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 TIP – Product & Business Plan Competition (2 MCs)

The first TIP module is setup as a competition to emulate the competitive nature of industry and intensify the learning. Students will engage in a two-day Technopreneur boot camp at the start of the course and will apply their newly acquired knowledge and skills to real-life problem statements by writing a business plan that includes a real (technical) solution with validated business models. Students will receive advice from mentors as they develop their solution and business models. They are expected to present their final business plan to a panel of judges at the end of the course.

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 TIP Product & Business Plan Competition 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.