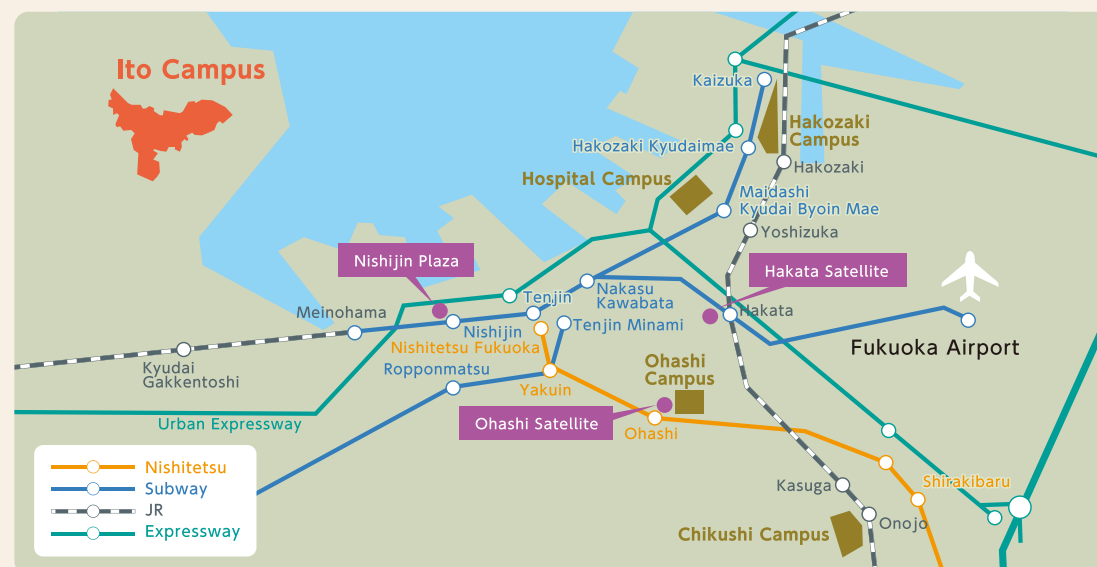
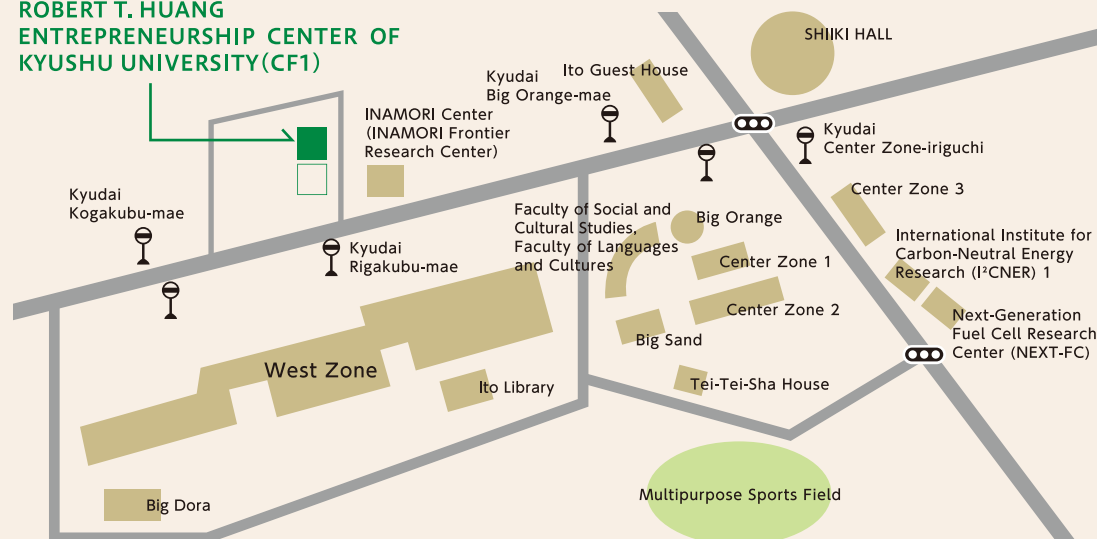




KYUSHU UNIVERSITY



**ROBERT T. HUANG  
ENTREPRENEURSHIP CENTER OF  
KYUSHU UNIVERSITY(CF1)**



# 2017<sup>English</sup> Educational Programs

ROBERT T. HUANG  
ENTREPRENEURSHIP CENTER



ROBERT T. HUANG ENTREPRENEURSHIP CENTER OF KYUSHU UNIVERSITY



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April, 2017 issue

Graduate / Undergraduate school

Student number

Name



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

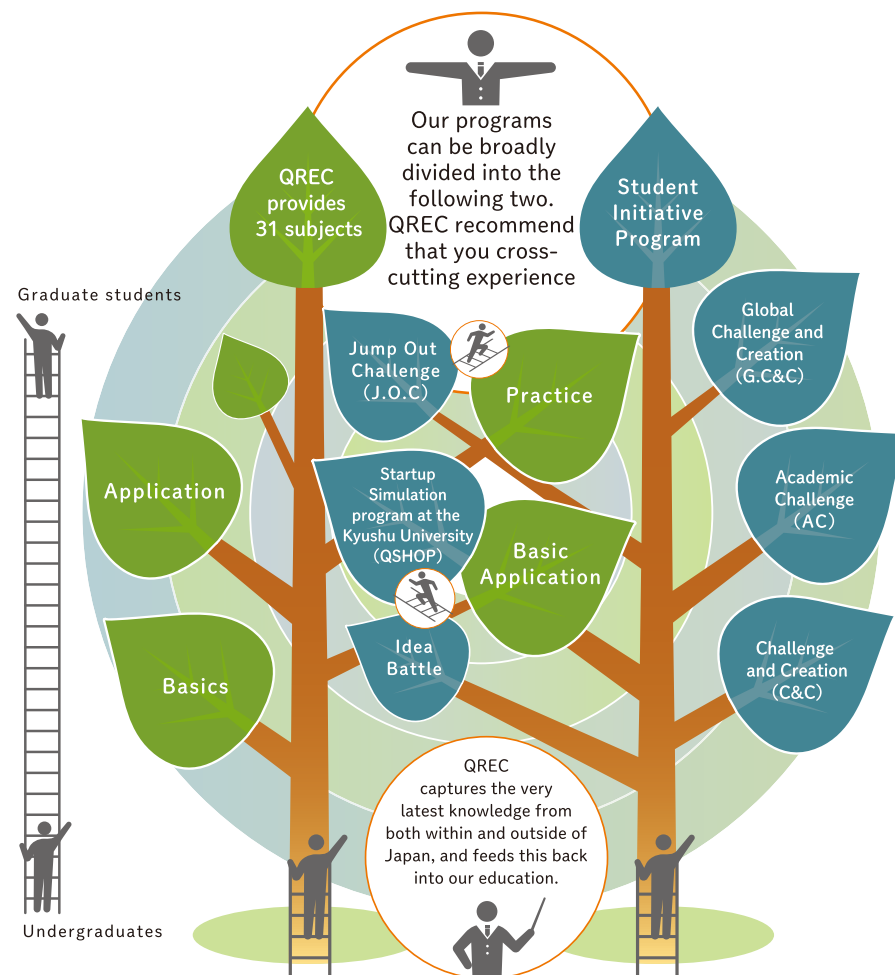
### The global leaders of the next generation

