

Content

| Course Code | Course Name | Semester | Theory | Practice | Lab | Credit | ECTS |
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| G467 | Leading Digital Transformation and Innovation | 7 | 0 | 3 | 3 | 3 | 5 |

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| Prerequisites | |
| Admission Requirements | |

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| Language of Instruction | English |
| Course Type | Elective |
| Course Level | Bachelor Degree |
| Objective | The aim of this course is to teach students how to develop a business idea, how to create a new business model, how to transform existing business models and how to make their presentation. |
| Content | <p>Week 1: Basic Concepts: Digital transformation, innovation. Why digital transformation? What is the role of innovation culture in digital transformation?</p> <p>Week 2: What is Business Model? What are the key components?</p> <p>Week 3: How to define "Customer Segment"? How to formulate a "Value Proposition"?</p> <p>Week 4: What are the channel types? How are channels planned? How to edit Customer Relationships?</p> <p>Week 5: What are the types of income stream? How to design "Cost Structure"?</p> <p>Week 6: What are Basic Resources, Basic Activities and Basic Partnerships in an enterprise? How is the relationship between these established?</p> <p>Week 7: MIDTERM EXAM</p> <p>Week 8: Four main components of Digital Transformation: Customer, Competition, Data and Value.</p> <p>Week 9: Developing platform, not product / service.</p> <p>Week 10: Developing digital competencies: Process, basic tools, application.</p> <p>Week 11: Developing leadership competencies: Process, basic tools, practice.</p> <p>Week 12: Transferring / matching the value proposal to digital.</p> <p>Week 13: Visual Thinking, Story Telling</p> <p>Week 14: The presentation of Innovation / Digital Transformation idea.</p> |
| References | <ul style="list-style-type: none"> · New Venture Creation, Stephen Spinelli, Jr. & Robert Adams, 9th Edition, 2012, McGraw-Hill Education, New York. · Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers, Alexander Osterwalder, Yves Pigneur, Wiley Sons Ltd. 2010. · Value Proposition Design: How to Create Products and Services Customers Want, Alexander Osterwalder, Wiley Sons Ltd. 2016. · Business Model You: A One-Page Method For Reinventing Your Career by Tim Clark, Wiley Sons Ltd. 2014. · The Digital Transformation Playbook, David L. Rogers, Columbia Business School Publishing, 2017. · Leading Digital, Turning Technology into Digital Transformation, Geroge Westerman, Harvard Business Review Press, 2016. |

Theory Topics

| Week | Weekly Contents |
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| 1 | Basic Concepts: Digital transformation, innovation. Why digital transformation? What is the role of innovation culture in digital transformation? |
| 2 | What is Business Model? What are the key components? |
| 3 | How to define "Customer Segment"? How to formulate a "Value Proposition"? |
| 4 | What are the channel types? How are channels planned? How to edit Customer Relationships? |

| Week | Weekly Contents |
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| 5 | What are the types of income stream? How to design "Cost Structure"? |
| 6 | What are Basic Resources, Basic Activities and Basic Partnerships in an enterprise? How is the relationship between these established? |
| 7 | MIDTERM EXAM |
| 8 | Four main components of Digital Transformation: Customer, Competition, Data and Value. |
| 9 | Developing platform, not product / service. |
| 10 | Developing digital competencies: Process, basic tools, application. |
| 11 | Developing leadership competencies: Process, basic tools, practice. |
| 12 | Transferring / matching the value proposal to digital. |
| 13 | Visual Thinking, Story Telling |
| 14 | The presentation of Innovation / Digital Transformation idea. |