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

**Electives**

Select one subject from each of the following groups: 33.36

**E&I in Context**

3.086 Innovation and Commercialization of Materials Technology

**Leadership of Teams and Organizations**

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
15.391 Entrepreneurial Founding and Teams

**E&I Experiential**

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
11.127[J] Design and Development of Games for Learning
15.3781 Building an Entrepreneurial Venture: Advanced Tools and Techniques
15.3901 New Enterprises

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
15.3641 Innovation Ecosystems for Regional Entrepreneurship Acceleration Leaders (iEco4REAL)
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
<table>
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<th>Course Title</th>
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<tr>
<td>15.3991</td>
<td>Entrepreneurship Lab</td>
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<td>16.84</td>
<td>Advanced Autonomous Robotic Systems</td>
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<td>Virtual Reality and Immersive Media Production</td>
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<tr>
<td>CMS.610</td>
<td>Media Industries and Systems: The Art, Science and Business of Games</td>
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<td>CMS.611[J]</td>
<td>Creating Video Games</td>
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<td>EC.720[J]</td>
<td>D-Lab: Design</td>
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Total Units: 57-60

1 Subject has prerequisites that are outside the program.
2 Students in the GEL1 Certificate program may satisfy the Leadership of Teams and Organizations subject 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 program manager, Lauren Tyger (tygerl@mit.edu), Room E70-1211, 617-253-6496.