

Prototyping

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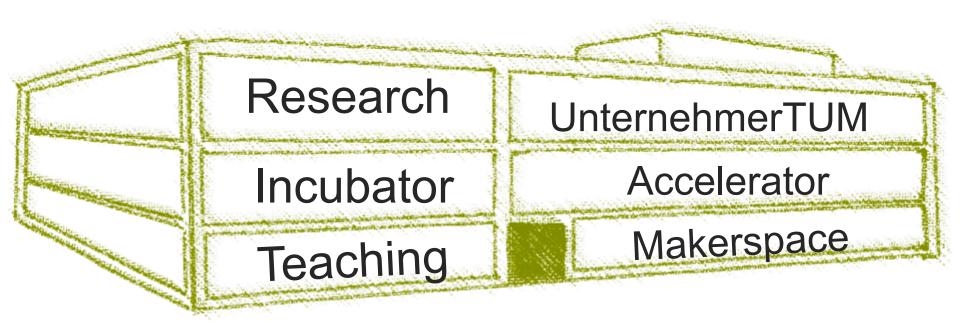
TUM Entrepreneurship Center



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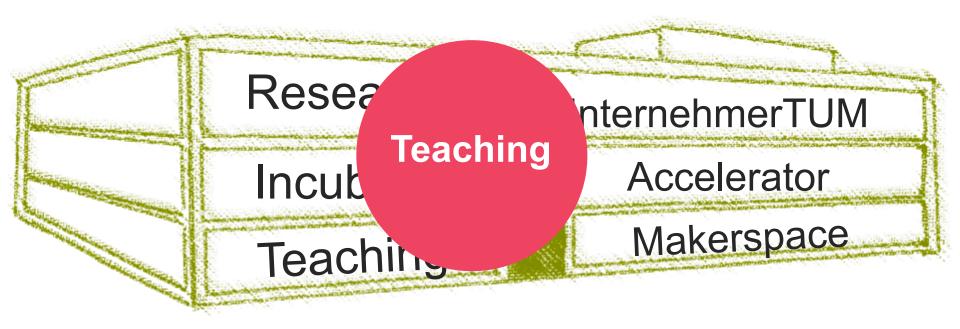


Concept of Center





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Issues

- 1. Implicit views on their product or themselves:
 - that they are not creative
 - that they have to everything on their own
 - that they have to come up with the product first
 - that they know better what the markets need
 - => do not develop product that customers want, or miss out important feedback
- 2. Finding the right team for starting a new venture
 - ⇒ do know how to form a team and how to cope with conflict or uncertainty
- 3. The social environment expects students to make money right after graduation.
 - => Potential entrepreneurs are forced to peruse a classic career



How we see ourselves

- 1. Every bit of knowledge is available.... In higher quality than we ever could do=> Focus on the people side of entrepreneurship
 - Team formation
 - Team processes
 - Networking
 - Mentoring
- 2. Yes, a little bit of knowledge or guidance:
 - => Focus on a general knowledge map

Prototyping Seminar – An first touchpoint for students



Course structure

| Kick-off | | Mid-term | | Final | | | |
|-----------------------|------------------------|------------------------------|-------|-------|-------|--|--|
| Day 1 | Day 2 | Day 3 | Day 4 | Day 5 | Day 6 | | |
| | | Prototyping & Business Model | | | | | |
| | Stakeholder interviews | | | | | | |
| Report | | | | | | | |
| Direct Ins | structions | Mentoring | | | | | |
| Peer Learning | | | | | | | |
| Experiential Learning | | | | | | | |
| | | | | | | | |



Kick-off

Day 1

- Preface
- Creativity
- Entrepreneurship
- Teams
- Final Exercise I

Day 2

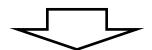
- Tools
- Design thinking
- Business model
- Lean startup
- Pitch
- Final Exercise II

Goal: Get a kick start into hands on experiencing team work and prototyping









Networking

Creativity

e.g. Saywer, 2012; Runco, 2014;

