independent	Class size X	
		1,00001	Contact nours.		study	students	
		Tutorial/Lect	150 Minutes	/ Week	study	Students	
		ure/Respons	130 111111111111	, week	360 Minutes /	30 students	
		e			Week	30 students	
1	Droroguis		l ation (if applic	ahla)	WCCK		
1	Prerequisites for participation (if applicable)						
2	Learning outcomes						
_	_	Explain and describe creativity, innovation, design					
	Explain and describe creativity, innovation, design Explain about the feasibility study and its assessment, as well as the risks that						
	may be faced					is the risks that	
		Explain the Think	rking design nr	ncess			
	J. L	Apiani the mini	King design pr	JCE33			
3	Description:						
	This course provides knowledge about the nature of creativity and innovation, provides						
		•	_				
	an understanding of the conditions that stimulate and develop creativity and innoval Through this course, students have the opportunity to develop their creativity innovation power and gain knowledge about ways to develop it in innovation						
						•	
	innovation power and gain knowledge about ways to develop it in innovat processes and in managing business organizations. After taking this course, studen						
	-	_	-		op creativity and		
		tional managem	_	-	op creativity and	iiiiovation iii	
	Organizat	donar managem	ent (business).				
4	Subject a	ims/Content					
	Introduction: Creativity and Innovation						
		Creative Thinking	•				
	3. Innovation: Building a creative team4. Creativity and Commercialization						
		orporate Planning and Risk Management					
		nnovation Proce	•	ū			
		nnovation Proce	•	ū			
		Prototype Preser	_				
5	Teaching methods						
	1. Lectu						
		ıssions					
		p Works					
	4. Semi	•					
6	Assessment methods						
_	1. Task,						
	-	Term Exam,					
L		,					

	3. Final-Term Exam,					
	4. Quiz					
7	Other information e.g. bibliographical references					
	1. Bettina von Stamm. Managing Innovation, Design and Creativity. (2003)					
	2. John Adair. The Concise Adair on Creativity and Innovation. (2004)					
	3. Robin Lowe and Sue Marriott. Enterprise: Entrepreneurship and Innovation					
	Concepts, Contexts and Commercialization. (2006)					
	4. David Parrish. T-Shirts and Suits A Guide to the Business of Creativity					
	,					