TECHNOLOGY INNOVATION AND ENTREPRENEURIAL ENGINEERING, M.S.

The goal of the program is to inspire and nurture the culture of innovation among students of engineering and computing. The program includes an integrated curriculum, new venture creation projects and an innovation immersion module, and is taught by a blend of academic faculty as well as experienced entrepreneurs and investors from private sector. Students learn about innovation theories as well as real-world examples. It is expected that the graduates of this program will demonstrate knowledge in technology ideation, prototyping, business plan development, venture creation, legal protection, corporate innovation strategies and entrepreneurial practices.

Program Requirements
The admission criteria will generally conform to those currently required by the USC Graduate School. Individuals with the following qualifications will be considered for admission into the program:

• Must hold a B.S. degree from an accredited program (or equivalent if from an international university) in engineering, computing, technology disciplines, or science, and must provide transcripts from the institution where the degree was obtained.
• A minimum undergraduate grade point average (GPA) of 3.0.
• International students are required to submit qualifying TOEFL or equivalent test score.
• Individuals may request a waiver of some of the above requirements (e.g., undergraduate GPA less than 3.0, or undergraduate degree not in engineering) and admission to the program if they provide sufficient evidence to the graduate program director that they have had compensatory industrial experience to warrant an exception.

Learning Outcomes
1. The student learning outcomes for the program is that students demonstrate knowledge in navigating through the entrepreneurial process including ideation feasibility analysis prototyping legal protection business model development and capital raise.

Degree Requirements (30 Hours)

<table>
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<tr>
<th>Requirements</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>Engineering and Computing</td>
<td>18</td>
</tr>
<tr>
<td>Business</td>
<td>9</td>
</tr>
<tr>
<td>Law</td>
<td>3</td>
</tr>
</tbody>
</table>

Required Courses (24 Hours)

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ECIV 707</td>
<td>Management of Engineering Projects</td>
<td>3</td>
</tr>
<tr>
<td>EMCH 522</td>
<td>Design for Manufacture and Assembly</td>
<td>3</td>
</tr>
<tr>
<td>ENCP 730</td>
<td>Cases in Technology Feasibility Analysis</td>
<td>3</td>
</tr>
<tr>
<td>ENCP 735</td>
<td>Developing and Launching New Ventures in Science and Technology</td>
<td>3</td>
</tr>
<tr>
<td>ENCP 737</td>
<td>Entrepreneurial Laboratory</td>
<td>6</td>
</tr>
<tr>
<td>COSM 701</td>
<td>Business and Legal Issues for Science Managers</td>
<td>3</td>
</tr>
</tbody>
</table>

MGMT 777    Innovation and New Venture Analysis    3
Total Credit Hours 24

Business Electives (6 Hours)
Choose two approved business courses (500-level or above). Students should consult with the program director prior to enrolling in elective courses.

Comprehensive Assessment
Upon the completion of 24 credit hours of coursework, students are required to complete successfully a comprehensive exam. The exam will include a case study report that synthesizes and integrates knowledge gained from the core courses of the program.