

Module T	itle:	tle: Innovation Commercialisation		n	Leve	el:	5		Cred Valu		20	)
Module c	Module code: BUS569 nev		Is this a new module?	Yes		Code of module being replaced:				N/A		
Cost Centre:		GAMG	JACS3 code:		N212							
Trimester(s) in which to be offered:			2	With effect from: Septemb			ember	per 18				
School:	Busi	iness Module Leader: Anna SUNG				NG						
Scheduled learning and teaching hours 30hrs												
Guided independent study				170hrs								
Placement Ohrs							0hrs					
Module duration (total hours) 200hrs							200hrs					
Programs	no(c)	in which to be o	fforod						1	Core		Option
Programme(s) in which to be offered  BA (Hons) Retail Management								<u>√</u>	,			
BSc (Hons) Computer Game Design and Enterprise					,	<b>✓</b>						
Pre-requisites												
None												
Office use or Initial approv	al Febr	uary 17 nodification July 18			Versio	on 2						
Have any derogations received SQC approval?				N/A								



# **Module Aims**

To provide an environment which encourages the entrepreneurial aspirations of students to undertake research and commercialise innovative products and services by providing an insight into a range of tools, frameworks and mechanisms that support the process of effective innovation commercialization.

Intended Learning Outcomes							
Key skills for employability							
K K K K K	<ul> <li>KS1 Written, oral and media communication skills</li> <li>KS2 Leadership, team working and networking skills</li> <li>KS3 Opportunity, creativity and problem solving skills</li> <li>KS4 Information technology skills and digital literacy</li> <li>KS5 Information management skills</li> <li>KS6 Research skills</li> <li>KS7 Intercultural and sustainability skills</li> <li>KS8 Career management skills</li> <li>KS9 Learning to learn (managing personal and professional development, selfmanagement)</li> <li>KS10 Numeracy</li> </ul>						
At	At the end of this module, students will be able to Key Skills						
			KS1	KS4			
1		fy the business value of innovation and manage an ation project.	KS2	KS5			
			KS3	KS6			
			KS1	KS4			
2		implement, and control the marketing research activities innovation project at an operational level.	KS2	KS5			
		. ,	KS3	KS6, KS10			
			KS1	KS4			
3		gnise the implications of cost, price and quality during the ation commercialization.	KS2	KS5			
			KS3	KS6, KS10			
			KS1	KS4			
4		n, evaluate and implement different operational plans to percialise innovation project.	KS2	KS5			
		, ,	KS3	KS6, KS10			



Derogations						
N/A						

#### Assessment:

Assessments 1 requests students to prepare an individual report that identifies the value of their proposed innovations and applies marketing analysis to position their innovations. A key component of the assessment will be the interpretation and insight gained from conducting the analysis.

Assessments 2 requests students to prepare an individual report that applies financial analysis to prepare budgets for their innovations and suggests operational plans. A key component of the assessment will be the interpretation and insight gained from conducting the analysis.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1,2	Report	50%		2000
2	3,4	Report	50%		2000

# **Learning and Teaching Strategies:**

According to the learning outcomes, lectures will allow concepts, theories and principles to be outlined. Tutorials and activity-based sessions will provide further use of real world business examples in applying relevant concepts, theories and principles into practice. In addition, students will be encouraged to undertake self-directed study and further research on selected topics to acquire additional perspectives which will provide them with a deeper understanding of the topics covered.

#### Syllabus outline:

- 1. Innovation and business value
- 2. Commercialisation and project management
- 3. Research and market analysis for new project
- 4. Market evaluation for new project
- 5. Concepts of cost, price, value and quality
- 6. Cash flow forecasting and budgeting for new project
- 7. Intellectual property
- 8. Outsourcing



# Bibliography:

# **Essential reading**

# **Textbooks**

Cagan, J. and Vogel, C. (2012) *Creating Breakthrough Products: Revealing the Secrets that Drive Global Innovation*, 2nd edition, Harlow: Financial Times Prentice Hall.

#### Other indicative reading

# **Textbooks**

Cooper, R. (2011) Winning at New Products, Creating Value Through Innovation, 4th Edition., New York: Basic Books.

Kahn, K. (2012) *The PDMA Handbook of New Product Development*, 3<sup>rd</sup> edition, Chichester: Wiley.

Atrill, P. (2012) *Financial Management for Decision Makers*, 6<sup>th</sup> edition, Harlow: Financial Times Prentice Hall.

Kono, T. and Lynn, L. (2007) *Strategic New Product Development for the Global Economy*, New York: Palgrave Macmillan.

Trott, P. (2016) *Innovation Management and New Product Development*, 6<sup>th</sup> edition, Harlow: Pearson Education.

# **Journals**

Harvard Business Review

MIS Quarterly

International Journal of Innovation Management

International Journal of Business Innovation and Research

# <u>Websites</u>

www.innovationexcellence.com

www.pdma.org - Product Development and Management Association