- 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")

## 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.

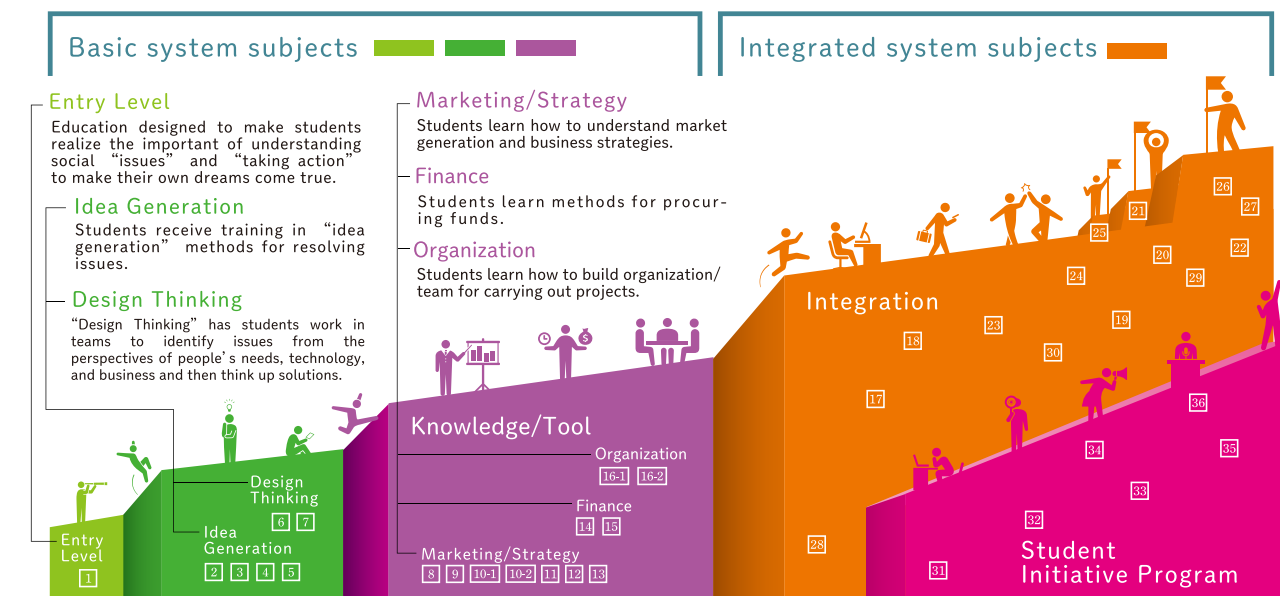


The cluster of QREC courses that enable credits to be earned as official subjects.

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

## QREC Curriculum System

All subjects in the curriculum are available to all Kyushu University students to take as their minor.



### Motivation

Education designed to make students to realize their own dreams and to notice pressure of changing the world with their own ideas.

### Design Thinking

- 7 Strategic Design Thinking
- 6 Idea Lab II

### Idea Generation

- 5 Digital Fabrication Tutorial
- 4 Design Thinking
- 3 Idea Lab I
- 2 Entrepreneurship Seminar

### Entry Level

- 1 Introduction to Entrepreneurship



### Knowledge/Tool

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

### Organization

- 16-2 Applied Entrepreneurship Organization
- 16-1 Basic Entrepreneurship Organization Science

### Finance

- 15 Advanced Lecture in Venture Finance
- 14 Basic Entrepreneurship Accounting and Finance

### Marketing/Strategy

- 13 Advanced Lecture in Research Skills Development in English
- 12 Technology Marketing Game in Japanese
- 11 Technology Marketing Game in English

### Marketing

- 10-2 Applied Entrepreneurship Marketing
- 10-1 Basic Entrepreneurship Marketing

### Strategy

- 9 Innovation Management
- 8 Basic Entrepreneurship Strategic Theory



### Integration

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

### Integration

- 27 Class by QBS
- 26 Idea Evaluation
- 25 Practical Training Program for Regional Management
- 24 Entrepreneurship in Designing new value for BOP people
- 23 Social Entrepreneurship
- 22 Advanced Lecture in Corporate Entrepreneurship
- 21 Technology Based Entrepreneurship
- 20 Global PBL Program
- 19 Design Innovation PBL Program collaborated with Industry
- 18 Advanced Lecture in Core Competence Management
- 17 New Business Creation
- 30 Global Seminar in English
- 29 QREC Internship
- 28 Robert T. Huang/ Entrepreneurship Program II (QREP2.0)

### Student Initiative Program

- 30 Global Challenge and Creation (G.C&C)
- 29 Jump Out Challenge (J.O.C)
- 28 Academic Challenge (AC)
- 27 Challenge and Creation (C&C)
- 26 Startup Simulation program at the Kyushu University (QSHOP)
- 31 Idea Battle



2017 Syllabus

Course Title	Technology Marketing Game in English		Term	Credit
Course Instructor (Affiliation)	Masaki Matsunaga		Winter quarter	2
Keywords	Marketing Competitive strategy, Communication, Leadership, Decision-making & risk-taking	Pre-requisites		
Course Purpose	Learn how to apply knowledge on marketing, competitive strategy, and risk-taking in simulated situations through playing an online business game developed by INSEAD. You will also learn effective ways to communicate and exercise your leadership in a small team (4-5 members) setting.	Course Objectives	Through this course, you should become able to : (1) make decisions based on complex and incomplete information within a limited time frame; (2) apply knowledge on marketing and strategy to simulated yet realistic situations of business in a highly competitive market; and (3) find the style of leadership that fits your way of communication and exercise it in a team setting.	

