



Syllabus Course description

Course title	Social Entrepreneurship
Course code	
Scientific sector	M-PED/04
Semester	2
Academic Year	2022-2023
Credits	6
Day and time of the lectures	From 5 p.m.
Place or/and online	Mostly online, but also in place in Bressanone-Brixen if the participants wish.
Total lecturing hours	36
Level	Master
Attendance	Not compulsory but very much suggested since the program is experiential.
Prerequisites	At least a B1 level of English is warmly suggested.

Specific educational	Problem based learning is probably the most exciting and
objectives	student centred didactics of the last decades. It is very
	much connected to the community and with
	entrepreneurs, and is structured around an
	entrepreneurial related challenge and active learning
	process based on three elements: learn something new
	(for example a principle, a method, a tool); apply it, and
	reflect on it.
	In practice a social entrepreneur launches a real-world
	challenge concerning their business. The learners work on
	the challenge for 3 maximum 4 weeks to generate an
	evidence-based solution and pitch it to the entrepreneur
	at the end. During this time the learners are regularly
	coached by the instructor in the "share out meetings".
	This pedagogy develops diverse learning outcomes that
	are obviously connected to the specific teaching and
	learning activities that the learners engage with to match
	the challenge. In general, however, the learners will learn
	how to analyze the relevant literature to find an
	appropriate solution to the challenge and will also learn to
	brainstorm and design a solution to the challenge through
	a human centred approach, also through trying it "out of
	the building" through interviews to possible costumers.
	They will learn how to design and deliver an affective
	presentation that meets the challenge given. Learners will
	eventually apply team work to small groups to solve the
	challenge and reflect on own and group team work to find
	areas of improvement. In terms of the EntreComp





	Framework, it is anticipated that the three main competences developed are related to work in groups, learn by doing and creativity.
Instructor	Daniele Morselli, <u>daniele.morselli@unibz.it</u> https://www.unibz.it/it/faculties/education/academic- staff/person/39786-daniele-morselli
Scientific sector of the lecturer	M-PED/03
Teaching language	English
List of topics covered	
Teaching format	Problem based learning for entrepreneurship education
Learning outcomes	The learning outcomes. At the end of the course, by participating actively, the participants will learn: Knowledge and understanding To make searches on the web to find and select evidence based information about a social challenge. Explain what design thinking and human centered design mean. Applying knowledge and understanding Apply group work to solve an authentic challenge. Apply interview techniques to obtain data from possible users and test own idea. Making judgments Formulate an innovative and evidence-based solution to match a social challenge through design thinking. Communication skills Present an evidence-based solution in front of an authentic audience. Learning skills Critical thinking to evaluate possible solutions. Reflect on learning process and on own and group performance.
Assessment	 A final group presentation of own idea in front of an authentic audience (2/3). Written reflections on the learning process (1/3).
Assessment language	English/Italian/German (what suits the participant best).
Evaluation criteria and	For group presentation (2/3 of overall mark):
criteria for awarding marks	 Quality of group work Quality, innovativeness and feasibility of the idea Quality of the final presentation
	For written reflections (1/3)

• Deepness of reflection.





Required readings	Selected articles challenge related with be given in class during the "jigsaw" exercise.
Supplementary readings	Each group decides which supplementary readings they need to match the challenge.