

NOME DEL CORSO	<b>METODOLOGIA DELLA PROGETTAZIONE</b> Startup e nuovi modelli economici
TIPOLOGIA (indicare se il corso è obbligatorio oppure se si tratta di un'attività a libera scelta dello studente)	Obbligatorio
CICLO DI STUDIO (indicare se triennio o biennio)	Biennio
ANNO DI INSEGNAMENTO	2023/2024
DURATA DEL CORSO (semestrale o annuale)	Annuale
CREDITI	6
NOME E COGNOME DELLA PROFESSORESSA/PROFESSORE	Marco Pardo
BREVE DESCRIZIONE DEGLI OBIETTIVI/FINALITA' DEL CORSO	<p>L'imprenditoria nel XXI secolo sta mutando radicalmente. I cambiamenti tecnologici, quelli relativi ai mercati di capitali, e ancora quelli sociali e culturali hanno consentito lo sviluppo di un numero consistente di startup legate all'innovazione sia tecnologica che sociale, anche in paesi emergenti. Le startup sono diventate quindi un importante fattore di sviluppo economico e di occupazione. Seppur non esista una ricetta per diventare imprenditori innovativi, il corso intende approfondire il processo di creazione di una nuova impresa, dall'analisi del mercato allo sviluppo del prodotto, alla scelta dei partner, ai concetti di vendita e marketing, cercando soluzioni ai problemi che si porranno. Si analizzeranno inoltre gli elementi del nuovo ecosistema dell'imprenditoria. Il quadro concettuale di riferimento che verrà utilizzato sarà il <i>business model canvas</i>, il <i>value proposition canvas</i> e il <i>lean startup canvas</i>. Si tratta di un corso che aggiunge al quadro concettuale un percorso operativo. Gli studenti, in gruppo, dovranno lavorare per preparare il lancio di una startup, percorrendo tutti i passi necessari. Le lezioni 4 e 5 saranno tenute in inglese.</p> <p>Il corso consente di acquisire competenze la generazione delle idee e il processo di costruzione di un'ipotesi di startup. Lo studente, attraverso un lavoro di gruppo, sarà coinvolto nello sviluppo operativo di un'idea sperimentando l'intero processo. La finalità del corso è quindi quella di affrontare i passi, incluso la preparazione del pitch, per presentare l'idea innovativa su cui si basa il possibile sviluppo della startup</p>
METODOLOGIA DI INSEGNAMENTO (indicare se in presenza o a distanza)	Presenza
PREREQUISITI	/
PROGRAMMA DEL CORSO	<p><b>a. Un mondo di opportunità?</b></p> <p>Presentazione del percorso: testi e articoli di riferimento, modalità dell'esame, <i>project work</i></p> <p>I macrotrend tecnologici</p> <p>I concetti di economia circolare</p>



	<p>Avere impatto Culture emergenti Il problema? Le grandi sfide del nostro presente Le parole chiave: <i>sharing, collaboration, codesign, open, social innovation</i></p> <p><b>b. Innovazione e generazione di nuove idee</b> Scelta del <i>project work</i> e dei gruppi Il codice della creatività Framework per lo sviluppo della creatività (ZIZOZI) 10 tipologie di innovazione Il concetto di <i>disruptive innovation</i> Il paradigma delle imprese sociali e il concetto di impatto: accendere lo sviluppo Studio di casi.</p> <p><b>c. Startup (in English)</b> Startup definition and world ecosystems The framework: tools and methods Lean startup canvas Business model canvas Examples</p> <p><b>d. Nuovi modelli di business</b> Business model patterns Platform business Sharing economy La forza del Network Modelli di ricavo Studi di caso</p> <p><b>e. Lo sviluppo del mercato: convalida il tuo progetto</b> Sviluppo dei clienti: scopri il tuo mercato Product/market fit: Value proposition canvas Concetti di prototyping Metriche MVP: il prodotto/servizio con le caratteristiche minime L'approccio scientifico: ipotesi e test Concetto di pivoting Studi di caso</p> <p><b>f. Come finanzia la mia startup</b> La nuova cultura imprenditoriale Gli attori dell'ecosistema Dove partire? Le startup competition Le modalità di finanziamento</p>
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	<p>Studi di caso</p> <p><b>g. Convincere</b> Struttura di un pitch A chi mi presento? Come preparare un pitch per i diversi interlocutori Business plan? Studi di caso</p> <p><b>h. Lo sviluppo e la crescita</b> I motori della crescita Il ciclo di sviluppo Traction Studi di caso</p> <p><b>i. A nessuno piace fallire</b> Strategia Gli errori fatali Studi di caso</p>
<p>EVENTUALE BIBLIOGRAFIA/SITOGRAFIA</p>	<p>Slide, articoli e selezioni di casi indicati dal docente all'inizio del corso. La bibliografia indicata è indicativa per eventuali approfondimenti, salvo le parti che verranno indicate all'inizio del corso. Alcuni testi sono disponibili anche in traduzione italiana. Si è comunque preferito indicare l'opera in lingua originale.</p> <p><b>a. Modelli di Business</b></p> <ul style="list-style-type: none"> <li>• Business Model Generation, A. Osterwalder Yves Pigneur, Wiley, 2010</li> <li>• Value proposition design, A. Osterwalder Yves Pigneur, Wiley, 2014</li> <li>• The Business Model Navigator, O. Gassaman K. Frankenberger M. Csik, FT publishing, 2014</li> <li>• The Business Model Innovation Factory, S. Kaplan, Wiley, 2012</li> </ul> <p><b>b. Startup cycle</b></p> <ul style="list-style-type: none"> <li>• The entrepreneur's guide to customer development, B. Cooper, P. Vlaskovits, 2010</li> <li>• The startup playbook, D. Kidder, Chronicle Books, 2012</li> <li>• Startup vincenti dall'idea al successo, Jason L. Baptiste, Hoepli, 2012</li> <li>• Startup, dall'idea al successo, Hoepli, 2016</li> </ul>