Course Title	Global Seminar in English		Term	Credit
Course Instructor (Affiliation)	Shingo Igarashi		Second semester Intensive Course	1
Keywords	Innovation, Creativity, Entrepreneurship, Design	Pre-requisites	English Communication Skill	
Course Purpose	QREC will invite Prof. Yamakawa from Babson College, U.S.A.. Prof. Yamakawa’s current research interests include: Learning from entrepreneurial failure, dilemmas inherent in corporate venturing activities, failure of industry emergence, and bankruptcy laws and entrepreneurship development around the world.	Course Objectives	Prof. Yamakawa is going to show the goal of this subject at his first class.	

Course Title	Advanced Lecture in Research Skills Development in English		Term	Credit
Course Instructor (Affiliation)	Yuichi Harada		Fall quarter	2
Keywords	Research management, Research methodology, Innovation, Intellectual property right, Carrier development, Entrepreneurship	Pre-requisites		
Course Purpose	Over the master and doctoral course, 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. Hence, the lecture is composed of general talks on scientific skills and your tailored case study which is based on your tailored case study which is based on your own MD or PhD research project. The scope of the lecture covers not only deepening your research study but also consider how to develop the research project into practical applications, such as product or service, and even start-up. The lecture obviously demands you homework for digging your own research project deeply.	Course Objectives	This lecture 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 lecture provides how to develop your research into business development on the relation with intellectual property rights and entrepreneurship.	

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

2017 Timetable

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

First semester	spring quarter		Tue.		Wed.		
		1 8:40~10:10	Basic Entrepreneurship Accounting and Finance		Introduction to Entrepreneurship		
		4 14:50~16:20					
		5 16:40~18:10					
	summer quarter		Tue.	Wed.		Sat.	
		1 8:40~10:10	Basic Entrepreneurship Strategic Theory				
		4 14:50~16:20		Idea Lab I	Technology Marketing Game in Japanese	Advanced Lecture in Core Competence Management (15:00—18:10)	
5 16:40~18:10							

Second semester	fall quarter		Tue.	Wed.		Fri.		Sat.
		1 8:40~10:10	Basic Entrepreneurship Organization Science					
		3 13:00~14:30						Advanced Lecture in Venture Finance
		4 14:50~16:20		Introduction to Entrepreneurship		Advanced Lecture in Research Skills Development in English		
		5 16:40~18:10						
		6 18:30~20:00					Technology Based Entrepreneurship (18:30—21:40)	
		7 20:20~21:50						
winter quarter		Tue.	Wed.		Fri.		Sat.	
	1 8:40~10:10	Basic Entrepreneurship Marketing						
	3 13:00~14:30						Advanced Lecture in Venture Finance	
	4 14:50~16:20		Idea Lab II	Technology Marketing Game in English				
	5 16:40~18:10				Entrepreneurship Seminar			
	6 18:30~20:00				Advanced Lecture in Corporate Entrepreneurship (18:30—21:40)			
	7 20:20~21:50							

Intensive Course	First semester	Design Thinking
		Digital Fabrication Tutorial
		Innovation Management
		New Business Creation
		Social Entrepreneurship
		Global PBL Program
		Applied Entrepreneurship Marketing
	Second semester	Robert T. Huang/Entrepreneurship Program II(QREP2.0)
		Global Seminar in English
		Applied Entrepreneurship Organization
		Strategic Design Thinking
		Design Innovation PBL Program collaborated with Industry
		Idea Evaluation
	Every semester	Practical Training Program for Regional Management
		QREC Internship
		Entrepreneurship in Designing new value for BOP people



2017 List of Courses

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

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

		Course Title	Main classroom	Overview	Course
		Instructor name (Affiliation)	Lecture times		Credit
Entry Level	Basics	Introduction to Entrepreneurship	Ito Campus	Students learn the fundamentals of entrepreneurship. The entrepreneur "always searches for change, responds to it, and exploits it as an opportunity" (Drucker, 1993). This is the process of discovering or creating a startup opportunity, then using richly creative ideas to translate it or to enlarge and strengthen it into a concrete form. In this course, follow along with this process while learning the fundamentals of specific methodology, including discovering startup opportunities and creating ideas. In addition to conveying the necessary knowledge in lectures, we also place importance on student participatory, experiential learning that combines workshops, group work, and so on.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Shingo Igarashi (AiRIMaQ) Masaki Kumano (AiRIMaQ)	Spring quarter Wednesdays periods 4 & 5 consecutive		2
	Basics	Introduction to Entrepreneurship	Ito Campus <div>Remote Lecture</div>	Students learn the fundamentals of entrepreneurship. The entrepreneur "always searches for change, responds to it, and exploits it as an opportunity" (Drucker, 1993). This is the process of discovering or creating a startup opportunity, then using richly creative ideas to translate it or to enlarge and strengthen it into a concrete form. In this course, follow along with this process while learning the fundamentals of specific methodology, including discovering startup opportunities and creating ideas. In addition to conveying the necessary knowledge in lectures, we also place importance on student participatory, experiential learning that combines workshops, group work, and so on.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Masaki Matsunaga (QREC) Megumi Takata (Faculty of Economics)	Fall quarter Wednesdays periods 4 & 5 consecutive		2
Idea Generation	Basics	Entrepreneurship Seminar	Ito Campus <div>Remote Lecture</div>	Leading people in various fields who aren't normally available to meet on campus are invited to hold public seminars. Students themselves select the invited speakers, make arrangements with them, and plan the seminar content. The learning objective is not simply to invite distinguished people, but to conduct an interactive seminar in which all participating students take active part in the discussion, and to hear actual accounts of events involved in startups from the person directly involved, in order to foster entrepreneurship in a broad sense.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Masaki Matsunaga (QREC)	Winter quarter Fridays periods 5 & 6 consecutive		2
	Basics	Idea Lab I	Ito Campus	Out of a large number of ideas, only one can make it through a process of investigation and selection to the point of actual execution. This being the case, as many as possible have to be generated from the start or no results will be obtained. This course will conduct drills in using familiar, near-at-hand materials and divergent thinking to generate large number of ideas in a short time, and then using convergent thinking to select the most appropriate ideas. At the same time, it will provide opportunities to improve group dynamics skills in stimulating and energizing a group in order to carry out idea generation in group units so as to devise better solutions. The course plan includes having guest speakers for some of the lectures.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Shingo Igarashi (AiRIMaQ)	Summer quarter Wednesdays periods 4 & 5 consecutive		2
	Basics	Design Thinking	Ohashi Satellite	“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.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Yasuyuki Hirai (Faculty of Design)	First semester Intensive Course August 26, 27		1
	Basics	Digital Fabrication Tutorial	Ito Campus	In this course, students will use 3D printers, laser machines, and other digital machine tools to learn about “monozukuri” (skilled manufacturing) practices in a workshop format. Equipment in the QREC studio will be used for the working machines in the course. Students will form groups of two to three members and engage in discussion while pursuing the machine work. This course will teach students ways of thinking about objects through actual work with the hands, showing that ideas are not just abstract notions for thinking about.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Kousuke Kaneko (Cyber Security Center)	First semester Intensive Course Saturday periods 3 & 4 consecutive July 1, 8, 15, 22		1
Design Thinking	Basic Application	Idea Lab II	Ito Campus	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.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Shingo Igarashi (AiRIMaQ)	Winter quarter Wednesdays periods 4 & 5 consecutive		2
	Practice	Strategic Design Thinking	Ohashi Satellite	Design thinking is an innovation generation method that has attracted worldwide attention in recent years as a conceptual technique that takes a human-oriented approach to thinking, generates concepts from the process of discovering problems, and takes steps toward problem solving. This course will make use of design thinking methods on specific and realistic social issues with the aim of creating business models for usable, practical solutions. Positioned as an advanced level of "Design Thinking," Lecturers will be invited from the IDEO Tokyo Office. Learn user observation, brainstorming, prototyping, and other techniques of design thinking through actual practice. The course is offered jointly with the Graduate School of Design as a three-day intensive course in a workshop format.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Yasuyuki Hirai (Faculty of Design) Shingo Igarashi (AiRIMaQ)	Second semester Intensive Course November 3, 4, 5 (scheduled)		2

