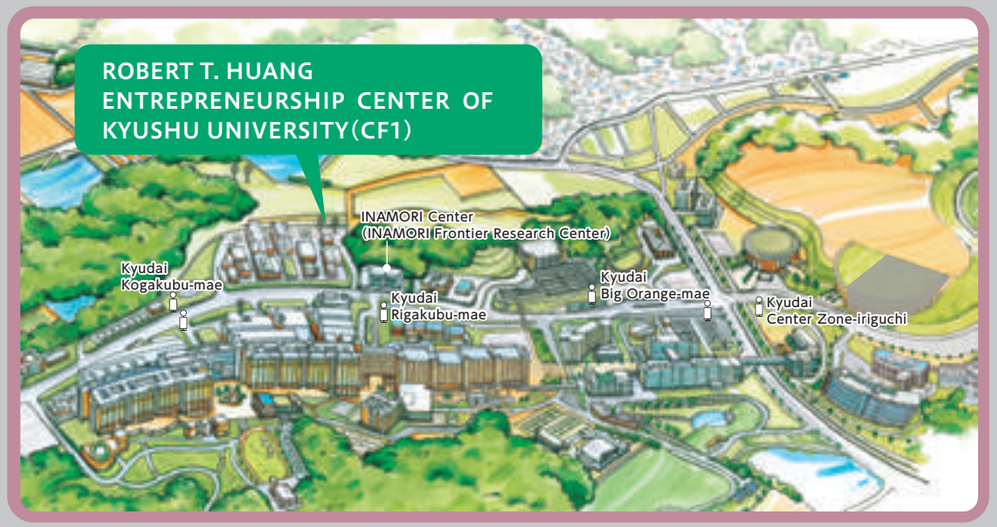

KYUSHU UNIVERSITY

Robert T. Huang Entrepreneurship Center of Kyushu University

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April. 2016 issue

KYUSHU UNIVERSITY

2016 English Educational Programs

ROBERT T. HUANG
ENTREPRENEURSHIP CENTER

QREC ROBERT T. HUANG ENTREPRENEURSHIP CENTER OF KYUSHU UNIVERSITY

Graduate / Undergraduate school

Student number

Name

QREC

ROBERT T. HUANG
ENTREPRENEURSHIP CENTER
OF KYUSHU UNIVERSITY

QREC is an institute for the joint use of Kyushu University that was established in 2010 with the reorganization of the Venture Business Laboratory, thanks to a donation from Dr. Robert T. Huang.

QREC provides students at Kyushu University with a leading entrepreneurship education that will produce future entrepreneurial leaders who can spread their wings internationally, and with a sense of independence and ambition, a global point of view, and a willingness to actively create new values. QREC strives to be one of the top full-fledged entrepreneurship education and research centers not only in Kyushu and Japan, but also in Asia.

The Talent We Foster

The global leaders of the next generation

- The ability to discover and/or create an opportunity by one's self, to set one's goals and to find the path to achieve them
- The willingness to challenge one's self to create new values
- A sense of independence
- The knowledge and ability to observe society and the world from a broader point of view("T-shaped people", "Global talent")
- The motivation to utilize knowledge in society, as well as the ability to create practical value("MOT people")

What We Do

Advanced entrepreneurship education in collaboration with major domestic and overseas universities

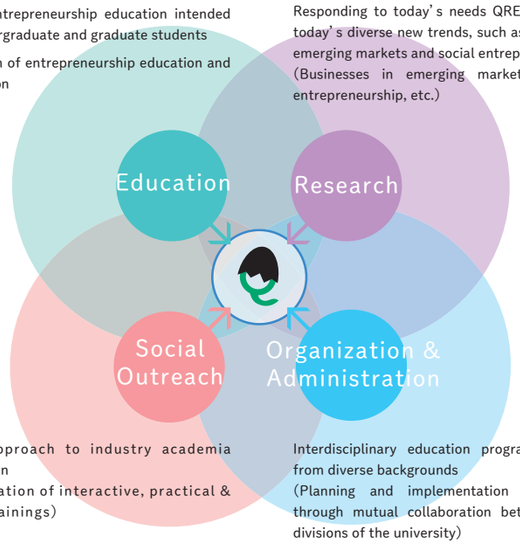
QREC provides both undergraduate and graduate students at Kyushu University with systematic, pragmatic, and interdisciplinary education concerning entrepreneurship, while carrying out R&D activities on entrepreneurship in collaboration with leading national and international universities and research institutes that are highly recognized in terms of entrepreneurship education.

We engage in mutually supportive initiatives based on the four pillars of action below.

Systematic entrepreneurship education intended for both undergraduate and graduate students

A combination of entrepreneurship education and MOT education

Responding to today's needs QREC responds to today's diverse new trends, such as businesses in emerging markets and social entrepreneurship.
(Businesses in emerging markets and social entrepreneurship, etc.)



Practical approach to industry academia collaboration
(Implementation of interactive, practical & hands-on trainings)