- Zero to One notes on startup, P. Thiel, Virgin Books, 2014
  - The next step guiding you from idea to startup, M. Libes, 2013
  - The startup owner's manual. The step by step guide for building a great company, S. Blank B. Dorf 2012
  - Start small, stay small: A developer's guide to launching a startup, r. Walling, 2010
  - If you really want to change the world. A guide to Creating Building and Sustaining Breakthrough ventures, H. Kressel N. Winarsky
  - Growth Engines, S. Ellis Morgan Brown, unlockinggrowth, 2014
  - The entrepreneur roller coaster, D. Hardy, Success, 2015
  - The Startup Kit, Emma Jones, Enterprise Nation, 2013
  - The \$100 startup, Chris Guillebeau, MacMilann, 2012
  - The Start-up J Curve. The six steps to entrepreneurial success, Howard Love, Greenleaf book group press, 2016
  - The art of opportunity. How to build, grow and venture through strategic innovation and visual thinking, M. Sniukas P. Lee Matt Morasky, Wiley, 2016
- c. Sviluppo mercato**
- The four step to epiphany successful. Strategies for products that win, S. Blank, Quad Graphic, 2007
  - Traction. How a startup can achieve explosive customer growth, G. Weinberg J. Mares, Portfolio Penguin, 2015 Crossing the Chasm, Marketing and selling Disruptive Products to Mainstream Customers, Geoffrey A. Moore, HarperCollins, 2014
  - Impresa 4.0 Marketing e comunicazione digitale a 4 direzione, Frano Giacomazzi Marco Camisani Calzolari, Pearson Paravia, 2008
  - Ask, R. Levesque, Duham books, 2015



- The science for growth. How facebook beats friendster- and how nine other startups left the rest in the dust. Sean Ammirati, St. Martin's Press, 2016

**d. Metodologia Lean**

- The lean startup, E. Ries, Crown Publishing Group, 2011
- Lean Scaling, Mastering the lean metrics for startup growth, A. Maurya, Protfolio peguin, 2015
- Running lean. Iterate a plan A to a plan that works, A. Maurya, O'Reilly, 2012
- The Lean Product Playbook. How to innovate with minimum viable products and rapid customer feedback, D. Olsen, Wiley, 2015
- Validating Product Idea through lean user Research, T. Sharon, Rosenfeld Media, 2016
- Lean Analytics, Use data to build a better startup Faster, Alistair Croll, Benjamin Yoskovitz, O'Reilly, 2013

**e. Innovazione e sviluppo prodotto**

- Designing for growth. A design thinking tool kit for managers, J. Liedtka T. Ogilvie, Columbia Business School, 2011
- Change by design, Tim Brown, Harper Business, 2009
- The innovator's dilemma, Clayton M. Christensen, Harper Business, 2011
- The three box solution. A strategy for leading innovation, V. Govindarajan, Harvard Business review press, 2016
- Strategize. Product Strategy and Product Roadmap Practices for the digital Age, R. Pichler, Pichler consulting, 2016
- Monetizing Innovation How smart companies design the products around the price, M. Ramanujam, G. Tacke, Wiley, 2016
- Hooked. How to build habit forming products. Nir Eyal, Peguin, 2014



