



Republic of the Philippines
UNIVERSITY OF ANTIQUE TARIO-LIM MEMORIAL CAMPUS
Tibiao, Antique

College of Computer Studies
BACHELOR OF SCIENCE IN INFORMATION SYSTEM

COURSE SYLLABUS IN TECHNOPRENEURSHIP (TPREN 1)
(Effective First semester 2019 -2020)
Revised as of September 08, 2021

Vision

A leading university in science and technology by 2022.

Mission

The University shall provide quality, relevant, and responsive scientific, technological and professional education and advanced training in different areas of specialization; and shall undertake research and extension services in support to socio-economic development of Antique, the Filipino nation, and the global community.

Attributes of UA Graduates:

Universally Achieving

- Professionals imbued with high personal integrity and commitment
- Research – oriented innovators and lifelong learners;

- Intellectuals with strong nationalistic, environmental, cultural, and artistic sense; □ Development – driven leaders and socially responsible change agents; and □ Excellent workers with high technological and technical expertise.

CURRICULUM MAP

The graduate of the BS Information System program should have developed the ability to:

PROGRAM OUTCOMES SPECIFIC TO BSIS	LEVEL OF ARTICULATION IN THE COURSE
	(Introduced/Practiced with Supervision/Demonstrated)
(IS06) Deploy and use effectively skills, tools and techniques necessary for information systems practice.	1. Introduced
(IS09) Recognize the legal, social, ethical and professional issues involved in the exploitation of computer technology and be guided by the adoption of appropriate professional, ethical and legal practices both in the local and global community.	2. Introduced
(IS010) Recognize the need for and engage in an independent and life-long learning, planning, self-learning and improving performance as the foundation for on-going professional development.	3. Introduced
(I004)Development – driven leaders and socially responsible change agents	4. Introduced
(I005)Excellent workers with high technological and technical expertise.	5. Introduced

Course Information

Course Code: TPREN 1

Course Title: Technopreneurship

Course Description: This course introduces business with implementation of technology. It provides high values when it comes to technology and business together on a timely and accurate manner.

Pre requisite: None

Co requisite: None

Credit Units: 3 units

Lecture: 3 hours/week

Laboratory: None

Teaching-Learning Matrix:

PROGRAM OUTCOMES	PERFORMANCE INDICATOR	INTENDED LEARNING OUTCOME (ILO)	COURSE TOPICS	REFERENCES & RESOURCES	OUTCOMES – BASED TEACHING AND LEARNING (OBTL)	ASSESSMENT OF LEARNING OUTCOMES (ALO)	Time Allotment
							Lecture (hour)
		At the end of the discussion, the student can:					
2, 3, 4	Recite the University’s VMGO, college goals, and program objectives. Develop an understanding on course content, and system on assessing.	1. Be oriented with the vision, mission and goals of the University. 2. Be oriented of the objectives of the ITE Program	Orientation <ul style="list-style-type: none"> • UA Vision, Mission, Goals and Quality Policy • Objectives of the College of Computer Studies • Course Content/Grading 	C1	1. Discussion Forum 2. Virtual Lecture	1. Virtual Recitation	1

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	student's performance		<p>System/Course Requirements</p> <p>☐ Class Rules and Regulations</p> <p>Values Integration: Understanding, respect</p>	C2			
1, 3	Create an opportunity to conduct a virtual tour of technopreneurs in the computing community and hold a group collaboration and presentation	<ol style="list-style-type: none"> 1. Define basic terms for technopreneurship. 2. Compare the entrepreneurship with technopreneurship through processes and characteristics 3. Explain the importance of technopreneurship 	<p>Chapter 1. Introduction to Technopreneurship</p> <p>Lesson 1.</p> <ul style="list-style-type: none"> • Defining terms used in Technopreneurship <p>Lesson 2.</p> <ul style="list-style-type: none"> • Types of Technopreneurship, traits and characteristics • Importance of technopreneurship 	A1, A2, B2	<ol style="list-style-type: none"> 1. Discussion Forum 2. Virtual Lecture 3. Group Activity/ Presentation 4. Real world case studies 	<ol style="list-style-type: none"> 1. Online Activity 2. Virtual Recitation 3. Socratic Method 4. Reflective Assessment 	9
2, 3, 4	Develop creative presentation and reflective essays on the technopreneurship, development in the ICT industry	<ol style="list-style-type: none"> 1. Differentiate the importance and implications of technopreneurship 2. Discuss the importance and implications of technopreneurship 	<p>Chapter 1. Introduction to Technopreneurship</p> <p>Lesson 3.</p> <ul style="list-style-type: none"> • Difference between Cyberpreneurship and Techopreneurship 	A1, A2, B2, B3, B7	<ol style="list-style-type: none"> 1. Discussion Forum 2. Virtual Lecture 3. Collaborative Forum 4. Jigsaw 	<ol style="list-style-type: none"> 1. Virtual Recitation 2. Online Quiz thru LMS 3. Group Activity 4. Project-based 	9

