

Proposing an ICT-enhanced curriculum for global learning environment for Social Entrepreneurship for universities in Asia

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This paper presents a curriculum development endeavor for Social Entrepreneurship including the simulation of preparing for a venture business to the Mezzanine stage. It must be emphasized that the curriculum is not limited to business majors but also for all university students of various majors. In such a curriculum, Creative/Creative Thinking in the global team was the focus.

The curriculum has been pilot-tested on the Kansai University campus for five years with Japanese, Korean, Chinese, Taiwanese, Vietnamese, English, Dutch, German, and French students. The students formed international teams and developed their own brand/product after market research and planned and designed their dream project to come true. The teams with global team members considered target consumers, the fund for initiating a business, and the plan to bring the project to the Mezzanine stage.

The course was enhanced with the state-of-the-art ICT making the entire class, as well as all the team members, be on the same page of the learning process throughout the course. Such ICT tools for globally collaborative learning are show-cased in the presentation.

Summary

Although an oral presentation is requested. The proposed presentation could be a poster presentation.

Primary author: Prof. YAMAMOTO, Tosh (CTL Kansai University)

Co-authors: Prof. ONG, Benson (Dept. of Business, NYP Singapore); Prof. OKUNUKI, Maki (Hands-on Learning Center, Kwansai Gakuin University)

Presenters: Prof. ONG, Benson (Dept. of Business, NYP Singapore); Prof. YAMAMOTO, Tosh (CTL Kansai University)

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