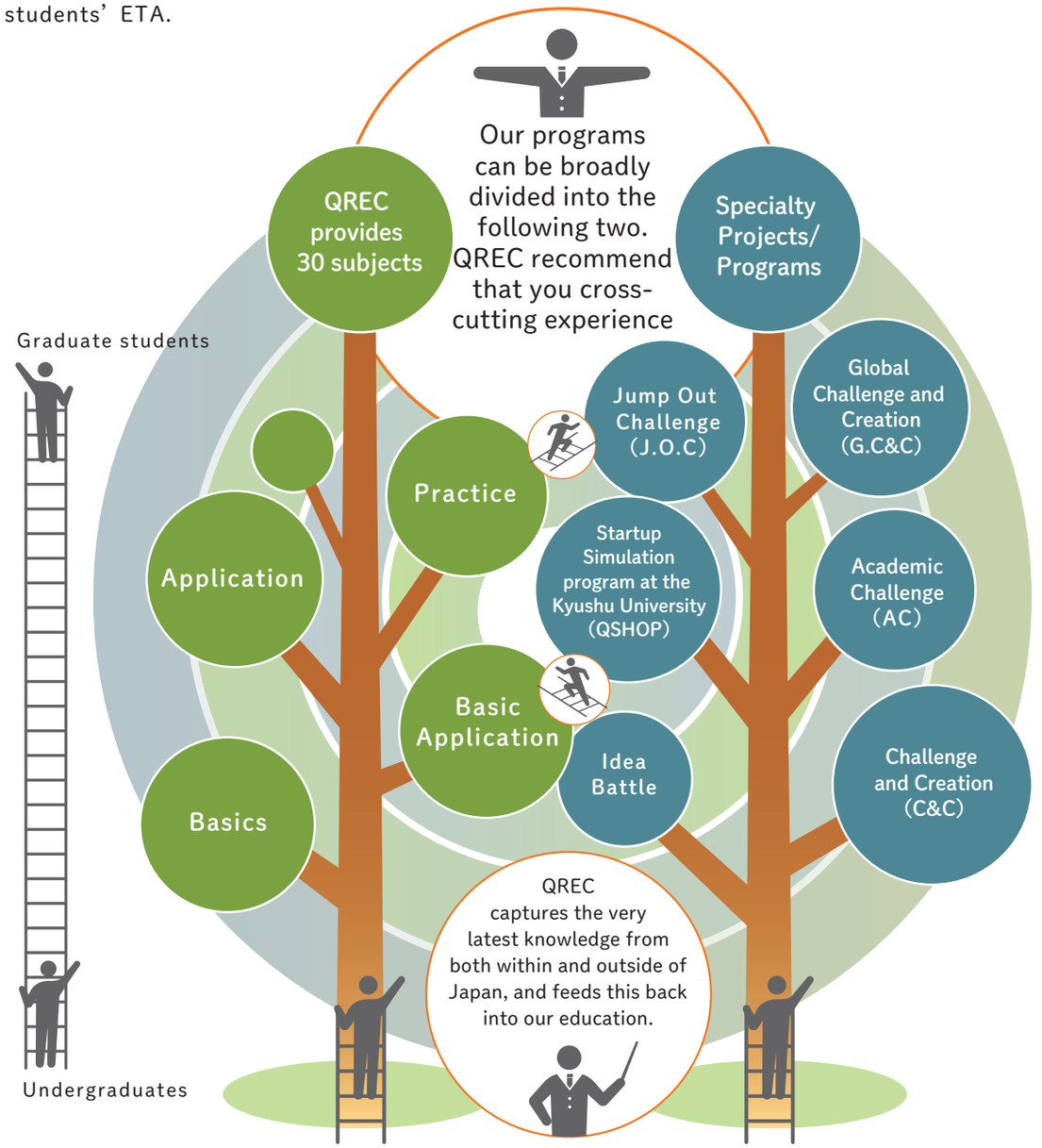
Interdisciplinary education programs, Students from diverse backgrounds
(Planning and implementation of education through mutual collaboration between internal divisions of the university)

Global perspectives
(Collaborating with leading international universities and institutions, and teaching students to acquire global perspectives)

Entrepreneurial Thinking and Action (ETA)

Thinking and acting with a sense of entrepreneurship

The educational programs provided by QREC aim to endow students with entrepreneurship in its broadest sense. The objective of the QREC educational programs is to raise the entrepreneurial thinking and action (ETA) of all the students at Kyushu University.
QREC aims at comprehensively providing various and diverse programs to heighten our students' ETA.



The cluster of QREC courses that enable credits to be earned as official subjects.

The cluster of programs for which no credits are conferred but the students are provided with practical opportunities.

QREC Curriculum System

Integration

Education students endeavor to actually put what they have learned into practice based on their knowledge and understanding of methodology.

Knowledge/Tool

Education designed to provide knowledge for achieving ideas for resolving issues.

Organization/ Group Dynamics

Students learn how to build organization/team for carrying out projects.

Finance

Students learn methods for procuring funds.

Marketing/Strategy

Students learn how to understand market generation and business strategies.

Idea Generation

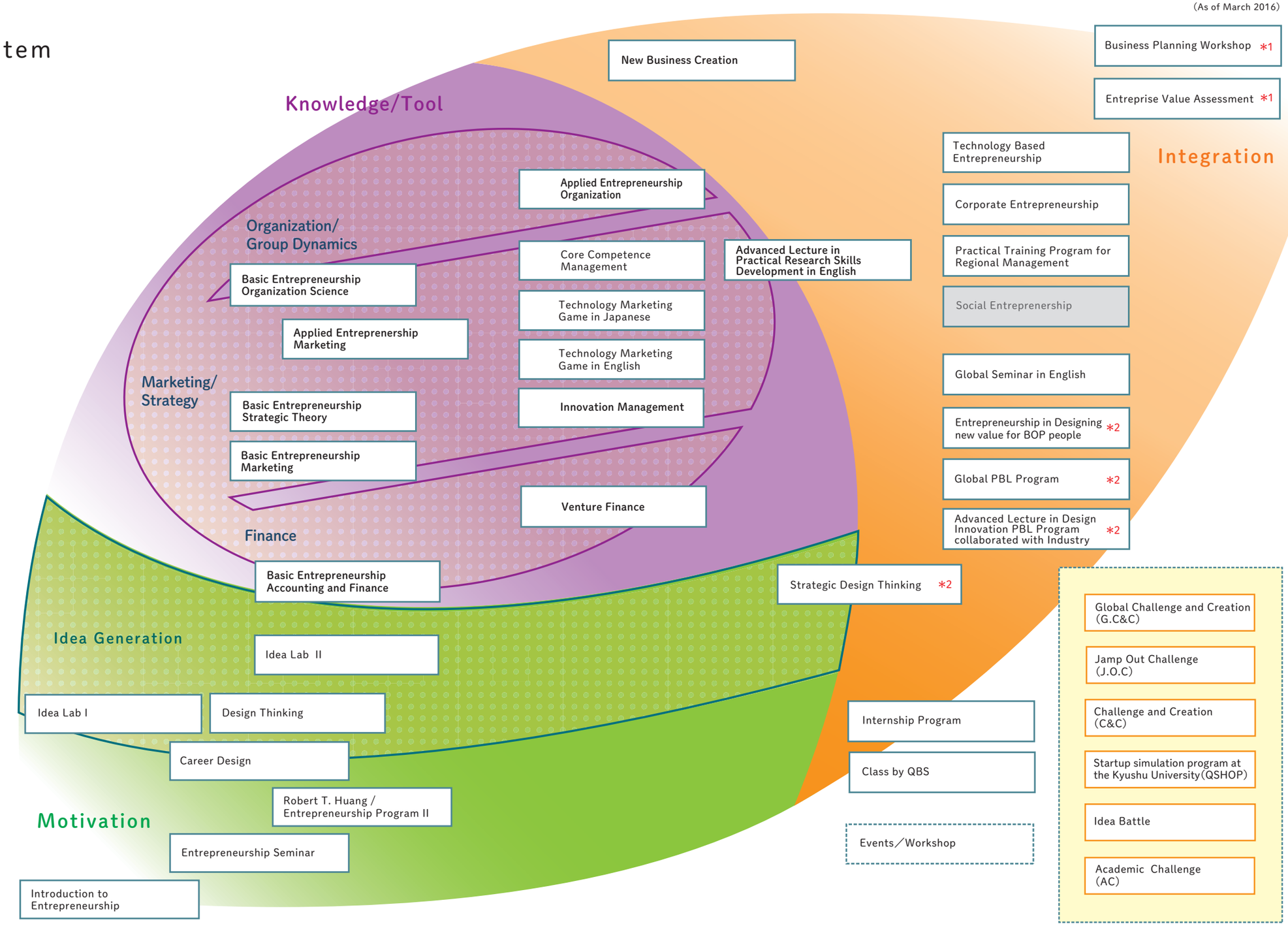
Students receive training in “idea generation” methods for resolving issues.

