

# Entrepreneurial Startups, Minor

This interdisciplinary minor guides students through the startup process. The Minor in Entrepreneurial Startups is designed to prepare students from any background or area of study to conceptualize, launch, manage, and grow a new business. Students have an opportunity to learn to shape entrepreneurial opportunities; assess feasibility; and develop other skills needed to conceptualize, launch, manage, and grow a new business venture. Students are exposed to innovation, marketing, and business modeling as they work in interdisciplinary teams to develop business plans. Courses from the College of Arts, Media and Design; the College of Engineering; and the Khoury College of Computer Sciences have been carefully selected to allow students to apply the same course to both their own college degree and the entrepreneurial startups minor.

## Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified. Students in the D'Amore-McKim School of Business or pursuing a combined major with the D'Amore-McKim School of Business may not pursue this minor.

### Required Course

Code	Title	Hours
INNO 2301	Innovation!	4

### Electives

Code	Title	Hours
Complete three of the following, one of which may be chosen from the additional elective options list:		12
ENTR 2303	Marketing Strategies for Startups	
ENTR 3305	Business Model Design and Innovation	
ENTR 3330	Design Thinking for Startups	
ENTR 4501	Integrated Studies in Entrepreneurial Startups	

#### *Additional Elective Options*

One of the following may fulfill an elective:

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 3217	Global Family Business Leadership
ENTR 4414	Bridging Conflict, Creating Diversity
ENTR 4505	Entrepreneurial Venture Growth Strategies
GAME 2010	The Business of Games
GE 1110	Engineering Design (Engineering Students Only)
GE 5100	Product Development for Engineers (Engineering Students Only)

### GPA Requirement

2.000 GPA required in the minor