#### **NIRMA UNIVERSITY**

### **Institute of Management**

## Master of Business Administration (Full Time) Programme/ Integrated Bachelor of Business Administration-Master of Business Administration Programme/

# Master of Business Administration (Family Business & Entrepreneurship) Programme

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<b>Course Code</b>	MFT5SESM04	MBM5SESM04	MFB5SESM05
<b>Course Title</b>	Creativity and Innovation		

### **Course Learning Outcomes (CLO):**

At the end of the course, the students will be able to:

1. Make use of building blocks of creativity and innovation

The commercialization of creative and innovative ideas

- 2. Experiment with processes and methods of creative problem solving: observation, definition, representation, ideation, evaluation and decision making
- 3. Develop use of creativity in business settings

SyllabusTeaching HoursUnit I: Creative Thinking10• Creative thinking as a skillCreativity Techniques

Blocks to creativity	
Creative Personality	
<ul> <li>Creativity and innovation and their Creative mind-set</li> </ul>	
Six thinking hats	
Unit II: Ideation for Managers and Entrepreneurs	10
• Eight dimensional(8D) approach	
Business applications	
Unit III: Innovation and Entrepreneurship	10
<ul> <li>Creativity and innovation and their Commercialization</li> </ul>	
Example of creativity that leads to innovation	

•	Trends in technology development	
•	Corporate creativity: A planned process	
•	Special issues in creativity and innovation	
•	Entrepreneur: Their Characteristics	
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## **Suggested Readings:**

- 1. Runco, M. A., & Jaeger, G. J., The standard definition of creativity. Creativity Research Journal, 24(1), 92-96.
- 2. Etzkowitz, H. y Leydesdorff, L., The dynamics of innovation: From national systems and "Mode 2" to a Triple Helix of university government industry relations, Research Policy 29:109.

w.e.f. Academic Year 2019-20 and onwards