Motivation

Education designed to make students realize the important of understanding social “issues” and “taking action” to make their own dreams come true.

All subjects in the curriculum are available to all Kyushu University students to take as their minor. The curriculum is designed to enable students to study entrepreneurship in stages, from basics through application to practice.

(As of March 2016)



Basics | Application | Practice

Main target B1, B2 ～ B3 ～ M2 ～ D1 ～ D3

Bold: Classes start during 2016
Not available in 2016
Planed Event / Workshop in 2016
Non Credit Program

*1 Classes start during or after 2017
*2 EDGE Program EDGE is short for "Enhancing Department of Entrepreneur Program" and an adopted project by MEXT that encourages fostering global entrepreneurs.

2016 List of Courses

【Kyushu University】 http://syllabus.kyushu-u.ac.jp
【QREC】 http://www.qrec.kyushu-u.ac.jp/en/

Contact us : support@qrec.kyushu-u.ac.jp

KIKAN Education for General Subjects
KIKAN Education subjects for students in the second year and above
*Applicable for graduate students as undergraduate students with some exceptions
KIKAN Education for Graduate Schools
Joint course with graduate school(Special Skill Development Courses)
Joint course with QBS Course
Joint course with Graduate School of Design Course
Joint course with Department of industrial design school of Design Course
Joint course with Interdisciplinary Graduate School of Engineering

Courses in English

	Course Title / Instructor name (Affiliation)	Main classroom / Course/Credit	Overview
Basics	Introduction to Entrepreneurship Shingo Igarashi(QREC) Megumi Takata(Faculty of Economics)	First semester: Ito Campus Second semester: Ito Campus Remote Lecture is Second semester only *Not for graduates / 2	Students consider what “entrepreneurship” is and what taking “entrepreneurial” actions involves.
Basics	Idea Lab I Shingo Igarashi(QREC)	Ito Campus *Not for graduates / 2	This course aims to cultivate the ability to generate ideas. Students also learn skills for maximizing team power.
Basics	Basic Entrepreneurship Marketing Hemi Bang (Faculty of Management Kyushu Sangyo University)	Ito Campus Remote Lecture / 1	Basic Entrepreneurship Marketing forms one of the four parts of business administration. In this course the students learn the basics of marketing. Marketing is a concept in all of the activities of corporations and organizations that seek to create the products that customers really want, provide them with the relevant information, and ensure that the customers can effectively obtain that value. It includes management philosophy, strategies, mechanisms and processes aimed at clarifying customer needs and generating customer value. By learning about the basics of marketing and repeatedly discussing examples from real society the course aims to endow students with practical abilities in marketing.
Basics	Basic Entrepreneurship Strategic Theory Ei Shu (Faculty of Economics)	Ito Campus Remote Lecture / 1	One of the four parts of business administration, this course gives students a grounding in the basics of management strategy theory. Management strategy seeks to provide policies for people who contribute to just how much an organization can achieve sustainable competitive advantage and be led to success amid the operating environment surrounding the organization. By learning about the various theories behind management strategy and repeated discussions of examples from real society the course aims to give students the practical ability to formulate strategies.
Basics	Basic Entrepreneurship Organization Science Hemi Bang (Faculty of Management Kyushu Sangyo University)	Ito Campus Remote Lecture / 1	Another of the four parts of business administration, the Basic Entrepreneurship Organization Science course teaches students about the basics of organizational theory. Organizational theory is the research field covering organizations, and forms a part of social sciences. In the organizational theory, organizations are constantly faced with external and internal chaos and tensions, and are creatively evolving in order to solve these problems by choosing to adopt new ways of thinking and behavioral patterns. Based on study of the various theories of which organizational theory consists, the course seeks to use discussions of various examples from real society to help students acquire abilities that can be applied to organizational management.
Basics	Basic Entrepreneurship Accounting and Finance Masaki Matsunaga(QREC)	Ito Campus Remote Lecture / 1	One of the four parts of business administration, the course teaches students about the basics of accounting and finance. Organizations maintain an array of stakes with outside parties, and they need to acquire funds from outside of the organization in order to assure their continuance and growth. This is the core of finance, and accounting aims to provide stakeholders with information centering on the financial statements required for finance. On the other hand, accounting information is also imperative as material upon which the management can make correct managerial decisions. The course provides tuition in the basics of accounting and finance, and through repeated discussion of examples from real society it aims to endow students with practical abilities in accounting and finance.
Basics	Career Design Masaki Matsunaga(QREC)	Ito Campus / 2	As the premise for considering entrepreneurship, this course provides an opportunity for each individual student to think about the significance and purpose of work, how to design their own career, and the thinking, knowledge, behavior and approach required. Clinics for identifying individual talents from past performance, seminars using still photos, and special lectures are planned.
Basics	Design Thinking Yasuyuki Hirai(Faculty of Design)	First semester: Ohashi Satellite Second semester: Ohashi Theater room / 1	“Design thinking” is a “design method open to all people” that was proposed by the U.S. design office IDEO and has spread throughout the world. This approach has students work in teams to identify issues from the perspectives of people's needs, technology, and business and then think up solutions, and is applied beyond the specialized field of design, in business and education. This course is a primer for Strategic Design Thinking, where students learn the first steps in facilitation, rapid prototyping, teamwork and idea development techniques. In the Ohashi Satellite in September, intensive lectures will be held in a workshop format.
Basics	Entrepreneurship Seminar Shingo Igarashi(QREC)	Ito Campus Remote Lecture / 2	Lectures consist of interactions with guest lecturers who are active on the front lines of society. Lectures are administered by the Student Planning Committee.
Basic Application	Robert T. Huang/ Entrepreneurship Program II Hirofumi Taniguchi(Art, Science and Technology Center for Cooperative Research)	Pre-visit: Ito Campus On-site: Silicon Valley Post-visit: Fukuoka city / 2	Held in the U.S. Silicon Valley, the Mecca for entrepreneurship and innovation, this course provides opportunities for Kyushu University students to come in close contact with the thinking and living styles of students as well as business operators, engineers, researchers, and others active locally at venture companies, major foreign-affiliated corporations, universities, legal firms NPOs, and other enterprises, providing them with motivation for considering their ways of living and thinking and future paths as well as making them aware of the importance of entrepreneurship (spirit of challenge, independent consciousness, and expression of individuality, etc.) and global thinking.
Basic Application	Idea Lab II Shingo Igarashi(QREC)	Ito Campus / 2	In Idea Lab I students learned about the idea generation using the divergence method. In Idea Lab II, after learning about how to discover opportunities arising from changes in the social environment, students combine the idea generation from their discoveries using the divergence method, and put into practice the idea generation that can solve specific issues (particularly those centering on the field of social entrepreneurship). Idea Lab II continues with the group work format of Idea Lab I, aiming to endow students with improved skills for maximizing the utilization of sophisticated team power.
Application	Applied Entrepreneurship Marketing Kenji Hirano(Part-Time Lecturer) Shingo Igarashi(QREC)	Hakata Satellite / 1	Expanding on the marketing basics learned in “Basic Entrepreneurship Strategic Theory” and “Basic Entrepreneurship Organization Science” and “Basic Entrepreneurship Marketing” , students experientially study practical marketing focused on themes such as STP marketing and consumer value using many case studies and workshops and centering on presentations.
Application	Innovation Management Ei Shu (Faculty of Economics)	Nishijin Plaza / 1	With the remarkable speed of technological innovation and the intensification of competition between corporations, companies are facing the important issue of how to achieve value creation. On this course, students are introduced to basic knowledge of innovation management and market creation from the viewpoint of business administration, learning the basic framework of technology and markets.
Application	Advanced Lecture in Core Competence Management Megumi Takata (Faculty of Economics)	Hakata Satellite / 2	In order to achieve stable, continuous business performance at a high level, corporations must establish unique core competencies and maintain their competitive superiority. These competencies are multifaceted, encompassing brand, core technologies, intellectual property, behavioral patterns and so on. On this course, students study the theory and practical examples of establishing and managing competitive superiority in business, with a particular focus on MOT (management of technology).
Application	Technology Marketing Game in English Emi Makino (Tokyo University of Science)	Ito Campus / 2	This intensive course is the equivalent of “Technology Marketing” offered in Japanese but will be conducted in English. The best products are not necessarily the best selling products. For a product to sell, they must be optimized for the market it serves, striking a balance between features and price. Students will play a sophisticated marketing management game in which stock prices change according to market performance. Executive decisions on product development, distribution, HR, marketing and sales will be simulated and tested to encourage experiential learning of major marketing theories.
Application	Technology Marketing Game in Japanese Masaki Matsunaga(QREC) Emi Makino(Tokyo University of Science)	Ito Campus / 2	This course uses simulation games. Students study marketing experientially through making actual decisions on product development, selection of markets, pricing, personnel allocation, advertising and surveys and so on from the point of view of a business manager in games.
Application	Applied Entrepreneurship Organization Jin-ichiro Yamada (Osaka City University Graduate School)	Nishijin Plaza / 1	Organizational management is essential in order to expand the business size and attain high efficiency at corporations, public institutions, NPOs and other entities. Moreover, at their gestation stage organizations can only secure management resources – particularly personnel – on a small scale, and the needs for people who will constitute the organization grow hand-in-hand with the expansion of that organization, the type of staff required changes, and the very methods with which the organization is run have to be altered. Students on this course will learn how to set up teams from small numbers to large numbers, and how to run those teams.
Application	New Business Creation Masataka Sugimoto (Part-Time Lecturer)	Ito Campus / 1	This subject combines both the “Basics” and “Application” phases of QREC subjects. In a simulated experience, students appropriately utilize content learned from QREC subjects in the process of starting up a business.
Application	Venture Finance Hironori Higashide (Waseda University Business School)	Nishijin Plaza / 2	In this course, students study the entrepreneurship, finance, and fund theory. The course aims to aims to eqip students with the skills to evaluate and invest in business start-up opportunities (or have their business start-up invested in) from the perspective of investors and entrepreneurs.
Application	Advanced Lecture in Research Skills Develoment in English Yuichi Harada(Art, Science and Technology Center for Cooperative Research)	Chikushi Campus Remote Lecture / 2	Over the master's and doctoral courses, you have to develop knowledge and skills that equip you to undertake independent research at the front of your field. This course provides you how to develop your research skills practically.