KIKAN Education for General Subjects

KIKAN Education subjects for students in the second year and above

\*Applcable for graduate students as undergraduate students with some exceptions

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

		Course Title	Main classroom	Overview	Course
		Instructor name (Affiliation)	Lecture times		Credit
Marketing	Basics	Basic Entrepreneurship Marketing	Ito Campus	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.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Tsutomu Tobita (Part-Time Lecturer: Fukuoka University)	Winter quarter Tuesday period 1		1
	Application	Applied Entrepreneurship Marketing	Nishijin Plaza Medium conference room	Expanding on the marketing basics learned in “Entrepreneurship Management I” and “Entrepreneurship Management II” , 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.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Kenji Hirano (Part-Time Lecturer)	Intensive Course		1
Strategy	Basics	Basic Entrepreneurship Strategic Theory	Ito Campus	Students learn not just business management, but also the basics of management strategy theory for a wide range of organizations, including NPOs. A "strategy" is a means of achieving an objective with limited time and resources. Students learn through theory and actual cases how effective strategy can be in building sustained competitive superiority for an organization, taking into account its situation in an external environment, and in leading it to success. This is an introductory course intended for students who are interested in strategy in a broad sense.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Masaki Matsunaga (QREC)	Summer quarter Tuesday period 1		1
	Application	Innovation Management	Nishijin Plaza Medium conference room	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.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Fumihiko Ikuine (Part-Time Lecturer) Tsukuba University	First semester Intensive Course Saturday, May 27, Sunday, May 28 (10:00-18:00)		1
Marketing/Strategy	Application	Technology Marketing Game in English	Ito Campus	* This course will be run entirely in English.  Students enrolled in this course play the marketing simulation game, which is utilized in a number of top-tier MBA and executive MBA programs across the world. In so doing, students will learn skills for effective teamwork, leadership, and decision-making required in real-life management spanning across product development, distribution, marketing and sales.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Masaki Matsunaga (QREC)	Winter quarter Wednesdays periods 4 & 5 consecutive		2
	Application	Technology Marketing Game in Japanese	Ito Campus	Students enrolled in this course play the marketing simulation game, which is utilized in a number of top-tier MBA and executive MBA programs across the world. In so doing, students will learn skills for effective teamwork, leadership, and decision-making required in real-life management spanning across product development, distribution, marketing and sales.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Masaki Matsunaga (QREC)	Summer quarter Wednesdays periods 4 & 5 consecutive		2
Finance	Application	Advanced lecture in Research Skills Development in English	Chikushi Campus Interdisciplinary Graduate School of Engineering Sciences; Faculty of Engineering Sciences Building E 101 <div>Remote Lecture</div>	Over the master and doctoral course, 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. Hence, the lecture is composed of general talks on scientific skills and your tailored case study which is based on your own MD or PhD research project. The scope of the lecture covers not only deepening your research study but also consider how to develop the research project into practical applications, such as product or service, and even start-up. The lecture obviously demands you homework for digging your own research project deeply.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Yuichi Harada (AiRIMaQ)	Fall quarter Fridays periods 4 & 5 consecutive		2
	Basics	Basic Entrepreneurship Accounting and Finance	Ito Campus	Students learn the fundamentals of accounting and finance. The main subject of is accounting as the method corporations and NPOs use for appropriate control of revenue, costs, and assets in order to maintain a healthy state of management. Specifically, this involves studying how to read the income statements, balance sheets, and cash flow statements that are referred to as financial statements through a variety of actual cases and accounting quizzes.	<div><div></div><div>* General Subjects (frontier)</div><div>** Not for graduates</div></div>
		Masaki Matsunaga (QREC)	Spring quarter Tuesday period 1		1



