

# Course Outline Department of Management School of Business and Economics

## ORGB 3750-3 Creativity and Innovation (3,0,0)

### **Calendar Description**

Students explore the theory and practical strategies for promoting creative and innovative thinking in the workplace and managing employees through these processes. Topics include types of innovation, the S-shaped diffusion curve, generating new ideas, recognizing opportunities, moving innovations to the market, creativity and creative groups, enhancing creativity, and leading creativity.

### **Educational Objectives/Outcomes**

Upon completion of the course, students will be able to:

- 1. Discuss various types of innovative processes.
- 2. Describe the strengths and weakness of the S-curve model of innovation.
- 3. Apply the key planning elements of idea generation.
- 4. Demonstrate the process of opportunity recognition.
- 5. Identify the key steps in moving an innovation to the market.
- 6. Explain the components of the individual and group creativity.
- 7. Illustrate a command of the issues found with creating a culture of innovation.
- 8. Critique the role of a leader in facilitating creativity with the organization.

### **Prerequisites**

CMNS 1290; ORGB 2810

### Co-requisites

None

### Texts/Materials

Harvard Business Essentials, <u>Managing Creativity and Innovation</u>, Harvard Business Press, 2003.

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### **Student Evaluation**

Tests/quizzes		20-40%	
Case studies/research proje	ects/assignments	20-40%	
Final exam	_	30-50%	

### **Course Topics:**

- 1. Types of Innovation
  - Incremental and radical innovation
  - Factors that favor incremental innovation
  - Innovations in processes
  - Service innovations
- 2. The S-Curve
  - The S-curve model of innovations
  - Limits to the S-curve model
- 3. Generating Ideas
  - New knowledge
  - Empathic designs
  - Invention factories and Skunkworks
  - Mental preparation
- 4. Recognizing Opportunities
  - Tools for recognizing opportunities
  - Business evaluation
- 5. Moving Innovations to Market
  - Idea funnel
  - Stage-Gate systems
  - Financial issues in process
- 6. Creativity and Creative Groups
  - Components of individual creativity
  - Characteristics of creative groups
  - Time pressure and creativity
- 7. Enhancing Creativity
  - Organizational enrichment
  - Workplace culture for creativity
- 8. Leading Creativity
  - Developing a creative culture
  - Creativity and strategy
  - Facilitating the creative workforce

# As per TRU Policy Attendance Requirements – Include if different from TRU Policy As per TRU Policy Special Course Activities – Optional Use of Technology – Optional

**Methods for Prior Learning Assessment and Recognition** 

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