2016 List of Courses

【Kyushu University】http://syllabus.kyushu-u.ac.jp
【QREC】http://www.qrec.kyushu-u.ac.jp/en/

Contact us : support@qrec.kyushu-u.ac.jp

	Course Title / Instructor name (Affiliation)	Main classroom / Course/Credit	Overview
Practice	Strategic Design Thinking Toru Tanigawa(QREC) Yasuyuki Hirai(Faculty of Design)	Ohashi Satellite 2	Design Thinking is a problem solving approach, from problem discovery to proposal of solutions, applying the methods of designers and taking human observation as its starting point. Advocated by the American design firm IDEO, it spread around the world. Going beyond the concept of design in the narrow sense, it is an effective method for problem-solving in various fields, and it is used in many areas such as business and education. On this course, IDEO staff are invited as lecturers. Students experience concrete methods of solving social issues using design thinking, as well as the process of transforming ideas into actual business. Intensive lectures will be held in the Ohashi Satellite in September. There are also lectures in English.
Practice	Technology Based Entrepreneurship Shingo Igarashi(QREC)	Hakata Satellite 2	Technology Based Entrepreneurship is one of QREC's practical-based courses. It covers practical study of recognizing chances for entrepreneurship, the idea generation to utilize these chances, analysis of potential markets, examination of business models, creating proposals for strategies aimed at turning ideas into viable businesses, the actual launch of businesses, and their integration. The course places a particular focus on the technology seeds that form the bedrock of technologies, providing study in a practical format of using intellectual property and confidential agreements, and how to start a business while grasping the initiative in the face of competition from large rival companies.
Practice	Global Seminar in English Shingo Igarashi(QREC)	Ito Campus 1	QREC invited some educators from Sweden. They are educators for technology-based entrepreneurship. Their school is one of the best practices in entrepreneurship education field. In this course, we discussed with "Idea Evaluation" with a thorough analysis of early-stage innovation idea for research utilization, especially focused on the ideas from basic research, for example, in Life Science and Material Science.
Practice	Advanced Lecture in Corporate Entrepreneurship Hironobu Tamaki (Prefectural University of Hiroshima)	Hakata Satellite 2	Students learn about intrapreneurship and in-house venture capital through classroom learning and case studies. While in-house ventures have the benefit of easy access to capital, they face unique issues such as the pay and incentive system, and responding to changes in the management policy of the host department, requiring appropriate organizational design to address them. Students learn the best practices in companies in Japan and overseas through case studies.
Practice	Practical Training Program for Regional Management Hirofumi Taniguchi (Art, Science and Technology Center for Cooperative Research) Yasushi Togo(Faculty of Design) Akira Omoto(Faculty of Design)	Hakata Satellite, others 4	Students in the program are given a sense of awareness about all sorts of regional issues, and through the process of searching for ways of solving them learn about policy design methods. While envisaging a future vision for the regions with regard to a number of policy issues, they discover solutions that can solve local issues, and spread knowledge about these discoveries as social systems. These skills are acquired through workshops that are held in group units and form a single flow composed of the above. The latest course will take as its theme "the creation of new value through social innovation," and will aim to generate proposals for initiatives and business plans that will tie in with the creation of new regional industries in the future.
Practice	QREC Internship Shingo Igarashi(QREC)	 2	This course of lectures can be taken in the academic year when students can take their QREC completion certificate, when for example, if students take two units in elective subjects or a QREC internship later in the relevant academic year and meet the requirements for the completion certificate. Students basically look for a company that will host their internship on their own initiative, with advice from their tutor. Minimum standards of English ability may be set for overseas internships. The details are covered through individual guidance.
Practice	Entrepreneurship in Designing new value for BOP people Toru Tanigawa(QREC)	Ito Campus On-site: Bangladesh 2	In order to create services and businesses aimed at solving issues in the "base of the pyramid" (BOP) countries, students use design thinking methods and learn through studies based on on-site fieldwork. Taking the agricultural villages of Bangladesh as their model, the studies are carried out with the cooperation of the University of Dhaka and the Grameen Group. The course aims to improve the students' understanding of entrepreneurship, MOT, design thinking, issues in developing countries and diverse cultures and improvement in communication skills. Students are sought from across the entire university, and the teaching adopts an intensive workshop format that includes on-site research in Bangladesh for 10 days between June and September each year.
Practice	Global PBL Program Toru Tanigawa(QREC) Yasuyuki Hirai(Faculty of Design)	Ohashi Satellite On-site: Aalto University 2	This program is conducted jointly with Aalto University in Finland using a PBL format. It is conducted with Aalto University at the same time using the same themes, and students use the design thinking approach to propose specific solutions to social issues. By discussing and resolving the same issues with students overseas, the program aims to improve participants' social understanding, international awareness, and problem-solving abilities. Workshops are held on several weekends over a number of months. At the end of the program, evaluation is conducted through a public presentation in Espoo.
Practice	Design Innovation PBL Program collaborated with Industry Toru Tanigawa(QREC)	Ito Campus 2	The course aims to achieve futuristic themes related to industry, with the participation of corporations. The students are drawn from a wide range of fields and companies, and this practical academia-industry program uses field studies and design thinking methods to achieve and make commercially viable various actual products and new services. It is based on the popular ME310 design innovation course conducted at Stanford University in the U.S. While the lectures are mainly workshop-based, external Fablabs are used and students' skills in using 3D printers and other technological tools in prototyping and presentations are honed.