2017 List of Courses

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		Course Title	Main classroom	Overview	Course
		Instructor name (Affiliation)	Lecture times		Credit
Finance	Application	Advanced Lecture in Venture Finance	Hospital Campus	In this course, students study the entrepreneurship, finance, and fund theory. The course aims to aims to equip 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.	<div></div>
		Hironori Higashide (Waseda University Business School)	Second semester Intensive Course 3-5 consecutive October 14, November 25, December 9, 16 January 20, 2018		2
Organization	Basics	Basic Entrepreneurship Organization Science	Ito Campus	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.	<div></div>
		Tsutomu Tobita (Part-Time Lecturer: Fukuoka University)	Fall quarter Tuesday period 1		1
	Application	Applied Entrepreneurship Organization	Nishijin Plaza Medium conference room	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.	<div></div>
		Masaki Kuroki (Part-Time Lecturer: Ritsumeikan University)	Second semester Intensive Course October28, 29 November 4		1
Integration	Basic Application	Robert T. Huang/ Entrepreneurship Program II(QREP2.0)	Pre-visit: Ito Campus On-site: USA or Europe Post-visit: Fukuoka city	Students will engage in entrepreneurship training for approximately one week in a foreign country that is "a place away" from their usual environment. This is an extension of ELEP/SVEP and other language training programs. In collaboration also with other universities, the course puts participants in a position to refine each other's ideas within a context of diversity and to make the most of each other's strengths to polish up a business plan that they then present. Through exchanges with local university students, participants engage in discussion about careers that are pursued on a global stage. The learning objective is for students to discern their own positions in the world and what role they will be able to play in society in times ahead.	<div></div>
		Masaki Matsunaga(QREC) Hirofumi Taniguchi(AiRIMaQ)	Second semester Jan.,Feb.: Pre-visit; Mar.: On-site, Post-visit		2
	Practice	QREC Internship		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.	<div></div>
		Shingo Igarashi(AiRIMaQ)	Every semester		2
	Practice	Global Seminar in English	Ito Campus	QREC will invite Prof. Yamakawa from Babson College, U.S.A, which is ranked in the best entrepreneurship education program not only for undergrad students but also Business School students. Prof. Yamakawa’s current research interests include: Learning from entrepreneurial failure, dilemmas inherent in corporate venturing activities, failure of industry emergence, and bankruptcy laws and entrepreneurship development around the world.	<div></div> <div></div>
		Shingo Igarashi(AiRIMaQ)	Second semester Intensive Course		1
	Application	New Business Creation	Ito Campus	Participants learn about the process of creating a successful business, starting with perceiving the seeds of a new business in ideas. Participants study how to analyze market opportunities and refine customer value, how to acquire customers, how to build up a differential advantage, and so on. Learning comes through live lectures by active consultants at major consulting firms and group work. The course concludes with presentations of business plans by each group, providing opportunities for participants to learn from each other.	<div></div>
		Masataka Sugimoto (Part-Time Lecturer: Deloitte Tohmatsu Consulting)	First semester Intensive Course Saturdays periods 4 & 5 consecutive (15:00-18:10)		1
	Application	Advanced Lecture in Core Competence Management	Hakozaki :Humanities Graduate School of Economics, Faculty of Economics, School of E conomics, Department of Business and Technology Management (Business School) building #209	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 multi-faceted, 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).	<div></div> <div></div>
		Megumi Takata (Faculty of Economics)	Summer quarter		2

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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

