Entrepreneurship Minor

The university-wide Entrepreneurship minor at Daniels focuses on action, decision-making, experimentation, and hypothesis testing in the face of an uncertain future within a business context. Students who complete the Entrepreneurship minor will understand how to shape the business, economic, political, and social context along with the creation of their products or services.

**BUS 1000: Gateway to Business (4 hrs)**
*No Prerequisite*
From product ideation to product development, this course introduces students to business's role in society in promoting sustainability as the only successful business model for delivering value to customers and stakeholders of all kinds. Key business activities such as marketing, finance and accounting, working in team, and product/service innovation and creativity are introduced.
*Note: Business students take this course as part of the Business Core.*

**EVM 3350: Creating New Markets: The Messy Start-Up (4 hrs)**
*Prerequisite: BUS 1000*
Start a company, launch a product, create a market, and learn how to embrace failure and manage uncertainty. In this hands-on course, student teams will actually create and run their own start-ups.

**EVM 3360: Business Law for Entrepreneurs (4 hrs)**
*Prerequisite: BUS 1000*
This course will highlight the legal and business issues entrepreneurs face as they conceive and launch a new venture. Using real world scenarios, we will explore issues throughout the new venture lifecycle.

**EVM 3370: Metrics and Financial Tools for an Emerging Business (4 hrs)**
*Prerequisite: BUS 1000*
Students are taught to link physical activity occurring in the business venture to the movement of numbers on financial statements.

**EVM 3380: Leadership, Management, and Execution (4 hrs)**
*Prerequisites: BUS 1000 and at least one of EVM 3350, 3360, or 3370*
In the final course in the minor, students form multidisciplinary entrepreneurship project teams for transforming products or projects into practical realities, and to interact with alumni and community entrepreneurs.

**Elective Course (4 hours)**
Options include but are not limited to LLC 2003 Creativity & Leadership; COMP 2821 Introduction to Game Design; ENME 3820 Entrepreneurship through 3D Printing; and any EVM non-required course. Submit other courses for approval to Stephen Haag, Faculty Director of Entrepreneurship.

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<thead>
<tr>
<th>Entrepreneurship Minor Requirements – Business Majors</th>
<th>20 hours</th>
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<tbody>
<tr>
<td>Entrepreneurship Minor Requirements – Non-Business Majors</td>
<td>24 hours</td>
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