2016 Timetable

Please remember to check the QREC website frequently.
http://www.qrec.kyushu-u.ac.jp/en/educations/timetable

First semester / First half

	Wed.		Fri.
4 14:50～16:20	Introduction to Entrepreneurship	Basic Entrepreneurship Accounting and Finance	
5 16:40～18:10		Basic Entrepreneurship Strategic Theory	
6 18:30～20:00			Technology Based Entrepreneurship ※Every other week Fri.(18:30～21:40)
7 20:20～21:50			

First semester / Second half

	Wed.		Fri.
4 14:50～16:20	Idea Lab I	Basic Entrepreneurship Organization Science	
5 16:40～18:10		Basic Entrepreneurship Marketing	
6 18:30～20:00			Technology Based Entrepreneuship ※Every other week Fri. (18:30—21:40)
7 20:20～21:50			

Second semester / First half

	Wed.		Fri.		
4 14:50～16:20	Introduction to Entrepreneurship	Technology Marketing Game in Japanese	Advanced Lecture in Research Skills Development in English		
5 16:40～18:10					
6 18:30～20:00				Advanced Lecture in Core Competance Management ※Every other week Fri. (18:30—21:40)	Advanced Lecture in Corporate Entreprenership ※Every other week Fri. (18:30—21:40)
7 20:20～21:50					

Second semester / Second half

	Wed.		Fri.		
4 14:50～16:20	Idea Lab II	Career Design			
5 16:40～18:10			Entrepreneruship Seminar		
6 18:30～20:00				Advanced Lecture in Core Competance Management ※Every other week Fri. (18:30—21:40)	Advanced Lecture in Corporate Entreprenership ※Every other week Fri. (18:30—21:40)
7 20:20～21:50					

Intensive Course	First semester	Design Thinking
		Applied Entrepreneurship Marketing
		Innovation Management
		Technology Marketing Game in English
		Applied Entrepreneurship Organization ※
		Strategic Design Thinking ※
		Global Seminar in English
		Entrepreneurship in Designing new value for BOP people
	Second semester	Design Thinking
		Robert T. Huang / Entrepreneurship Program II
		New business creation
		Venture Finance
		Global PBL Program
		Design Innovation PBL Program collaborated with Industry
	Every semester	Practical Training Program for Regional Management
		QREC Internship

※Evaluation will be provided in the second semester.

For QREC Course Enrollment (Using the M2B learning support system)

QREC has adopted moodle, one of Kyushu University' s M2B learning support systems, as a part of its course operations.

Please review the following procedures when taking a QREC course.

QREC course enrollment registration

↓

Using the M2B learning support system
http://m2b.artsci.kyushu-u.ac.jp/

1. The time required for enrollment registrations and the section with which students must register varies from course to course. Please refer to the following for details of where to register.

   1)The registration screen of the academic affairs information system ("campusmate-J") is here
   https://gkmw1.ofc.kyushu-u.ac.jp/portal/Top.do

   2)The QREC website http://qrec.kyushu-u.ac.jp/en/

2. At QREC, we use the Kyushu University M2B learning support system in our course operations.
   The instructor will present the appropriate details at the first class, but read through the manual if you will be using the system in advance.

The five major operating functions are listed below.

- Attendance (applicable to all courses)
- Distribution of lecture materials
- Submission of reports
- Notices regarding lectures
- Survey after a course is finished

1 Link for downloading the M2B learning support system manual.

http://m2b.artsci.kyushu-u.ac.jp/

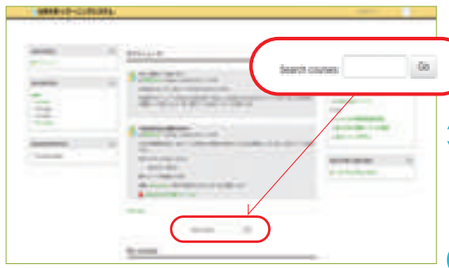
2 M2B (moodle) user registration instructions

1 Select moodle from the M2B learning support system. Enter your user ID and password on the login screen.

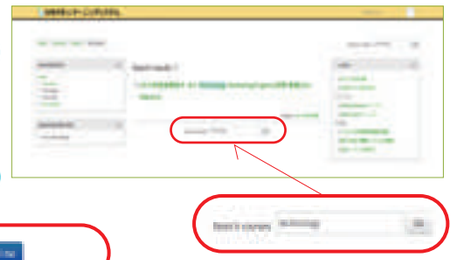
2 Use the user name SSO-KID to log in

3 Course registration

Enter the course name you will be taking in the Search courses box at the bottom of the page and click Go.