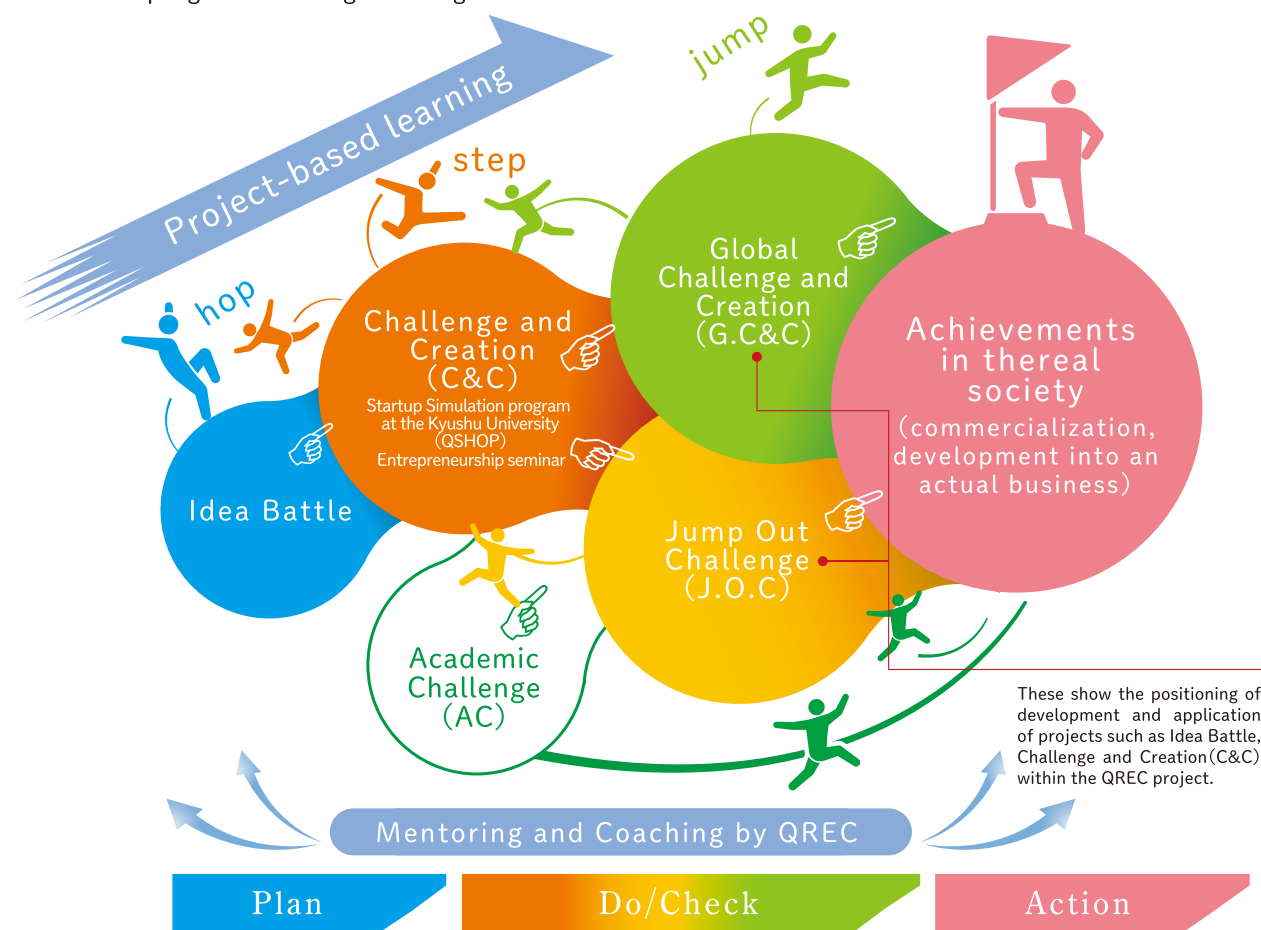
		Course Title	Main classroom	Overview	Course
		Instructor name (Affiliation)	Lecture times		Credit
Integration	Practice	Design Innovation PBL Program collaborated with Industry	Ito Campus	Students in this course will form teams of four to five members to propose business plans that will serve as solutions to business problems assigned by collaborating corporations. Classes will include learning sessions based on design thinking, field studies, and workshops with speakers from outside. Slated to be invited this time is Mr. Takahiro Yamaguchi, author of The Idea Maker. Classes are basically held on weekends, but students carry out their field studies on their own time outside of class.	<div></div> <div></div>
		Masaki Matsunaga(QREC)	Second semester Intensive Course		2
	Practice	Global PBL Program	Ohashi Satellite On-site: Aalto University	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.	<div></div> <div></div>
		Yasuyuki Hirai (Faculty of Design)	First semester Intensive Course On-site presentation: One week in Finland		2
	Practice	Technology Based Entrepreneurship	Hakata satellite Large Lecture Room 1	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. Various forms of case study-based learning are utilized and a couple of practical sessions are held that deal with actual technology seeds.	<div></div> <div></div> <div></div>
		Shingo Igarashi(AiRIMaQ)	Fall quarter Fridays periods 6 & 7 consecutive (18:30-21:40)		2
	Practice	Advanced Lecture in Corporate Entrepreneurship	Hakata satellite Large Lecture Room 1	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.	<div></div> <div></div>
		Hironobu Tamaki (Part-Time Lecturer: Prefectural University of Hiroshima)	Winter quarter, Every other week Friday, period 6 & 7 consecutive (18:30-21:40)		2
	Practice	Social Entrepreneurship		Social business seeks independent and sustained resolution of social issues by business methods. The pioneer in this field was Dr. Muhammad Yunus (founder of the Grameen Bank and recipient of the Nobel Peace Prize). With a focus on Dr. Yunus' principles and cases of actual implementation in Japan and other countries, students learn about the differences between "Yunus social business" and social business in a broader sense in Japan as well as about points in common with longstanding, essentially Japanese philosophy of doing business. By incorporating workshops as well as lectures, the course also teaches students methods of building up business ideas to address specific problems in society.	<div></div>
		Hirofumi Taniguchi(AiRIMaQ)	First semester Intensive Course		2
Integration	Practice	Entrepreneurship in Designing new value for BOP people	On-site: Thai land	Social business seeks independent and sustained resolution of social issues by business methods. The pioneer in this field was Dr. Muhammad Yunus (founder of the Grameen Bank and recipient of the Nobel Peace Prize). With a focus on Dr. Yunus' principles and cases of actual implementation in developing countries, students learn the perspectives and essential knowledge required in building businesses oriented to resolving the problems of the socially disadvantaged and impoverished (base of pyramid: BOP) populations in developing and newly emerging countries. Participants also conduct on-site study of social problems in a developing country, doing fieldwork as a foundation for formulating specific solutions, and in this way gain experience in the practical steps involved in entrepreneurship in developing and newly emerging countries.	<div></div>
		AHMED ASHIR (Faculty of Information Science and Electrical Engineering)	Every semester		2
	Practice	Practical Training Program for Regional Management	Hakata satellite・Nishijin Plaza, others	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. In parallel with these studies, external experts are invited to speak to the students and their awareness of the current state of affairs and the issues being faced is enriched and deepened. The course for this academic year will take "diversity" as its theme. Students will write reports on innovative businesses and social programs aimed at the revitalization of regional and local communities through actual practice and reformed approaches to work on this theme of diversity, together with suggestions for policies and measures required for that purpose, and they will make public presentations on their research.	<div></div>
		Hirofumi Taniguchi(AiRIMaQ) Shuhei Ishimaru (Fukuoka Directive Council)	Every semester		4
	Practice	Idea Evaluation	Ito Campus	In this course, you learn methods for evaluating how ideas (scientific knowledge and technology before patenting) can be industrialized. Building on a foundation of actual ideas from inside and outside the university, study the theory and practice involved, with a focus on examination of the possibilities for patenting, scenario planning to deal with uncertainties, and related matters.	<div></div> <div></div>
		Shingo Igarashi(AiRIMaQ)	Second semester Every other week Saturday		2



# Student Initiative Program

QREC conducts the following specialty programs and projects.

All of the programs are eligible for grants.



1 Global Challenge and Creation (G.C&C) | P.10

2 Jump Out Challenge (J.O.C) | P.10

3 Challenge and Creation (C&C) | P.11

< C&C issue themes > ● Startup Simulation program at the Kyushu University (QSHOP) | P.12  
● Entrepreneurship seminar | P.12

4 Idea Battle | P.13

5 Academic Challenge (AC) | P.14

## 【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 2017 G.C&C and 2017 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 825 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 2017 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 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

#### 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 11, 2017

#### Examination Board session

Sunday, May 21, 2017

#### Final presentation and submission of reports

Around February 2018 (scheduled)

\*A 'President's Award' will be given to the project team that achieves the most outstanding results.



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 2017

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 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](mailto: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

## 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 2017

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 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](mailto: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 for 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 2017 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 thought 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

Download the application form from the QREC website, complete the form and send it via the website.  
Application deadline  
Monday, October 16, 2017  
<http://qrec.kyushu-u.ac.jp/en/ideabattle>

#### Examination Board session

Wednesday, October 18, 2017 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 2018 (scheduled)



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



Put that research to use in business!  
Use this opportunity as a first step toward practical application.

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 2017 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  
Wednesday, May 10, 2017

#### Final presentation and submission of reports

Around February 2018 (scheduled)

#### Other requirements

- 1.Take the QREC New Business Creation course. (Date: June 18, 25)
  - 2.Present a summary of research during a class of the QREC Idea Evaluation course.
- \*Awardees of this grant may be required to repay it if they do not satisfy requirements 1 and 2 above.

