

NAME OF THE COURSE		Workshop 1				
Code	EUR001	Year of study	1			
Course teacher	Danica Bakotić, PhD Full Professor	Credits (ECTS)	5			
Associate teachers	Ivana Bulog, PhD Marina Lovrinčević, PhD	Type of instruction (number of hours)	L	S	E	F
			6		24	
Status of the course	Mandatory	Percentage of application of e-learning	30 %			
COURSE DESCRIPTION						
Course objectives	The aim of the course is to ensure the acquisition of skills and abilities to apply economic way of thinking and to be effective in teamwork.					
Course enrolment requirements and entry competences required for the course	Entry requirements are defined by the Statute of the Faculty of Economics and Study Regulations.					
Learning outcomes expected at the level of the course (4 to 10 learning outcomes)	Learning outcomes: To develop the solutions for business problems by applying appropriate methods and teamwork.					
	Individual learning outcomes: 1. To develop the ability to perceive and solve business problems. 2. To distinguish factors that limit the development of business ideas. 3. To review and develop the creativity. 4. To absorb teamwork rules. 5. To identify group decision-making rules.					
Course content broken down in detail by weekly class schedule (syllabus)	Lectures	Hours	Exercises		Hours	
	Brainstorming	2	Assignment – Brainstorming		4	
			Teamwork Assignment - Brainstorming		4	
	Nominal group technique	2	Assignment – Nominal group technique		4	
			Teamwork Assignment - Nominal group technique		4	
	World Cafe method	2	Assignment – World Cafe method		4	
			Teamwork Assignment - World Cafe method		4	
Format of instruction	☒ lectures ☐ seminars and workshops ☒ exercises ☐ <i>on line</i> in entirety ☒ partial e-learning ☐ field work		☒ independent assignments ☒ multimedia ☐ laboratory ☐ work with mentor ☐ (other)			
Student responsibilities	To be eligible for a signature, a full-time student must participate in 50% of class as well as in the assignments.					

Screening student work (name the proportion of ECTS credits for each activity so that the total number of ECTS credits is equal to the ECTS value of the course)	Class attendance	2	Research		Practical training	
	Experimental work		Report		Assignments (Other)	3
	Essay		Seminar essay		(Other)	
	Tests		Oral exam		(Other)	
	Written exam		Project		(Other)	
Grading and evaluating student work in class and at the final exam	Workshop 1 is organized according to a special schedule, and includes lectures and exercises from three techniques (methods). Lectures relate to the explanation of the content and the manner of application of each technique. The exercises relate the application of each technique. The first lecture begins in the third week of the 2nd semester. Lectures and exercises are organized one after the other and are related to particular techniques. After attending lectures and exercises, students should be engaged in teamwork assignments. The each teamwork assignment brings its grade. Each assignment is evaluated by the following grades: 1 - inadequate 2 - enough 3 - good 4 - very good 5 - excellent. The final grade is obtained as the average rating of all assignment.					
Required literature (available in the library and via other media)	Title			Number of copies in the library	Availability via other media	
	Scannell, M., Mulvilhill, M.: The Big Book of Brain-Storming Games: Quick, Effective Activities That Encourage Out-Of-The-Box Thinking, Improve Collaboration, and Spark Great Ideas!, McGraw-Hill, 2012.			1		
	Miller, B. C.: Quick Brainstorming Activities for Busy Managers: 50 Exercises to Spark Your Team's Creativity and Get Results Fast, AMACOM/American Management Association, 2012.			1		
	Brown, J., Isaacs, S., and World Cafe Community: The World Cafe, Shaping Our Futures Through Conversations That Matter,Berrett-Koehler Publishres, Inc., San Francisco, 2005.			1		
Optional literature (at the time of submission of study programme proposal)	Books: 1. Kim, C. W., Mauborgne, R.: Knowing a Winning Business Idea When You See One, HBR, Sept-Oct. 2000, str. 129-138. (http://koepfuerdeutschland.com/Dokumente/Harvard%20Business%20-%20Knowing%20A%20Winning%20Business%20Idea%20When%20You%20See%20One.pdf) 2. Epstein, E.: Creativity Games for Trainers, McGrawHill, New York, 1996. (http://www.ciaris.org/workspace_files/657/101_More_Games_for_Trainers.pdf) 3. Von Oech, R.: A Whack on the Side of the Head: How You Can Be More Creative. Warner Business Books. Boston – New York. 1998.					

2021./2022.

19/10/21 – 2.Sj.FV.

	(http://thepiratebay.sx/torrent/8577794/A_Whack_on_the_Side_of_the_Head__How_You_Can_Be_More_Creative_) Articles: Danica Bakotić, Dejan Kružić: Students' perceptions and intentions towards entrepreneurship: The empirical findings from Croatia, The Business Review, Cambridge, Vol. 14, No. 2, Summer 2010, pp. 209-215. Other: Different case studies and assignments
Quality assurance methods that ensure the acquisition of exit competences	Students' feedback via questionnaires. The evaluation by the head of the postgraduate professional study and the vice-dean of education. External evaluation is conducted by independent external experts.
Other (as the proposer wishes to add)	