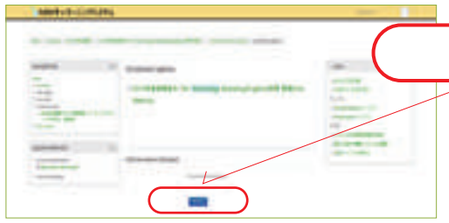


4 Click on the corresponding course in the results list.



5 Registration option screen

The registration option screen will display. Click Enroll me. This completes the course registration.



After the course has been registered, a confirmation email titled "Welcome to [course name]" will be sent to your QUMA-S (Kyushu University Primary Mail Service for Students) address.

2016 Syllabus

Course Title	Technology Marketing Game in English	Credit 2

Term	First semester Intensive Course 6/18-19,7/9-10 2-5 periods consecutive *7/10 3-5 periods consecutive	Taught Campus	Ito: Common Facility 1 / Silicon Valley room
Teaching Style	In this applied course, students participate in a computer-based management game to apply their skills and knowledge about management and marketing. The course is conducted as an intensive. Students will be assigned to four to five groups, with each group representing a separate company. Students will learn experientially by making decisions that determine the company' s performance.		
Keywords	Entrepreneurship, Optimal product design, Marketing	Pre-requisites	
Course Purpose	Develop marketing skills through simulations	Course Objectives	1. Experience the complex web of decision making necessary to execute a marketing strategy 2. Develop a better understanding of marketing theories in practice
Course Plan	Students will learn experientially about marketing by making decisions regarding product development, distribution channels, pricing, human resources, advertising and research, as though they are managing a real company. (1-2) Orientation and group allocation; review of basic marketing management concepts (3-4) Review of technology management concepts; management game (5-6) Management game (7-8) Management game (9-10) Management game (11-12) Management game (13-14) Management game (15-16) Team presentations; final review Subject to change.		
Grading System	Attendance: 40% Participation: 30% Final report: 30%		
Text	Philip Kotler "Kotler on Marketing" (Free Press; New edition) Philip Kotler "Marketing Management" (Pearson Education) Mohr, Sengupta & Slater "Marketing of High-Technology Products and Innovations" (Pearson New International Edution)		
Course Instructor (Affiliation)	Emi Makino (Tokyo University of Science)		
Study Consultation	By appointment		

*Please remember to check the QREC website frequently.(http://www.qrec.kyushu-u.ac.jp/en/)

Course Title	Global Seminar in English	Credit 1

Term	First semester Intensive Course Saturday and Sunday in August	Taught Campus	Ito: Common Facility 1 / Silicon Valley room
Teaching Style	Lecture & Workshop		
Keywords	Innovation, Creativity, Entrepreneurship, Design	Pre-requisites	English Communication Skill
Course Purpose		Course Objectives	
Course Plan	This is a special lecture by an educator in Entrepreneurship Field. QREC will invite an excellent educator from overseas universities every year. Students can learn directly from him/her in English. But, speaking English is second things. You can discuss with excellent educator about the latest hot issue in the field. QREC plans to change the topics every year, for example, Social Entrepreneurship, Idea Generation, Design Thinking, Technology-based Innovation so on. Now, I'm preparing the classes of 2016 about "how to evaluate a life science". Please check details of the year on the QREC web-site.		
Grading System			
Text	Reference Books: Lecturer will show some books. Course Handouts: Show at lecture.		
Course Instructor (Affiliation)	Shingo Igarashi (QREC)		
Study Consultation	By appointment		

*Please remember to check the QREC website frequently.(http://www.qrec.kyushu-u.ac.jp/en/)

Course Title	Advanced Lecture in Research Skills Develoment in English	Credit 2

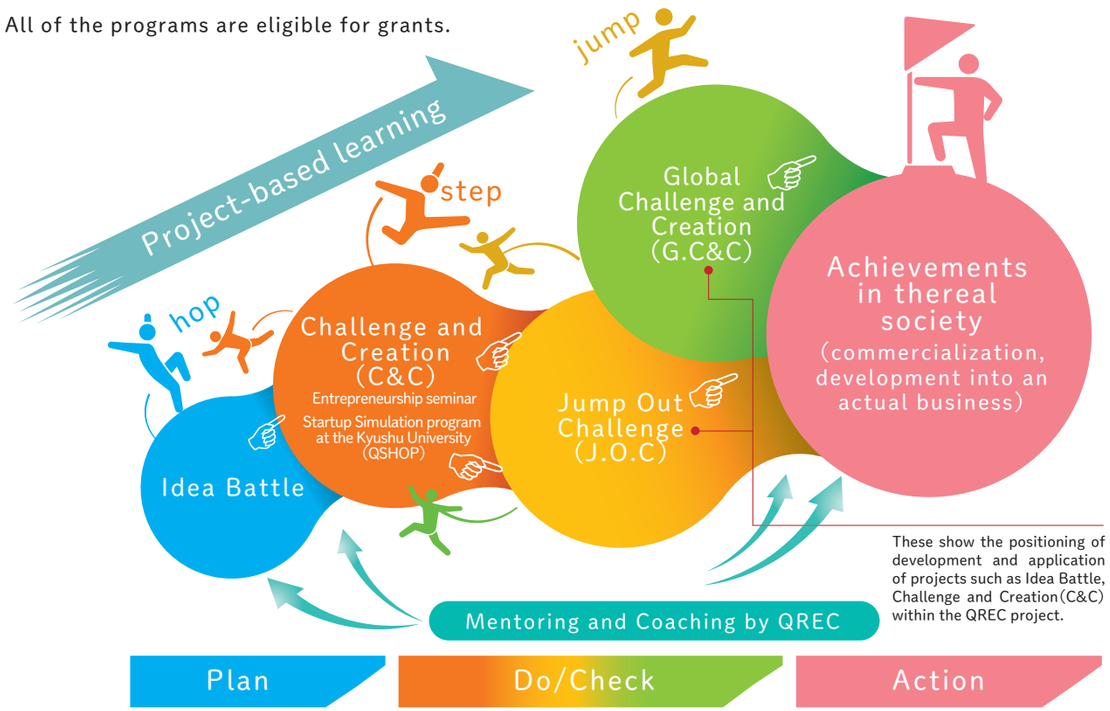
Term	First half,Second semester Friday periods 4&5 consecutive	Taught Campus	Chikushi Campus：Faculty of Engineering Sciences Building E 101 【Remote】 Ito：Common Facility 1/ Silicon Valley room
Teaching Style	The lecture is composed of general talks on scientific skills for a research project and your tailored case study which is based on your own MD or PhD research project. Therefore, this lecture requires you to dig deeply into your research project as homework.		
Keywords	research management, research methodology, innovation, intellectual property right, carrier development, entrepreneurship	Pre-requisites	persons who conduct their own master's/doctoral degree project
Course Purpose	Over the master's and doctoral courses, you have to develop knowledge and skills that equip you to undertake independent research at the front of your field. This course provides you how to develop your research skills practically. Therefore, the lecture is composed of general talks on scientific skills for a research project and your tailored case study which is based on your own MD or PhD research project. The scope of this lecture covers not only deepening into your research study, but also considering how to develop the research project into practical applications, such as a product or service, and even building up a start-up. This lecture requires you to dig deeply into your research project as homework.	Course Objectives	This lecutre gives you the survey of your field from the social and wide scientific points of view, the methodology of your study, and the way to find out the logical approach in your subject. Furthermore, the lecutre provides how to develop your research into business development on the relation with intellectual property rights and entrepreneurship.
Course Plan	The outline is as follows: No. 1: Introduction to this course No. 2: Understanding on a research subject and how to develop its methodology No. 3: How to solve a research subject No. 4: What is the conclusion of a research project No. 5: Future development on a research subject No. 6: R&D processes from your curiosity to business development or a product No. 7: Carrier development - the talk from an expert - No. 8: Presentations and wrap-up		
Grading System	Attendance: 50% Report: 30% Final presentation: 20%		
Text	References will be presented in each lecture		
Course Instructor (Affiliation)	Yuichi Harada(Art, Science and Technology Center for Cooperative Research)		
Study Consultation	As needed		

