

COURSE SYLLABUS
A World of innovation

A. General Information

1. Academic Unit					
2. Degree					
3. Code					
4. Number of classes per week					
5. Location in Curriculum					
6. Credits					
7. Classes by Professor	Theory		Practice		
8. Classes by Teaching Assistant	None				
9. Course Type	Mandatory		Elective		Optional
10. Prerequisite	None				

B. Contribution to the Graduate’s Profile

Bearing in mind the changes in the job market, mainly because of the global environment, diversity and interdisciplinary view, Universidad del Desarrollo has proposed to educate its students through an educational project that will develop new skills, competencies and knowledge in students. Students will receive a solid education in their branch of knowledge, consistent with the needs of the working world so that they can successfully enter their profession at the end of their undergraduate education. Track courses have thus been designed in the aim of helping students gain more enriching learning experiences through extra-disciplinary education that will prepare them for the changing working world.

The course (A world of innovation) forms part of the “Emprendimiento” Track and is intended to HACK give students tools to analyze innovation worldwide, as well to see how they are wired or not for it. We look into self-leadership, self-knowledge and what defines us as well as technology development, innovation cases and Design thinking tools among others.

Students will train in preparation, planning and actions to confidently thrive in the new world order of innovation regardless of enterprise: company, entrepreneurship, non-profit, government, etc.

The class will also engage in Introspection specifically with regards communication, leadership and self-awareness, thus teaching the following generic competencies of UDD: Entrepreneurship and Leadership; Communication and Autonomy.

C. General Competencies and Learning Outcomes from the Course

Define the general competencies taught by the course and learning outcomes from the course.

Use the following table to explain this:

Generic Skills	General Learning Outcomes
Entrepreneurship and Leadership	Give the students a view of the actual Innovation as it is more than a word or concept; it is a way of looking at the world. Our students will research and discover the world of innovation, going through ecosystems, success and failure stories, they will be able to individuate the skills needed to thrive in this area. Communication skills will be worked specifically through team work, presentations and interactions outside the classroom, they will be working in research and using reverse classroom methodology.
Communication	
Autonomy	

D. Units, Content and Learning Outcomes

The information in the following table must be provided:

Content of Units/Units		Learning Objective
Immersion => Empathy	Entrepreneurship and Leadership Communication Autonomy	Give the students a view of the actual Innovation as it is more than a word or concept; it is a way of looking at the world. Our students will be able to detect, through empathy, possible needs and through that elaborate the definition of a specific problem and search for different models of innovation to resolve them.
Ideation => Exploration	Entrepreneurship and Leadership Communication Autonomy	This unit will help students develop tools for generating ideas, have them work to develop ideas management tools. They will need to make reference searches and take a deep dive in divergent thinking.
Prototyping => Validating	Entrepreneurship and Leadership Communication Autonomy	Students will see the prototype as an exploration for early ideas and as a validation of functionality and experience. They will learn to find patterns, choose a path and go deep low-fi.
Communication => Delivery	Entrepreneurship and Leadership Communication Autonomy	Students will immerse in communication and improvisation techniques. They will experience the value of communication and effective communication. They will also experience active listening: the role it fulfills in communication "

E. Teaching Strategies

The learning experience takes place within the student. Our responsibility as instructors is to provoke, to mobilize, and to create a fertile context for experimentation, trial, and error.

Our methodological approach will be active learning and reflective learning.

The teaching-learning interaction is a collaborative effort between students and instructors. Both share an active role in this experience.

The reflective aim embraces the student's personal experience and perception of the learning process, thus allowing for personal creativity to spark and emerge freely.

We will embrace teamwork, student interaction will be highly motivated.

F. Evaluation

1. Participation
Presentation Final
Peer evaluation
Activity Checklist

* **Passing Grade:**

- Students must earn a grade above 3.0 on the exam to pass the course.
- There is a mandatory attendance requirement for the course. Students can miss 6 classes after the end of the Drop-Add process indicated in the respective academic calendar. Law students can miss no more than 4 classes. Students not meeting this requirement will be failed and will not be allowed to take the Final Exam, as stipulated in article 45 of the Student Academic Regulations.

G. Learning Resources

MANDATORY READING:

Creative Confidence: Unleashing the Creative Potential Within Us All Hardcover
by Tom Kelley & David Kelley
1 edition, October 15, 2013

SUPPLEMENTAL READING:

The Obstacle is the Way
How to make friends and influence people
Art of War
The War of Art
Ego is the Enemy
To Sell is Human
Getting to Yes with yourself