		3. Discuss on successful global and local technopreneurs	Lesson 4. The Technopreneurial and Entrepreneurial Processes and Characteristics Lesson 5 <ul style="list-style-type: none"> • Successful global and local technopreneurs 		5. Concept Mapping	5. Podcast Assignment	
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1, 3	Define, enumerate and apply the various techniques of creativity and compare with computational creativity	1. Define creativity and its processes and requirements 2. Analyse, enumerate and master various creativity techniques	Chapter 2. Creativity and Innovation Lesson 6. Understanding Creativity <ul style="list-style-type: none"> • Creativity Defined • Creativity processes and techniques • Computational creativity Values Integration: Creativity	A3,A4,B3, B6	1. Discussion Forum 2. Virtual Lecture 3. Collaborative Forum 4. Sketchnoting	1. Online Activity 2. Virtual Recitation 3. Online Quiz thru LMS 4. Group Activity 5. Reflective Activity	9
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1, 3	Define and describe concept of innovation and its type, and develop reflective essay.	<ol style="list-style-type: none"> 1. Define what Innovation is and its concept. 2. Describe and understand innovation in different manner. 3. Differentiate between innovation and invention. 4. Master and understand the types of Innovation 	<p>Chapter 2. Creativity and Innovation Lesson 7.</p> <ul style="list-style-type: none"> • What is Innovation • Principles of Innovation • Types of Innovation <p>Values Integration:</p> <ul style="list-style-type: none"> • Innovative • Patience 	A4,B6,B7	<ol style="list-style-type: none"> 1. Discussion Forum 2. Virtual Lecture 3. eSourcing 4. Case Analysis 	<ol style="list-style-type: none"> 1. Online Activity 2. Online Quiz thru LMS 3. Assignment 	8
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2, 3, 4	Analyse and apply the Intellectual property concepts, products, procedures and conceptualize issues on creation and integrity through essay and visual forms	<ol style="list-style-type: none"> 1. Define Intellectual Property 2. Determine the needs of Intellectual Property 3. Identify the types of Intellectual Property and procedures of IP Products 	<p>Chapter 3. The Intellectual Property Lesson 8.</p> <ul style="list-style-type: none"> • The Types of Intellectual Property <p>Lesson 9.</p> <ul style="list-style-type: none"> • Procedure of Intellectual Property Products 	B4,B5	<ol style="list-style-type: none"> 1. Discussion Forum 2. Virtual Lecture 3. eSourcing 	<ol style="list-style-type: none"> 1. Online Activity 2. Online Quiz thru LMS 3. Assignment 	8
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1, 3, 4, 5	Develop realistic IT Business Plan applicable to computing community using effective software tools	<ol style="list-style-type: none"> 1. Analyse business plan methods. 2. Distinguish and master the Key Principles and outline in Creating an IT Business Plan 3. Develop present business plan outline 	<p>Chapter 4. The IT Business Plan</p> <p>Lesson 10.</p> <ul style="list-style-type: none"> • The Business Plan Method <p>Lesson 11.</p> <ul style="list-style-type: none"> • Key Principles of IT Business Plan <p>Lesson 12.</p> <ul style="list-style-type: none"> • The Business Plan Outline <p>Values Integration: Creativity/ Innovative</p>	A5,B1	<ol style="list-style-type: none"> 1. Discussion Forum 2. Brain Storming 3. Case Analysis 4. eSourcing 	<ol style="list-style-type: none"> 1. Online Activity 2. Online Quiz thru LMS 3. IT Business Plan Proposal 4. Project 	9
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References:

A. Books

- [1] Barreira ,J., et.al. (2012).Technopreneurship: Strategy, Innovation and Entrepreneurship. Pearson Education South Africa.
- [2] Jubilo ,A . (2018). The Explainer: Technopreneurship. All Rights Reserved - Standard Copyright License. ISBN 9780359026913
- [3] Mankani, D . (2003). Technopreneurship: The Successful Entrepreneur in the New Economy. Pearson/Prentice Hall.
- [4] Mbizi ,R . (2012). Principles of Innovation and Technopreneurship. Lap Lambert Academic Publishing GmbH KG.
- [5] Shelters, D. (2013). Start-up Guide for the Technopreneur. Published by John Wiley & Sons Singapore Pte. Ltd. 1 Fusionopolis Walk, #07-01 South Tower, Singapore 138628.)

B. Online Resources

- [1] Almeida, F., Santos, J. (2018). The business Plan Reference Manual fro IT Businesses. River Publishers. Retrieved from https://www.researchgate.net/publication/329391447_The_Business_Plan_Manual_for_IT_Businesses
- [2] Canlas, R. (2020). Technopreneruship. Retrieved from <https://www.scribd.com/doc/32550106/Technopreneurship-Outline-v1> on July 5, 2020.
- [3] Developing Technopreneur. Retrieved on July 5, 2019 from <https://www.philstar.com/business-as-usual/2006/12/25/3762/developing-technopreneurs#OYFvRh23zEdo6oK.99>
- [4] Intellectual Property. Retrieved from <https://www.wipo.int>.
- [5] Purvis, S. The Fundamentals of IP for the Entrepreneur. Retrieved from www.uspto.gov on September 12, 2020.
- [6] Roy, A. (2019). Retrieved from <https://www.scribd.com/doc/191141063/Chapter-1-IntroTechnopreneur#> on May 8, 2019.
- [7] Ruben, L, (2019).Retrieved from <http://www.rubenlicera.com> on July 4, 2019

C. Others

- [1] University Code
- [2] Student Handbook

GRADING SYSTEM:

Final Grade = [(50% Midterm Grade)] + [(50% Tentative Final Grade)]

Grading Components	
LMS-Based/Modular	

Access to LMS, Completion of Activities, Assignments, Answers in Chat/Forum/Module	15%
Required Major Final Output	20%
Quizzes (Synchronously or asynchronously given)	15%

Optional or Integrated with the term exam	15%
Term examination	35%
	100%

Course Requirements: In order to pass this course, the student should comply with all the requirements and have a grade not lower than 75% or 3.0.

Prepared by:

Checked and Verified by:

LONDABEE P. MARGARSE, MIS

Course Instructor

Recommended for Approval by:

Approved by: