Entrepreneurship

Entrepreneurship-related programs and activities are university-wide. Entrepreneurship curriculum is overseen by a joint committee of faculty from CBE, CAS and RCEAS.

MINOR IN ENTREPRENEURSHIP

Open to all undergraduates, from any major.

The purpose is to enable students in any major to supplement their major with a creative entrepreneurial mindset and skills that increase their ability to identify opportunities for innovation, to challenge the status quo in any field, and to implement sustainable change, whether in emerging or established companies or non-profit enterprises. The program is designed to be accessible to students from all disciplines with an emphasis upon innovation, entrepreneurial thinking and creative processes, cross-functional integration, and hands-on experiential practice. The minor leverages the resources and support of the Baker Institute for Entrepreneurship, Creativity, and Innovation, as well as a broad array of related programs and infrastructure across the university.

We encourage participation by those interested in all types of entrepreneurship, including business and technical entrepreneurship but also not-for-profit contexts aiming for social, cultural and environmental change. Throughout the multi-disciplinary, team-based curriculum, students are encouraged to work either on their own entrepreneurial projects, projects related to Lehigh University intellectual property, or on ideas brought in by outside entrepreneurs.

Recommended Tracks

Students may select any set of courses that fulfill the minor requirements. However students are encouraged consult with the minor director to design a focused track, such as New Venture, Technology Entrepreneurship, Social & Non-profit Entrepreneurship, Arts Entrepreneurship, Service-sector Entrepreneurship, or others.

The recommended approach for a focused track begins with the introductory ENTP 101 and closes with in-depth hands-on capstone entrepreneurial experiences, sandwiched around a flexible package of courses selected by each student as needed to foster their particular entrepreneurial interests and goals.

REQUIREMENTS

The minor has a prerequisite of ECO 001 (4 credit hours) and then requires at least 12 credit hours of ENTP and capstone courses.

Prerequisite Course

ECO 001 Principles of Economics

Required Courses

ENTP 101 Introduction to Entrepreneurship
ENTP 311 Ventures I
ENTP 312 Ventures II
ENTP/CBS 304 Technology and Software Ventures
ENTP/SDEV 307 Technology Ventures
ENTP/POLS 310 Entrepreneurship: How to Change the World
ENTP 314/MGT 314 Business Consulting Practicum
IBE 380 Capstone Project I
IBE 385 Capstone Project II
CSB 312 Design of Integrated Business Applications I
CSB 313 Design of Integrated Business Applications II
TE 211 Capstone Design Projects-1 (formally BUS/ENGR 211)
TE 212 Capstone Design Projects-2 (formally BUS/ENGR 212)

Other independent experiential project approved by the minor director

Total Credits: 12

1 ECO 001 Principles of Economics (4 credit hours) must be completed prior to enrolling in the minor. Students may enroll in ENTP 101 without ECO 001, but may not sign up for the minor until completing ECO 001.

2 Or alternatives approved by the minor director in consultation with the student.

3 Or alternatives approved by the minor director.

Students must complete the minor with an average GPA of at least 2.0 in those courses to qualify.

One course may overlap with the student's major.

Courses cross-listed in CBE (e.g., ENTP/MGT 314) do not count as non-CBE courses.

Course descriptions for the Entrepreneurship graduate courses can be located under Master of Engineering in Technical Entrepreneurship. (http://catalog.lehigh.edu/coursesprogramsandcurricula/interdisciplinarygraduatestudyandresearch/engineeringintechnicalentrepreneurship)
Courses

ENTP 040 (COMM 040) Entrepreneurial Communication for Creative Industries 3 Credits

Explores the evolving culture of social media and related communication strategies and analysis. In depth discussion of tools, technique and tone; digital identity, content, voice and audience; and of managing social media blended with traditional platforms. Practical applications and best practices for multiple methods. Covers all the leading social media platforms, crowdsourcing, crowdfunding, guerrilla marketing, as well as exploring new emerging platforms. Case discussions with external profit, nonprofit and government practitioners. Students design, execute and evaluate a communication campaign strategy.

Attribute/Distribution: SS

ENTP 101 Introduction to Entrepreneurship 3 Credits

Introduction to the nature of entrepreneurship and the entrepreneurial mindset. Emphasis on identifying opportunities, generating creative ideas, and the process of scaling up sustainable organizations. Topics include: alternative concepts of entrepreneurship and social entrepreneurship; personal attributes of entrepreneurs; steps in a new venture creation; introduction to entrepreneurial finance and marketing; new venture planning for both emerging and existing enterprises. Uses case studies, hands-on experiential teams, and exposure to each successful entrepreneur and to consultants. Students design, execute and evaluate a communication plan.

