

# This Version is No Longer Current

The latest version of this module is available here

### MODULE DESCRIPTOR

## **Module Title**

| Business Ideas And Opportunities |               |             |        |  |
|----------------------------------|---------------|-------------|--------|--|
| Reference                        | BS2293        | Version     | 2      |  |
| Created                          | February 2017 | SCQF Level  | SCQF 8 |  |
| Approved                         | June 2018     | SCQF Points | 15     |  |
| Amended                          | August 2017   | ECTS Points | 7.5    |  |

# Aims of Module

To develop real life creative idea generation skills and knowledge and understanding of the characteristics of viable business opportunities, and to equip students with the skills required to explore a business opportunity, conduct a feasibility study and experience the challenges of idea generation in a practical task.

# Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Demonstrate practical idea generation and work effectively in a small team.
- 2 Explore and assess a business opportunity in a specified industry sector.
- 3 Design and undertake appropriate primary and secondary market, competition and customer research.
- 4 Undertake a reflective exercise and assess practicality of creative ideas.
- 5 Present and promote the business opportunity to potential stakeholders.

# **Indicative Module Content**

Lecture content will introduce the key issues surrounding idea generation, innovation, creative thinking, group dynamics and team formation, business opportunity recognition and evaluation, market knowledge, and competitor and customer analysis. Guest lectures and case studies of local entrepreneurs from key industry sectors (e.g. oil and gas, tourism, food and farming, and the creative industries) will expand student knowledge and understanding of the practical issues faced in identifying and researching a viable business opportunity. Working in small teams students will demonstrate practical idea generation and will further explore and assess the business opportunity performing the necessary background research to produce a feasibility study for, and implementation of, the idea generated.

#### Module Delivery

This module is delivered through lectures and the provision of online resources, accompanied by staff-directed tutorials and workshops to support student team work. Students undertake the necessary background research for their feasibility study and their presentation.

Students will work in teams to demonstrate real life creative idea generation. At the end of the challenge students will present their idea, execution, performance and a critique of the viability of their idea.

| Indicative Student Workload   | Full Time | Part Time |
|---|-----------|-----------|
| Contact Hours   | 36        | 36        |
| Non-Contact Hours   | 114       | 114       |
| Placement/Work-Based Learning Experience [Notional] Hours             | N/A       | N/A       |
| TOTAL   | 150       | 150       |
| Actual Placement hours for professional, statutory or regulatory body |           |           |

## **ASSESSMENT PLAN**

If a major/minor model is used and box is ticked, % weightings below are indicative only.

| Component 1  |                              |            |     |                    |            |
|--------------|------------------------------|------------|-----|--------------------|------------|
| Туре:        | Coursework                   | Weighting: | 50% | Outcomes Assessed: | 1, 4       |
| Description: | Individual reflective report |            |     |                    |            |
| Component 2  |                              |            |     |                    |            |
| Туре:        | Coursework                   | Weighting: | 50% | Outcomes Assessed: | 1, 2, 3, 5 |
| Description: | Group presentation           |            |     |                    |            |

# MODULE PERFORMANCE DESCRIPTOR

## **Explanatory Text**

The Module is assessed by two components: C1 - Coursework - 50% weighting. C2 - Group presentation - 50% weighting. Module Pass Mark = Grade D (40%)

| Module Grade | Minimum Requirements to achieve Module Grade:                                  |
|--------------|--|
| Α            | At least 70% on weighted aggregate and at least 35% in each component          |
| В            | At least 60% on weighted aggregate and at least 35% in each component          |
| С            | At least 50% on weighted aggregate and at least 35% in each component          |
| D            | At least 40% on weighted aggregate and at least 35% in each component          |
| E            | At least 35% on weighted aggregate   |
| F            | Less than 35% on weighted aggregate  |
| NS           | Non-submission of work by published deadline or non-attendance for examination |

| Module Requirements      |       |
|--------------------------|-------|
| Prerequisites for Module | None. |
| Corequisites for module  | None. |
| Precluded Modules        | None. |

Module Ref: BS2293 v2

# INDICATIVE BIBLIOGRAPHY

- 1 BURNS, P., 2022. *Entrepreneurship and small business: start-up, growth and maturity.* 5th ed. Basingstoke: Palgrave Macmillan.
- 2 RAE, D., 2014. *Opportunity-Centred Entrepreneurship.* London: Bloomsbury.