

1. LEF LAB Project case (6cr)

General information

Language of instruction	English
Taught hours	12x3 hours (dependant on actual Project case)
Credits	6
Lecturers	Marc Clerkx

Objectives

Achieve goals together - irrespective of the course

- The student acts in an entrepreneurial manner (creative, innovative, plans/organises, takes calculated risks, etc.) by turning an idea into reality.
- The student can effectively and efficiently work as part of a multi-disciplinary team as part of a project for a customer and a specific target group/context.
- The student produces a workable and well-founded end result for his/her client and target group.
- Working in his or her own discipline, the student formulates a personal challenge that he/she wants to achieve in this course module.
- The student develops awareness of his/her own approach and values through concrete, authentic experiences on which he/she reflects during the project.
- The student is able to use design thinking methodology to produce an innovative solution

Learning outcomes

DLR 3: Entrepreneurship

The student demonstrates entrepreneurship, works independently and as part of a team, takes a methodical and accurate approach, and acts in a solution-focused and innovative way to optimise context-specific business and organisational processes.

DLR 4: Networking

The student is customer and service focused, and independently cultivates networks and contacts with various stakeholders.

DLR 5: Collaboration

You work professionally and constructively as part of a diverse team and take responsibility for a range of tasks and roles within a company or an organisation.

Requirements

English level B1

2. Educational activities

Course content

The LEFLAB Project case is a course offered by the ICE-Cube (ICE stands for innovation-creativity-entrepreneurship) whose aim is to encourage innovation, creativity and an entrepreneurial spirit among students of Thomas More Kempen. In this module, the students collaborate on a real-life innovative project in association with a player in the business world, across at least 2 units.

Aspects for the relevant units from a professional undergraduate course will be offered for each project.

Teaching methods

Working in a team on an independent basis the student develops a project for a customer in the business world and reports in the required form.

The student carries out a research assignment based on real life and demonstrates its theoretical basis and development.

To this end, we provide:

a practical assignment put forward by a customer from the business world during a kick-off session

lectures on entrepreneurial creativity, design thinking, Business Model Canvas, prototyping and pitching

practicals with coaches to guide the process

practicals without coaches where the team independently achieves progress in the process

3. Evaluation

Type and form

Continual assessment without examination during the examinations period

Learning resources used

Teleconferencing if required to work within international teams and networks

Method of testing

Open questions, pitch , international case competition participation

Explanatory notes

Resits

No opportunity to resit