Attribute/Distribution: ND

ENTP 123 Art Entrepreneurship Community 3 Credits

Focus on art as an economic driver in community building. Topics: understanding community arts districts; entrepreneurial contributions to venues & networks; new arts venture creation: management approaches inherent in the entrepreneurial mindset. Activities: positioning of arts events; determining target audiences; marketing; arts based business models & resource needs; development of preliminary action plans to execute arts related events. Note: "arts" activities here broadly conceived, including visual, performing, technical & literary arts. Previous ENTP101 encouraged but not required.

Attribute/Distribution: ND

ENTP 201 Entrepreneurship & Enterprise 3 Credits

Investigates skills & steps for entrepreneurial success: mindset; opportunity scanning; informal networking; finding resources; managing risk; marketing plans; investors; debt & venture capital; horizontal management; developing a leadership team & creative culture; technology cycles; structuring; managing change; ethics; exit strategies. Case studies & projects. Guest entrepreneurs.

Prerequisites: ENTP 101

ENTP 205 Leadership and the Entrepreneurial Mindset 3 Credits

Explores issues and develops skills in leading entrepreneurial organizations, in both profit and non-profit contexts. Examines characteristics of the entrepreneurial mindset and leadership styles in different types of ventures and growth stages. Focuses on founders' challenges such as who to found with, selecting the team, leading others, managing change and failure, emotional intelligence, and issues of control and governance. Includes self-assessment of leadership and entrepreneurial skills and strengths, motivation, risk profile, ethical decision making, life/work balance, and definitions of success.

Prerequisites: ENTP 101

ENTP 232 (WGSS 232) Gender Issues in Entrepreneurship 4 Credits

Explores role of women entrepreneurs in society & economic development; impacts of women’s entrepreneurship in different economic and cultural contexts; research on why women still represent a minority or entrepreneurs; gender differences in patterns of entrepreneurship; related policy challenges. Also addresses pragmatic and personal life choices facing women entrepreneurs, including identifying key characteristics of entrepreneurial opportunities and mapping those against values, skills, ethics and definitions of success; and planning for professional and personal development.

Attribute/Distribution: SS

ENTP 250 (TE 250) Systematic Creativity Techniques 3 Credits

ENTP 250/TE 250 -- Systematic creativity methods including anthropological research, painstorming, bioscience, the Kano model, trimming technique, DeBono's Six Hats technique, biomimicry, lateral benchmarking, Blue Ocean Strategy, and the art of tinkering, along with other innovation methods. This course includes hands-on labs, individual & team projects, & the creation of a creativity portfolio. Open to students in any college and major. (ND).

Attribute/Distribution: ND

ENTP 304 (CSB 304, TE 304) Technology and Software Ventures 3 Credits

Designed from the perspective of functional leaders, course provides a holistic perspective of developing successful software ventures across various industries in an interdisciplinary and experiential environment. Students develop a software-oriented idea, concurrent with module delivery containing best practices, case studies, and subject-matter experts. Examines business model fundamentals, customer discovery, translating requirements to a minimum viable product, agile development, user acquisition, and traction. ENTP Capstone. Prior programming experience or technical background not required. Open to students in any college and major.

Prerequisites: ENTP 101 or CSE 002 or BIS 111

ENTP 306 (MGT 306) Decision Making and Problem Solving in Business 3 Credits

The course will provide the foundational hard and soft-skills consulting firms employ to identify and diagnose business problems, generate and formulate innovative solutions, and effectively communicate recommendations. The course will blend lecture with experiential learning.

ENTP 307 (SDEV 307) International Social Entrepreneurship 4 Credits

International social entrepreneurship aims to change the world through innovation in solving social problems. Focus on the nexus between social entrepreneurship and development practice, especially in relation to NGOs. Emphasis on acquiring tools and conceptual frameworks to launch new social ventures through real hands-on international fieldwork and team-oriented learning by doing. Exposure to best practices of how to affect meaningful social change in poor countries, to generate and evaluate innovative ideas, and to develop them into concrete on-the-ground startups.

Attribute/Distribution: SS

ENTP 308 Creating a Non-Profit 3 Credits

Non-profit organizations can be effective institutional agents of change, if you know what you are doing. This class will make sure you do. Students will learn the nuts and bolts of creating and sustaining a non-profit, including recruiting and managing a board of directors, fundraising, marketing, program planning and evaluation. We will also explore the ethics, values and drive necessary to be an effective leader of a non-profit (SS).

