

MINOR IN ENTREPRENEURSHIP AND INNOVATION

The Minor in Entrepreneurship and Innovation (E&I Minor) educates students to serve as leaders in the innovation economy with the knowledge, skills, and confidence to develop, scale, and deliver breakthrough solutions to real-world problems. They will be prepared to do so within a range of organizational contexts: an entrepreneurial start-up of their own, as key members of a founding team, or as an entrepreneurial member of a large organization.

Jointly offered by the Schools of Engineering and Management, the minor is designed as an interdisciplinary program with a coherent combination of conceptual and practical elements that draws on a wealth of prior educational activities in this domain.

Students who complete the E&I Minor will have developed knowledge and skills in:

- The innovation process from the conception of an initial invention and the problem it may solve to the refinement of the solution, to the considerations needed in the scale-up and delivery of the solution, to the launch of an appropriately funded entity.
- Communication, teamwork, decision making and leadership skills as well as the integrity and character that are necessary to engage with stakeholders and develop the invention into a real-world product or process.
- Strategies and methods to engage in rigorous iterations to identify and deeply understand societal needs/problems and develop robust, scalable solutions.
- Types of organizational models and designs for the delivery of innovations to the world.
- A range of global contexts for entrepreneurship and innovation, including variations in the interface with key stakeholders whose interests may enable or limit the potential effectiveness of innovation and entrepreneurship.

The minor requires five courses: a core curriculum of two E&I Foundations subjects and an elective subject in each of the three domains—E&I in Context, Leadership of Teams and Organizations, and E&I Experiential.

Core Curriculum

15.359[J]	Innovation Engineering: Moving Ideas to Impact	12
15.373[J]	Venture Engineering	12

Electives

E&I in Context

Select one of the following:		9-12
3.086	Innovation and Commercialization of Materials Technology	
6.805[J]	Foundations of Information Policy	

11.005	Introduction to International Development	
11.123	Big Plans and Mega-Urban Landscapes	
11.142	Geography of the Global Economy	
11.165	Urban Energy Systems and Policy ¹	
14.46	Innovation Policy and the Economy	
15.3641	Regional Entrepreneurship Acceleration Leaders (REAL)	
17.307	American Public Policy for Washington Interns	
17.309[J]	Science, Technology, and Public Policy	
17.315	Health Policy	
STS.002	Finance and Society	
STS.004	Intersections: Science, Technology, and the World	
STS.011	Engineering Life: Biotechnology and Society	
STS.032	Energy, Environment, and Society	
STS.081[J]	Innovation Systems for Science, Technology, Energy, Manufacturing, and Health	
STS.088	Africa for Engineers	
EC.701[J]	D-Lab: Development	
<i>Leadership of Teams and Organizations</i>		
Select one of the following: ²		9-12
2.96	Management in Engineering	
6.915[J]	Leading Innovation in Teams	
10.02	Foundations of Entrepreneurship for Engineers	
15.301	People, Teams, and Organizations Laboratory	
15.3941	Entrepreneurial Founding and Teams	
<i>E&I Experiential</i>		
Select one of the following:		9-12
2.009	The Product Engineering Process	
2.750[J]	Medical Device Design	
2.752	Development of Mechanical Products	
2.760	Global Engineering	
3.042	Materials Project Laboratory	
6.170	Software Studio	
6.811[J]	Principles and Practice of Assistive Technology	
6.813	User Interface Design and Implementation	
10.807[J]	Innovation Teams	

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11.127[J]	Design and Development of Games for Learning
15.3781	Building an Entrepreneurial Venture: Advanced Tools and Techniques
15.3901	New Enterprises
15.3991	Entrepreneurship Lab
CMS.339	Virtual Reality and Immersive Media Production
CMS.610	Media Industries and Systems: The Art, Science and Business of Games
CMS.611[J]	Creating Video Games
EC.720[J]	D-Lab: Design ³
Total Units	51-60

¹ Subject has prerequisites that are outside the program.

² Students in the GEL1 Certificate program may satisfy the requirement by completing a combined 12 units of 6.902, 6.911, and 6.912.

³ With permission of the minor advisor, one 9- or 12-unit D-Lab subject meeting the criteria for this category may be substituted.

In special cases, other advanced project coursework may be substituted with the approval of the minor advisor. A minimum of three subjects (or 36 units) taken for the Entrepreneurship and Innovation minor cannot also count toward a student's major or other minor.

For more information, contact the Innovation Initiative academic program manager, Liz Friedman (lizf@mit.edu), Room E70-1234, 617-715-2331.