- The automatic customer. Creating a Subscription business in any industry, John Warrilow, Penguin, 2015
- Universal principles of design, W. Lidwell, K. Holden, Rocket Publishers, 2003
- The art of the start 2.0, Guy Kawasaki, Penguin, 2015

**f. Contesto**

- The inevitable Understanding: the 12 technological forces that will shape our future, K. Kelly, Viking, 2015
- Let my people go surfing, Y. Chouinard, Peguin Books, 2006
- Start-up nation. The story of Israel's Economic Miracle, Dan Senor and Paul Singer, Twelve Hachette Book Group, 2009
- The shift. The future of work is already here, L. Gratton, Collins, 2011
- The industries of the future, A. ross, S&S, 2016
- La società a costo marginale zero, J. Rifkin, Mondadori, 2014

**g. Cultura e creatività**

- Rework Manifesto del nuovo imprenditore minimalista, Jason Fried David Heinemeier Hansson, Etas, 2010
- Out of Our Minds: Learning to be Creative, Sir Ken Robinson, Capstone, 2011
- Cracking the Creativity Code: Zoom in/Zoom out/Zoom in Framework for Creativity, Fun, and Success, Arei Ruttenmerg and Shlomo Maital, sage, 2014
- Our Iceberg Is Melting: Changing and Succeeding Under Any Conditions, John Kotter and Holger Rathgeber, Penguin, 2005
- Bitcoin. The future of Money, Dominic frisby, Unbound, 2014
- Pinpoint. How GPS is changing technology, culture and our minds, G. Milner, W.W. Norton & Company, 2016



- Connectography. Mapping the Global Network Revolution, P. Khanna, W&N, 2016
- The business Blockchain. Promise, practice and application of the next internet technology, W. Mougayar, Wiley, 2016
- Blockchain Revolution. How the technology behind bitcoin is changing money, business and the world, D. Tapscott A. Tapscott, Protfolio Peguin, 2016
- The Fourth Industrial Revolution, K. Schwab, World Economic forum, 2016
- Strategia Oceano Blu. Vincere senza competere, W. Chan Kim Renée Mauborgne, Etas, 2005

#### **h. Platform Business**

- Platform Revolution. How networked markets are transforming the economy and how to make them work for you, G. Parker M. Alstynne S. Choudary, N&C, 2016
- The matchmaker. The new economics of Multisided Platforms, D. Evans, R. Schmalensee, Harvard Business Review Press, 2016
- Platform scale. How an emerging business model helps startups build large empires with minimum investment, S. Choudary, 2016

#### **i. Impatto sociale**

- The social Labs revolution A new approach solving our most complex challenge, Zaid Hassan, BK books, 2014
- Social Entrepreneurship Business Models, K. Sommerrock, Palgrave, 2010
- New Frontiers in Social Innovation Research, A. Nicholls J. Simon, M. Gabriel, palgrave, 2015
- The social Entrepreneur's Playbook Pressure test, Plan, Launch and Scale your enterprise. I. MacMillan, J. Thompson, Wharton Digital Press, 2013
- The sharing economy the net of employment and the rise of crowd-based capitalism, A. Sundararajan, The Mit Press, 2016



MODALITA' DI SVOLGIMENTO DELL'ESAME (indicare se, ad esempio, sia necessario preparare degli elaborati specifici per il superamento dell'esame)	Project work di gruppo. Il project work consiste nello sviluppo pratico del processo che porta dall'idea ad una startup ed è soggetto a revisione. (60%) Esame orale, in parte in lingua inglese. (40%)
LINGUA DI INSEGNAMENTO	Italiano/inglese