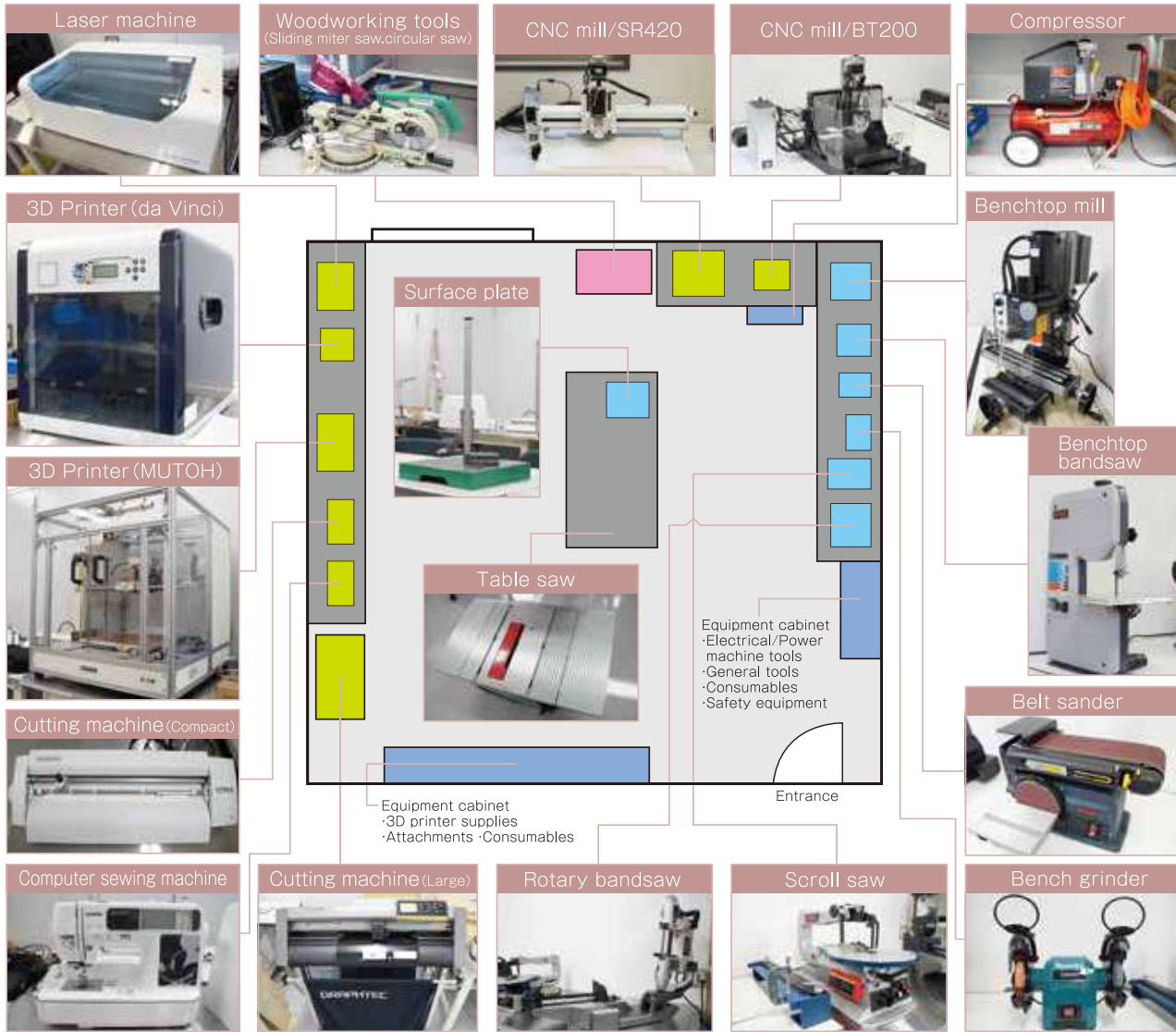




QREC Studio <http://qrec.kyushu-u.ac.jp/en/qrecstudio>

The QREC Studio opened in December 2015, in Room 204-2 on the second floor of the Common Facility 1 building, at the Ito Campus. Students enrolled at Kyushu University who have been selected to participate in C&C and AC, as well as students taking QREC courses, can use the Studio if they make a reservation in advance. You can find out the state of reservations for the Studio by checking QREC's home page. The Studio can also be used when digital machine tools are to be used in classes.

■QREC Studio Tools/Machine Tools Layout (As of Nov.6,2015)



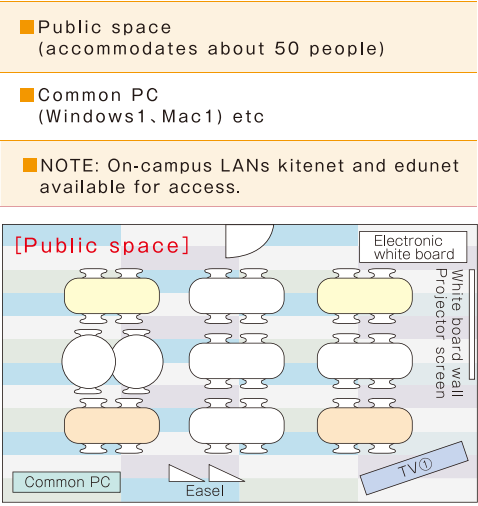
Digital Fabrication Tutorial (Basic)

This course will teach students ways of thinking about objects through actual work with the hands, showing that ideas are not just abstract notions for thinking about. Students will use 3D printers, laser machines, and other digital machine tools in QREC studio.



Silicon Valley Room <http://qrec.kyushu-u.ac.jp/en/rooms>

The Silicon Valley Room opened in September 2015, in Room 213 on the second floor of the Common Facility 1 building, at the Ito Campus. Like the Silicon Valley Room operating at Hakozaki Campus, this is a public space that may be used for meetings and exchanges by students enrolled at Kyushu University who have been selected to participate in C&C and AC, as well as students taking QREC courses. Most of the wall surface of the Silicon Valley Room is covered with whiteboard, which helps make the space very versatile.



