

### 3.4.3 Technopreneurship and Incubation Programme

The Technopreneurship and Incubation Programme (TIP) is a hands-on, competitive, experiential learning module that is ideal for students to gain insight, confidence, and basic capabilities about the theoretical and practical aspects of technopreneurship.

The overall learning objectives of TIP are:

- To enthuse and prepare students, by classroom and experiential learning, for a career in technology-based entrepreneurship.
- To educate students on how to start up and incubate companies.
- To provide the necessary resources for students to 'incubate' their ideas. To assist students to link up with companies/contacts that may be useful to their business ideas.
- The TIP comprises two parts, namely EG1603 and EG2603:

EG1603 InnoVenture - Leadership & Innovation Challenge (4 MCs)

InnoVenture is an experiential learning module in which students are challenged to design viable solutions for real engineering problems faced by enterprises. The course is set up to emulate the competitive nature of industry and intensify the learning. Students acquire business knowledge required to develop their solution through a series of foundational workshops, and hone innovation and influencing skills through direct interaction with industry as they develop their tech business solution. Throughout the process they will be guided by mentors to refine their ideas, and to strengthen team and leadership skills.

EG2603 TIP Product & Business Plan Development (2 MCs)

In this second TIP module, selected teams will be allowed to participate in Part 2: EG2603 TIP Product & Business Plan Development in which the focus will be on prototyping the solutions and devising commercialisation strategies. The TIP - Product & Business Plan Competition is a hands-on, competitive, experiential learning module that is ideal for students to gain insight, confidence, and basic capabilities about the theoretical and practical aspects of technopreneurship. EG2603 follows on from EG1603 InnoVenture - Leadership & Innovation Challenge in which students devised (paper) solutions to real-life problems and presented their business plans to a panel of judges. Selected teams will be allowed to continue on to Part 2. EG2603 focuses on the prototyping and testing of the devised solutions and business models in the market. Students will receive advice from mentors as they develop their solution and business models. The final deliverable will be actual working prototypes that are demonstrated to a panel of judges, and validated business models to accompany the commercialisation strategy.