

### COMPUTER ENTREPRENEURSHIP BACHELOR

BLOCK NAME	HUMAN SCIENCE 3
BLOCK CODE	HS-L3
COURSE	2
LEVEL	3
ECTS CREDITS	6
<b>CLASS HOURS</b>	60
HOMEWORK	90
TOTAL HOURS	150

#### DESCRIPTION

This block introduces students into a range of different topics which will enrich them as human beings and professionals. These topics will be taught by experts in their fields which will share their knowledge through different sessions. These sessions will be characterised by the teaching of atypical abilities and knowledge through practical learning and student engagement.

### PRE-REQUISITES

None

## **OBJECTIVES**

The goal is to enable students to be self-sufficient and have a broad mindset. This will enable them to tackle challenges faced in the real world. They will acquire knowledge and many skills not contemplated in traditional university curriculums. Very few times are these abilities innate, and it is necessary that they are learned and practiced, as they are just as important as any traditional hard skill.

## SKILLS TO BE DEVELOPED

- 1 Public Speaking.
- 2 Teamwork.
- 3 Effective Communication.
- 4 Critical and Exponential Thinking.
- 5 Creativity.
- 6 Self-motivation.
- 7 Fear and Pressure Management.
- 8 Ability to debate ideas and negotiate.
- 9 Empathy.
- 10 Adaptability.
- 11 Cultural Enrichment.
- 12 Problem solving.
- 13 Understanding of business notions (competition, UX, entrepreneurship, business models and planning...).
- 14 Holistic Mindset.

#### **SYLLABUS**

- 1 Geopolitics.
- 2 Data Management.
- 3 Culture and Anthropology.
- 4 -Drawing.
- 5 Foresight.
- 6. Decision making and Negotiation.

# METHODOLOGY

Students will have to attend class and learn from different professional experts in their field. Each expert will have their own methodology of teaching, but in general terms learning will be done through expert presentations, student engagement in these presentations, real life simulations, home work, and a final assignment.

## DEDICATION AND EVALUATION

**Participation policy:** Class attendance is required and graded in this course.

Class attitude: Participation and contribution in class will also be graded.

**Real life simulations:** Throughout the different topics students will be put in different scenarios where they will have a taste of how the real world works. Their

performance will be graded.

**Assignments:** Students will have to complete graded assignments for most topics.