QREC Premium Members Accreditation



Starting in the 2017 academic year, QREC will begin QREC Premium Members accreditation, a system for accreditation of university student clubs that are officially recognized by QREC. This is a system that supports independent student activities. With QREC Premium Members accreditation, you can receive the following kinds of support:

[Types of QREC Premium Membership]

Type 1	Primus	This is on a par with winners of the C&C "Best Award" and it provides accreditation for independent activities. The accreditation period is three years.
Type 2	Superus	C&C winners and so on will be provided active mentoring and other such support. The accreditation period is one year.
Type 3	Primary	This is granted for the Idea Battle winners and voluntary student club applicants. The accreditation period is within the period in which the Premium Members engage in the QREC Projects (a maximum of one year).

With QREC Premium Members accreditation, you can receive the following kinds of support:

[Support provided by QREC]

- 1 Type 1 (Primus) members alone can receive QREC funding support to an amount of up to 100,000 yen. Accredited student members will be able to submit a budget when they apply for accreditation and approval will be subject to discussion by the QREC faculty committee.
- 2 Accredited student members will be able to receive mentoring from QREC faculty and staff members.
- 3 QREC Premium Members will be able to utilize common facilities owned by QREC.
- 4 QREC Premium Members will be able to utilize the inter-club bulletin board and message corner set up in the Silicon Valley Room.



# Kyushu University Startup Club Call for New Members

## Kyushu University Startup Club Established

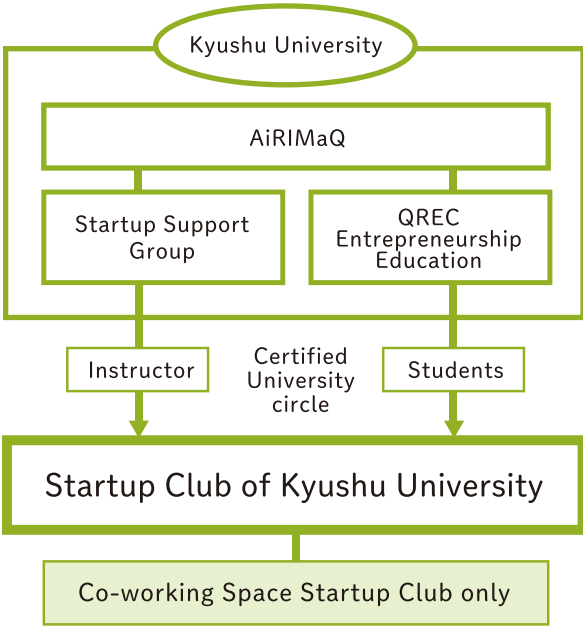
The Kyushu University Startup Club will be established in July 2017 for students who are serious about wanting to start up an enterprise. Just as the Soccer Club plays soccer, the Startup Club will start up student ventures. In the Startup Club, members create business plans in teams and enter them in contests in Japan and other countries while refining their business plans and engaging in practical activities oriented to a startup. Associate professor Kumano act as advisors, providing guidance, while leading entrepreneurs and venture capital from Japan and other countries form a network for startup assistance. We aim to create an average of three student ventures annually, and 30 student ventures in the space of 10 years. These will include the creation of three listed companies. Join us in the creation of a new chapter in the history of Kyushu University.

<b>Purpose</b>	To create university student ventures and produce student entrepreneurs	<b>Mentors</b>	A network of leading entrepreneurs and venture capitalists in Japan and other countries.
<b>Objectives</b>	To create an average of student ventures annually, and 30 students ventures in 10 years. Of these, create three companies that will be listed.	<b>Club activity days</b>	Weekly meeting of all members. Day-to-day activities are determined by teams for themselves.
<b>Club founding</b>	July 2017	<b>Advisor</b>	Masaki Kumano (Associate Professor, Startup Support Group, Academic Research and Industrial Collaboration Management Office)

Description of activities in club's first academic year				
April-June	July	August	September-December	January
Call for new members, preparatory activities	Form the Kyushu University Startup Club, issue press release, and hold press conference	Business plan creation camp, team building	Apply for business plan contests ▼ refine plans and create prototypes ▼ "prize-winning rush" period	Startup activities Seminars with outside speakers will be held about twice every month starting from August, plans will be refined, pitching practice will be held.

### [ List of main business plan contests ]

Organized by the Ministry of Education, Culture, Sports, Science and Technology:University-Originated Venture Business Plan Contest			
Organized by the Ministry of Internal Affairs and Communications:ICT Business Plan Contest			
Organized by the Ministry of Economy, Trade and Industry: University Venture Grand Prix			
Organized by the New Energy and Industrial Technology Development Organization (NEDO):Technology Commercialization Program (TCP)			
Organized by Sumitomo Mitsui Banking Corporation (SMBC): "Mirai"			
Nishinippon Shimbun and other newspaper publishers:Kyushu Future Awards			
Organized by the U.S. Embassy:Business Plan Contest			
Base of activities	c/o Sakura Internet, Yomiuri fukuoka building 7F, 1-12-15, Akasaka, Chuoku, Fukuoka, Japan	Direct inquiries to	Masaki Kumano (Startup Support Group, Academic Research and Industrial Collaboration Management Office) kumano@airimaq.kyushu-u.ac.jp Please search on Facebook for the "Kyushu University Startup Club." http://www.qdai-startup.com



# 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

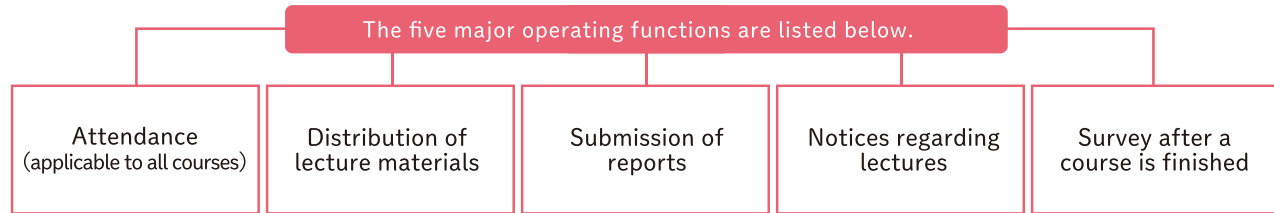
<http://m2b.artsci.kyushu-u.ac.jp/en>

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.



- 1 Link for downloading the M2B learning support system manual.  
<http://m2b.artsci.kyushu-u.ac.jp/en>
- 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.