*Please remember to check the QREC website frequently.(http://www.qrec.kyushu-u.ac.jp/en/)

Specialty Projects／Programs

QREC conducts the following specialty programs and projects.

All of the programs are eligible for grants.



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2 Jump Out Challenge (J.O.C) | P.14

3 Challenge and Creation (C&C) | P.15

< C&C issue themes > ● Entrepreneurship seminar | P.16
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5 Academic Challenge (AC) | P.18

【Contact us】
support@qrec.kyushu-u.ac.jp
http://qrec.kyushu-u.ac.jp/en/contacts

Global Challenge and Creation (G.C&C)

http://qrec.kyushu-u.ac.jp/en/gcc

Challenging a world of globalization! Let us do battle with overseas students!!

Global Challenge and Creation (G.C&C) provides opportunities for students to compete directly with overseas students in student business plan competitions, and gives them experience in the process of turning their ideas into practical services and goods that will bring value to society. Its purpose is to foster and let students acquire a fully-fledged entrepreneurship that will achieve results in international society, and a sense of innovation and globalism. Plenty of chances are given for students to apply to take part in overseas business plan competitions and hackathons, and support is provided through mentoring and financial aid for air fares and so on.

Jump Out Challenge (J.O.C)

http://qrec.kyushu-u.ac.jp/en/joc

Compete with parties outside of the University! Let's try out your idea plan!

The participation of Kyushu University students in off-campus domestic business contests and project contests is encouraged. The students are able to ascertain their own standing through the experience of interaction and matches outside the university, and this helps them to acquire the ability to look at things from a broad perspective and execute their projects.

Calls for participations in the 2016 G.C&C and 2016 J.O.C

Eligibility

The project must consist of members who are undergraduates or post graduate students at Kyushu University.
*In some cases QREC may approve the participation of a working adult as a mentor in the project.
*Multiple applications in which the same person is the leader will not be accepted. However, it is possible for the leader of one project to be a member of another one.
*It is preferable that the participation of those who have excelled in C&C and Idea Battles is obtained.

Themes of call for applications

The following five themes are recommended
(1)ICT (Including Web business)
(2)Greentech (environmental technologies)
(3)Big data (statistical analysis)
(4)Base of the pyramid (BOP)
(5)Agri-bio/Healthcare
(6)Others (clearly state the specific field)
*Participation in the contest will in principle be based on these themes.
*In principal participation will be in contests based on the themes listed above.

Amount of grants

Funds will be granted for participation fees, transport costs and building of prototypes etc.
*The funds will be granted in line with the Kyushu University accounting regulations. It will not take the form of a one-off cash payment.

Application/Screening method

The deadlines for competitions vary. Remember to frequently check the QREC website for information on how to apply.
Screening will be conducted within the university.
G.C&C http://qrec.kyushu-u.ac.jp/en/gcc
J.O.C http://qrec.kyushu-u.ac.jp/en/joc

Final presentation and submission of reports

Participants will be expected to make a final presentation after participating in competitions.

Challenge and Creation (C&C)

http://qrec.kyushu-u.ac.jp/en/cc

A university-wide effort in which students receive grants and their ideas and research are promoted for one year

With the idea of producing a creative, challenging environment, C&C was begun in 1997 as an annual university-wide effort designed to provide assistance to unique ideas and research projects planned by Kyushu University students. The program now epitomizes Kyushu University's unique approach to education. Ideas and study projects proposed by individual students and groups of students are evaluated for novelty and societal impact, with eight teams being selected to receive up to 500,000yen to support their activities to realize the project goals. About one year later, the teams present reports on their projects and are evaluated, with the honors going to the winning team. Thus far a total of 750 students have participated in the project.
Why don't you test yourself to your limits as a Kyushu University student by developing, tweaking and putting into practice your own original and innovative ideas?

Calls for participation in the 2016 C&C

Applicable projects

The following three categories will be considered. Multiple applications by the same individual will not be permitted.

(1)Open theme projects

Set the theme of the project yourself in line with your own interests and awareness of issues. It is hoped that there will be research and practical projects that are unique, relevant to society and interdisciplinary, and cover topics such as international exchange, environmental, medical and welfare issues, and regional planning.

(2)Business creation projects

Why not try to expand your ideas towards turning them into a business or business start-up? The project does not necessarily have to be on a technological theme. A wide range of help will be provided including with external presentations towards realizing your business.

(3)Issue themes

A planning team is put together for each theme. Those interested should refer to the following.

C&C Issue Theme Project I:Planning and Management Committee members for the planning and management of the Entrepreneurship Seminar

C&C Issue Theme ProjectII:Startup Simulation program at the Kyushu University Festival (QSHOP) Planning and Management Committee members for the planning and management of the program
Also we call for students to participate in the QSHOP as CEO or others to open shops at Kyudaisai Festival

Amount of grants

Each proposal is planned to receive up to 500,000 yen(scheduled)
*The funds will be granted in line with the Kyushu University accounting regulations. It will not take the form of a one-off cash payment.
*This program is supported by the Kyushu University Fund.

Application method

Download and complete the application form from the QREC website, and submit your entry online.
http://qrec.kyushu-u.ac.jp/en/cc
Deadline for applications: Thursday, May 12, 2016

Examination Board session

Sunday, May 22, 2016

Final presentation and submission of reports

Around February 2017 (scheduled)
*A 'Best Award' will be given to the project team that achieves the most outstanding results.

