Software Entrepreneurship

Programme course

6 credits

Mjukvarutekniskt entreprenörskap

TDDE02

Valid from:

Determined by
Board of Studies for Computer Science
and Media Technology

Date determined
2017-01-25

Main field of study
Information Technology, Computer Science and Engineering, Computer Science

Course level
Second cycle

Advancement level
A1N

Course offered for
- Computer Science and Engineering, M Sc in Engineering
- Information Technology, M Sc in Engineering
- Computer Science and Software Engineering, M Sc in Engineering

Entry requirements
Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites
The course requires that the student has advanced programming skills and good knowledge of any software-related technical field (e.g. computer networks, security, mobile and social applications, AI, signal processing, and computer graphics). The student has also experience from programming projects in teams. The student must also be able to search and organize information, and to communicate orally and in writing.

Intended learning outcomes

The course provides knowledge and abilities in the field of entrepreneurship and software development, with particular focus on the formulation, qualification and realization of ideas into entrepreneurial ventures. After completing the course students will be able to:

- Use methodology for development of innovative software products
- Use business models for software
- Use methods of dissemination and promotion of software
- Use business analysis models for software-oriented entrepreneurship
- Have the ability to communicate a proposal for a software-oriented business writing and orally
- Have good knowledge of the service perspective on software
- Have good knowledge of the financing for the realization of a software-oriented business ideas
- Have good knowledge of intellectual property
- Have a good knowledge of what is required of oneself and others in order to succeed as an entrepreneur.

Course content

- Methodology for the development of innovative software products
- Business models for software
- Methods of dissemination and promotion of software
- Analysis models for software-oriented entrepreneurship
- Oral and written presentation of the software-oriented business ideas
- Service perspectives on software
- Staffing
- Financing
- Intellectual Property

Teaching and working methods

The course is organised in terms of lectures, seminars, and group project work. Lectures introduce parts of the course content. Seminars are used for discussion of case studies and specific elements of the project work. The project culminates in a customer verified idea that solves a genuine problem.

Examination

UPG1	Project work	6 credits	U, 3, 4, 5

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department
Institutionen för datavetenskap

Director of Studies or equivalent
Ahmed Rezine

Examiner
Aseel Berglund

Education components
Preliminary scheduled hours: 48 h
Recommended self-study hours: 112 h

Course literature
Fastställs senare

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.