Innovation learning goals / building blocks

List of (general) examples of knowledge, competence and skills inspired by existing innovation courses across the University of Copenhagen.

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Area: Value creation and creativity

The student is able to:

- Identify and evaluate opportunities for developing innovative solutions.
- Generate idea for new solutions
- Select and qualify ideas based on relevant criteria.
- Involve users / customers in order to determine usability, relevance and feasibility of a potential solution.
- Research and define a problem in interaction with relevant, external stakeholders
- Obtain and incorporate feedback on the solution targeted for a specific context
- Apply methods and techniques to develop innovative solutions in relation to a given subject area
- Communicate solutions to relevant audiences and partners
Area: Process Understanding

The student is able to:

• Determine when to make a decision in an innovation process
• Apply different methods to structure and organize the innovation process
• Assess how given resources are best used in an innovation process
• Select and apply appropriate methods in an innovation process
• Provide an overview of theory and models in relation to innovation
• Describe models and approaches for innovation
• Sort, organize and prioritize knowledge and information in the innovation process
• Participate in iterative processes
• Describe and reflect on innovation processes
• Acquire experience in concept development and business development in relation to the academic context
• Classify different types of innovation (product, process, service, organizational) and the degree of innovation (radical, incremental)
• Identify and deal with social and ethical issues related to the implementation of innovative products and services
• Understand the relationship between theory and practice in an innovation process
Area: Collaboration

The student is able to:

- Collaborate in interdisciplinary teams in order to plan and carry out activities in the innovation process and subsequent evaluation of this process
- Help to coordinate and delegate tasks in an innovation process
- Apply own and other people’s skills into play at the right time in an innovation process
- Develop and improve own and other people’s ideas and solutions
- Reflect on group dynamics of teamwork in an innovation process
- Contribute to a functional division of labor in the innovation process
- Give constructive feedback to collaboration partners
- Reflect on own role and other people’s roles in the innovation process
- Involve stakeholders at appropriate times in the innovation process
Area: to apply and integrate academic disciplines

The student is able to:

- Identify academic problems and issues of a given case / assignment
- Explain entrepreneurial and innovation processes with cases within own fields of study
- Assess whether a solution is feasible and useful in relation to own academic context
- Identify which academic content that is relevant for solving a given problem
- Develop recommendations for changing current practice
- Integrate academic disciplines in the development of innovative solutions
- Analyze and understand an issue based on own academic discipline
- Apply academic disciplines in various stages of the innovation process