Attribute/Distribution: SS

ENTP 309 (POL 309) Nonprofit Administration 4 Credits

Key questions in nonprofit sector research, policy, & management and factors that make the nonprofit sector distinct. Scope & character of nonprofit activity in the U.S. & abroad. Current debates in nonprofit policy and critical challenges facing management.

Attribute/Distribution: SS

ENTP 310 (POL 310) Social Entrepreneurship: How to Change the World 4 Credits

The marketplace does not always have to be harsh. Social entrepreneurship uses market-based approaches to address needs and solve problems in our society. Students in this seminar-style course will learn how to identify community problems, convince the community that it is a problem worth solving, design the response, and implement it. Hands-on projects. Must have junior standing or higher.

Prerequisites: ECO 001

Attribute/Distribution: SS
ENTP 311 The Garage: Launching Entrepreneurial Ventures I 3 Credits
Students work in cross-disciplinary teams with faculty advisors and alumni mentors on marketing, financial planning, and economic and technical feasibility of entrepreneurial product- or service-based new ventures, commercial or non-profit. Students may elect to work either on their own entrepreneurial projects, on projects related to Lehigh University intellectual property, or on ideas brought in by outside entrepreneurs. Oral presentations, written new venture plans and discussions with guest speakers are integral parts of the course. Consent of minor director.
Prerequisites: ENTP 101
Attribute/Distribution: ND

ENTP 312 The Garage: Launching Entrepreneurial Ventures II 3 Credits
Continuation of ENTP 311. Investigates and pursues in detail the critical steps and activities necessary when entrepreneurs seriously pursue launching new ventures. Consent of minor director.
Prerequisites: ENTP 311

ENTP 314 (MGT 314) Business Consulting Practicum 3 Credits
Students will build upon the skills acquired in MGT 306 and, working in student teams, will engage client organizations to diagnose and develop innovative solutions to address client needs.
Prerequisites: ENTP 306

ENTP 315 Lehigh Silicon Valley 1-4 Credits
Immersion study-abroad-like program about the creation of venture capital-backed companies. Offered in the hub of entrepreneurship, Silicon Valley, where countless ventures emerge, particularly in disruptive technologies, nextgen software and Internet. "Live cases" draw on seasoned practitioners from all reaches of the venture community. Students encounter a highly charged learning environment focused on real companies, real players, and real situations in real time. Offered January winter term. Includes pre-trip sessions and pre-and post-trip assignments. Admission by competitive application. Program fees.
Attribute/Distribution: ND

ENTP 319 (MKT 319) Development and Marketing of New Products 3 Credits
This course adopts the marketing philosophy that new products and services will be profitable if the extended product provides customers with highly valued benefits. The goal is to help students learn how to use state-of-the-art management techniques to identify markets, develop new product ideas, measure customer benefits, and design profitable new products. The course provides techniques to interface the marketing function with the functions of R&D, design engineering, and manufacturing.
Prerequisites: MKT 111

ENTP 320 (BIOS 320) The Business of Life Science 3 Credits
An examination of business process in startup, early stage and developing bioscience companies. Technology assessment, business plan and proposal preparation, financial strategies, resource management, intellectual property, and legal as well as regulatory issues. Cannot be used to fulfill major requirements in BIOS.
Prerequisites: BIOS 121
Attribute/Distribution: NS

ENTP 366 (MKT 366) Services Marketing and Innovation 3 Credits
While manufacturing giants all consider themselves service-related companies, services are moving to the forefront of industry value proposition offerings. This course focuses on issues related to service design and marketing on a broad basis, and its implication to retailing in particular. The course enables students to gain an understanding of the special challenges evident in marketing services and to acquire a unique set of knowledge and skills beyond the traditional strategies designed for product goods. Illustrative topics include fundamental differences.
Prerequisites: MKT 111

ENTP 371 Independent Study in Entrepreneurship or Social Ventures 1-4 Credits
Study and projects in entrepreneurship or social ventures; designed for the student who has a special interest in a subject not included in the regular course schedule or interested in pursuing a significant supervised project in entrepreneurship. Interested students should seek agreement from a willing faculty adviser prior to enrolling. Consent of minor director required. This course may count towards the ENTP minor only once.
Repeat Status: Course may be repeated.

ENTP 372 Special Topics in Entrepreneurship or Social Ventures 1-4 Credits
Special problems and issues in entrepreneurship or social ventures for which no regularly scheduled course exists. Coverage will vary according to the interests of the instructor and students. Consent of minor director required.
Repeat Status: Course may be repeated.

ENTP 389 Honors Project 1-4 Credits
Opportunity for Eckardt Scholars to pursue an extended project for senior honors. Transcript will identify department in which project was completed. Consent of department required.