Challenge and Creation (C&C) issue themes

Entrepreneurship Seminar

http://qrec.kyushu-u.ac.jp/en/entreseminar

An Interdisciplinary Entrepreneurship Education Program

In order to create a new industry, along with research activities that produce the seeds of this new vision, professionals possessing the entrepreneurial spirit necessary to stand up to new challenges must be nurtured. At QREC, the goal is to develop the entrepreneurial spirit in our students and provide each of them with the opportunity to consider different career options. With this in mind, each year the entrepreneurship Seminar class is planned out and presented in an omnibus format, inviting lectures from a broad spectrum of fields. Selection of the theme and lecturers, negotiations, organization and operation, including arranging the day's lecture program, are tasks completely delegated to the Student Planning Committee. We will call for the participation of students in Planning and Management Committee as a part of the C&C program.

Call for student Planning and Management Committee members for 2016

C&C Issue Theme Project I:Planning and Management Committee members for the planning and management of the Entrepreneurship Seminar

Eligibility

Kyushu University undergraduates and post graduate students

Amount of grants

Funds will be granted as a a C&C project issue theme project.
*The funds will be granted in line with the Kyushu University accounting regulations. It will not take the form of a one-off cash payment.

Application method

Applications will be accepted following notification of call on the QREC website and by e-mail around April or May. Apply by e-mail to QREC Office (support@qrec.kyushu-u.ac.jp).
The planned deadline is the end of May.
*Please remember to check the QREC website frequently.

Challenge and Creation (C&C) issue themes

Startup Simulation program at the Kyushu University (QSHOP)

http://qrec.kyushu-u.ac.jp/educations/program/en/qshop

A program for learning the fundamentals of running a company and gaining hands-on experience of operating a company

QSHOP provides an opportunity for students to learn about starting businesses and management by means of the Kyudaisai Festival. As a hands-on experience of the process for starting a business using real cash, QSHOP is a project-based-learning(PBL) program. Setting up a simulated store at the Kyudaisai Festival provides the opportunity to start a business. Students become "entrepreneurs," establish a company organization, learn the fundamentals of business management, and experience hands-on operation of company management through the program. Not only do they set up the stall and conduct sales activities, they also announce a business plan and hold a general shareholders meeting. They also receive support from real-life sponsors ("venture capitalists"), certified public accountants, judicial scriveners, bank employees and so on.

Call for student Planning and Management Committee members for 2016

C&C Issue Theme Project II:Startup Simulation program at the Kyushu University Festival (QSHOP) Planning and Management Committee members for the planning and management of the program
Also we call for students to participate in the QSHOP as CEO or others to open shops at Kyudaisai Festival

Eligibility

Kyushu University undergraduates and post graduate students

Amount of grants

Funds will be granted as a a C&C project issue theme project.
*The funds will be granted in line with the Kyushu University accounting regulations. It will not take the form of a one-off cash payment.

Application method

Applications will be accepted following notification of call on the QREC website and by e-mail around April or May. Apply by e-mail to QREC Office (support@qrec.kyushu-u.ac.jp).
The planned deadline is the end of May.
*Please remember to check the QREC website frequently.

Idea Battle http://qrec.kyushu-u.ac.jp/en/ideabattle

Show the world your creative and innovative ideas !!

Idea Battle is a new project that was first set up in the 2014 academic year. It enables the suggesting of more realistic projects by providing advice from mentors and preliminary research into the latent needs, competitive technologies and intellectual property rights regarding the creative but unrefined ideas cradled by the students. When an idea is chosen for Idea Battle it is researched and investigated in detail for around three months, after which a highly accurate project plan is fleshed out and the team to execute the project assembled. Finally, a presentation of the project plan is given at the final presentation, and by sharing the plan with those assembled a chance is provided fir brushing up the idea and this serves as a preparatory exercise before the next stage of action is taken.　Within the QREC projects the Idea Battle is positioned as a preliminary stage for Challenge & Creation(C&C) and applying to take part in external business plan competitions and other such events.

Calls for participation in the 2016 Idea Battle

Eligibility

- The project must consist of members who are undergraduates or post graduate students at Kyushu University.
- The theme must be one that has been though up by the participants themselves. It does not necessarily have to be related to your major at the university.
- Individual applications are possible. However, you are encouraged to form a team by the end of the project.

*Graduation theses, master's theses and doctoral theses will not be eligible for screening.
*Challenge and Creation (C&C), Academic Challenge (AC) and other granted projects will not be accepted. However, ideas that were suggested for these schemes but not adopted are welcome.

Themes of call for applications

The following five themes are recommended
(1)ICT (Including Web business)　(2)Greentech (environmental technologies)　(3)Big data (statistical analysis)　(4)Base of the pyramid (BOP)　(5)Agri-bio/Healthcare　(6)Others (clearly state the specific field)

Amount of grants

Each proposal is planned to receive up to 100,000 yen (scheduled)
*The funds will be granted in line with the Kyushu University accounting regulations. It will not take the form of a one-off cash payment.

Application method

There are two chances to apply for the 1st Battle and 2nd Battle each year.
Download the application form from the QREC website, complete the form and send it via the website.
Application deadline
1st Battle　Wednesday,June 15, 2016
2nd Battle　Wednesday,October 12, 2016
http://qrec.kyushu-u.ac.jp/en/ideabattle

Examination Board session

1st Battle　Wednesday,June 22, 2016 18:30–20:00 (scheduled)
2nd Battle　Wednesday,October 19, 2016 18:30–20:00 (scheduled)
Screening method: Please make an elevator pitch lasting one minute and not using a PC or other such equipment.

Final presentation and submission of reports

Around February 2017 (scheduled)

Academic Challenge(AC) http://qrec.kyushu-u.ac.jp/en/ac

A program supported with research grants for students to learn research management

Academic Challenge (AC) is a research promotion program aimed at graduate students enrolled at Kyushu University. Students plan out their own research projects with any necessary capital provided by the university and students carrying out the actual research. The aim of the program is for students to gain valuable research management experience through this sequence of hands-on exercises. In order to promote promising research to fuel future innovation, students are afforded the opportunity to display their creativity and flexibility by facing off against each other in the pursuit of academic research.

Calls for participation in the 2016 AC

Eligibility

Applicants must be a graduate student at Kyushu University, and be under the age of 30. Individual applications only.
*Only one applicant shall be chosen from the same research lab. Therefore, the applicant should receive approval from his or her supervisor as well as submitting a letter of recommendation from the supervisor.
*Students are asked to refrain from duplicating their application for the Academic Challenge (AC) with that of the same research themes for other granted projects.

Themes of call for applications

(1)Academic research related to the applicant's own field of study.
(2)Themes can be related to the applicant's master's thesis or doctoral thesis.

Amount of grants

Each proposal is planned to receive up to 500,000 yen (scheduled)
*The funds will be granted in line with the Kyushu University accounting regulations. It will not take the form of a one-off cash payment.

Application method

Download and complete the application form from the QREC website, and submit your entry online.
English version:http://qrec.kyushu-u.ac.jp/en/ac
Deadline for applications
Friday, May 20, 2016

Final presentation and submission of reports

Around February 2017 (scheduled)