



**Module Description**

<b>Module name</b>	Technopreneurship
<b>Module level, if applicable</b>	Bachelor of Informatics
<b>Code, if applicable</b>	21D12130203
<b>Subtitle, if applicable</b>	-
<b>Course, if applicable</b>	-
<b>Semester(s) in which the module is taught</b>	5 <sup>th</sup>
<b>Person responsible for the module</b>	Dr. Indrabayu, S.T., M.T.,M.Bus.Sys.
<b>Lecturer</b>	1. Dr. Indrabayu, St, MT, M.Bus.Sys. 2. Prof. Dr. Ir. Ansar Suyuti, MT
<b>Language</b>	Indonesian Language [Bahasa Indonesia]
<b>Relation to Curriculum</b>	This course is a compulsory course and offered in the 5 <sup>th</sup> semester.
<b>Type of teaching, contact hours</b>	Teaching methods: [group discussion], [collaborative learning], [project-based learning].  Teaching forms: [lecture], [tutorial].  CH : 08.00 - 16.00
<b>Workload</b>	For this course, students are required to meet a minimum of 136.00 hours in one semester, which consist of: - 40.00 hours for lecture, - 48.00 hours for structured assignments, - 48.00 hours for private study CH : 8.00 - 16.00
<b>Credit points</b>	3 credit points (equivalent with 5.1 ECTS)



<b>Requirements according to the examination regulations</b>	Students have participated in at least 80% of the learning activities (Academic Regulations, Chapter VII)
<b>Recommended prerequisites</b>	Ethics
<b>Module objectives/intended learning outcomes</b>	<p>After completing the course, Students are able:</p> <p><b>Intended Learning Outcomes (ILO):</b></p> <p><b>ILO 4:</b> Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements by applying computer science theory and software development fundamentals</p> <p><b>ILO 6:</b> Perform effectively in a team, either as a member or leader, in activities related to the program's discipline.</p> <p><b>Course Learning Objective (CLO):</b></p> <p>After attending Technopreneurship Course, students are able to create a startup utilizing Business Model Canvas (BMC) to design business model and use brain color test to form a startup team</p> <p>ILO 4 ⇒ CLO 1: Students can design software development for business Using BMC Guideline</p> <p>ILO 6 ⇒ CLO 2: Students can work in a group assignment to evaluate Business Model Canvas (BMC) of their proposed Business, then perform and present the results to other students.</p>
<b>Content</b>	Students will learn about : <ol style="list-style-type: none"> <li>1. Brain Colour Principle of Making Teams</li> <li>2. Defining 9 Values in BMC for their Proposed Business</li> </ol>
<b>Forms of Assessment</b>	Assessment techniques: [observation], [participation].  Assessment forms: [report], [presentation]  Report = 70%, Presentation = 30% CLO 1 ⇒ ILO 4: 70% (Assignment: Reports)



	CLO 2 ⇒ ILO 6: 30% (Presentation: observation)
<b>Study and examination requirements and forms of examination</b>	<p><b>Study and examination requirements:</b></p> <ul style="list-style-type: none"> <li>- Students must attend 15 minutes before the class starts.</li> <li>- Students must switch off all electronic devices.</li> <li>- Students must inform the lecturer if they will not attend the class due to sickness, etc.</li> <li>- Students must submit all class assignments before the deadline.</li> </ul> <p><b>Form of examination:</b> Written test</p>
<b>Media employed</b>	Video conference, slide presentation, Learning Management System (LMS).
<b>Reading list</b>	<p><b>Main :</b></p> <ol style="list-style-type: none"> <li>1. Indrabayu. 2018. <i>Menjadi Technopreneurship: Pendekatan Business Model Canvas</i>. LKPP Unhas: Makassar.</li> <li>2. Tim Pengembangan Technopreneur ITS. 2015. <i>Technopreneurship</i>. ITS: Surabaya.</li> <li>3. Glazov, Sheila N. 2007. <i>What Color Is Your Brain?: A Fun and Fascinating Approach to Understanding Yourself and Others</i>. SLACK Incorporated: New Jersey.</li> <li>4. Diandra, D., 2016. <i>Strategi Membangun Bisnis Mandiri</i>. Gramedia Pustaka Utama.</li> </ol>