NAME OF THE COURSE	<b>DESIGN METHODOLOGY</b> Startup and new economic models
TYPE	Mandatory
CYCLE	Master
YEAR OF STUDY WHEN THE COMPONENT IS DELIVERED (IF APPLICABLE)	2023/2024
SEMESTER/TRIMESTER WHEN THE COMPONENT IS DELIVERED	Annual
NUMBER OF ECTS CREDITS ALLOCATED	6
NAME OF LECTURER(S)	Marco Pardo
LEARNING OUTCOMES	<p>Entrepreneurship in the 21st century is evolving rapidly. The changes in technology, in capital markets and moreover the social and cultural changes are challenging new entrepreneurs to build innovation-based startups, even in emerging markets. Startups are a possible solution to important issues such as economic and social development. There is no pre-made road to entrepreneurship. We can learn the process of how to create an innovation-based new venture, working through issues of market analysis, product life-cycle planning, partner selection, sales and marketing. The most important startup ecosystems will be analysed too. As a framework for all of this, we will use the <i>business model canvas</i>, the <i>value proposition canvas</i> and the <i>lean startup canvas</i>. This is a hands-on course that teaches a rigorous framework as well as providing valuable experience to students. Students will work in teams to prepare a company launch, mapping all the practical steps associated with forming a brand-new company. Lesson 4 and lesson 5 and five will be held in English.</p> <p>This course teaches how to develop creativity and learn the process of how to create an innovation-based new venture. Students will work in teams to launch their idea, mapping essential parts of a startup launch. It will be a step by step guide through a startup process, from idea to pitch.</p>





MODE OF DELIVERY (FACE-TO-FACE/DISTANCE LEARNING ETC.)	Face-to-face
PREREQUISITES AND CO-REQUISITES (IF APPLICABLE)	/
COURSE CONTENT	<p><b>j. A World of opportunity?</b>  Course presentation: textbooks, selection of readings, assessment methods, course assignment (project work)  Technological trends  Emerging culture and emerging markets  Big issues to solve  keywords: <i>sharing, collaboration, co-design, open, social innovation</i></p> <p><b>k. Innovation and creativity</b>  Course assignment: project works and teams  The creativity code  Framework to creativity development (ZIZOZI)  10 types of innovation  the <i>disruptive innovation</i>  social impact and social innovation-based companies  case studies.</p> <p><b>l. Startup (in English)</b>  Startup definition and world ecosystems  The framework: tools and methods  Lean startup canvas  Business model canvas  Examples</p> <p><b>m. New business models</b>  Business model patterns  Platform business  Sharing economy  The network value  Revenue models  Case studies</p> <p><b>n. Market development: Product/market fit</b>  Customer development: discover your market  Product/market fit: Value proposition canvas  Prototyping  Metrics  MVP: minimum viable product  hypothesis and test  Pivoting  Case studies</p>



	<p><b>o. How do I get the money</b> The new entrepreneurship Ecosystems Where do I start? Startup competitions Funding Case Studies</p> <p><b>p. Pitching</b> Pitch structure How and to whom do I pitch my idea? How to prepare a pitch? Business plan? Case Studies</p> <p><b>q. Development and growth</b> Growth engine Development cycle Traction Case studies</p> <p><b>r. Nobody wants to fail</b> Strategy Most common mistakes Case studies</p>
<p>RECOMMENDED OR REQUIRED READING AND OTHER LEARNING RESOURCES/TOOLS</p>	<p>Selection of readings and cases indicated at the beginning of the course by the instructor. The books listed are useful to get deeper into the program of the course. None of them are mandatory.</p> <p><b>j. Business models</b></p> <ul style="list-style-type: none"> <li>• Business Model Generation, A. Osterwalder Yves Pigneur, Wiley, 2010</li> <li>• Value proposition design, A. Osterwalder Yves Pigneur, Wiley, 2014</li> <li>• The Business Model Navigator, O. Gassaman K. Frankenberger M. Csik, FT publishing, 2014</li> <li>• The Business Model Innovation Factory, S. Kaplan, Wiley, 2012</li> </ul> <p><b>k. Startup cycle</b></p> <ul style="list-style-type: none"> <li>• The entrepreneur's guide to customer development, B. Cooper, P. Vlaskovits, 2010</li> <li>• The startup playbook, D. Kidder, Chronicle Books, 2012</li> </ul>



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- I. Customer development**
- The four step to epiphany successful. Strategies for products that win, S. Blank, Quad Graphic, 2007
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**m. Lean methods**

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**n. Innovation and product development**

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- p. Culture and creativity**
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	<ul style="list-style-type: none"> <li>The sharing economy the net of employment and the rise of crowd-based capitalism, A. Sundararajan, The Mit Press, 2016</li> </ul>
ASSESSMENT METHODS AND CRITERIA	<p>Project work. Every group will need to submit an idea for a new business and develop it using the framework. The main deliverable will be the pitch. (60%)</p> <p>Oral exam, partly in English. (40%)</p>
LANGUAGE OF INSTRUCTION	Italian/English