Entrepreneurship

Focus on Effectuation Sarasvathy, 2001



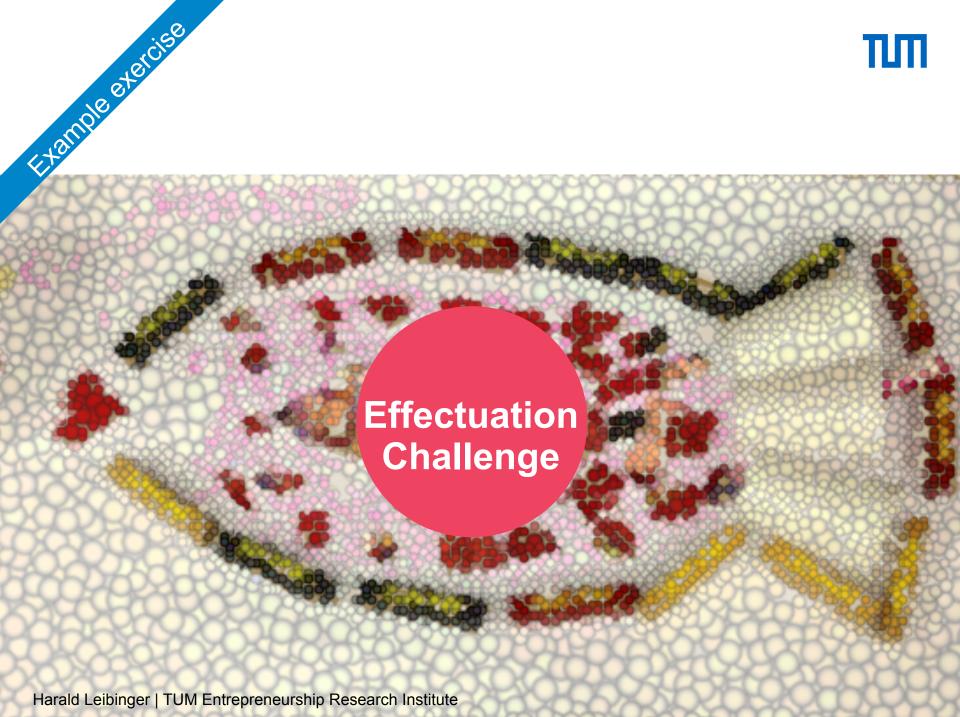
Teambuilding & Ideation













Team Effectuation vs. Team Causation

Step 1 Pair up two teams of 5 at every table (3 min.)

Step 2 Define animal for Team Causation (2 min.)

Step 3 Select half of the resources from the table (5 min.)

Step 4 Work with remaining resources and build any animal you like

Step 4 You have 20 min. to build your animal

All resources have to be completely used / integrated in the animal

Step 5 Other teams vote for the winner at one table

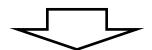












Networking

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Teambuilding & Ideation







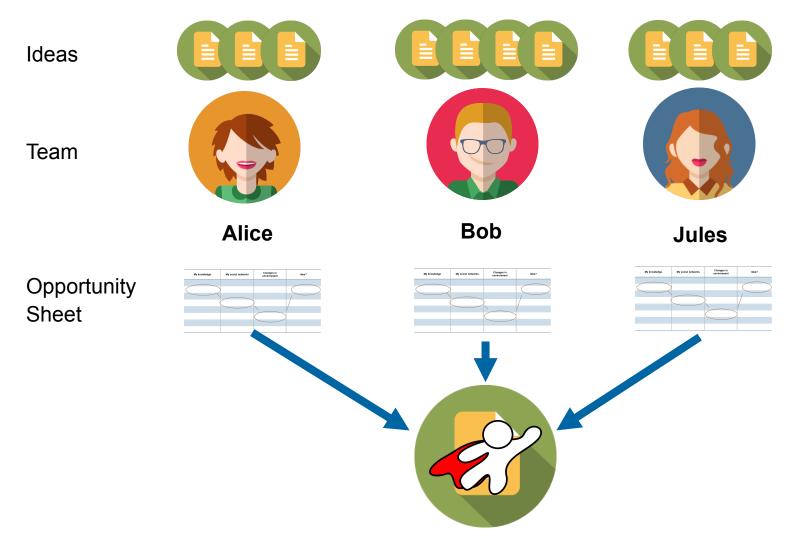




Connect the three aspects and use your creativity to generate business ideas by combining them. Opportunities for you!

| My knowledge | My social networks | Changes in environment | Idea? |
|--------------|--------------------|------------------------|----------|
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Ideation & Incubation

Tools

Focus on design thinking & Prototyping product

Business Modell

Canvas
Osterwalder & Pigneur, 2001



Pitch & Feedback





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Midterm

Day 3

- Guest speaker
- Preparation for midterm
 presentation



 Midterm presentations of preliminary prototypes and business model canvas "SHARK TANK"

Goal: Get a critical feedback and learn to so feedback as chance to improve the concept





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Final

Day 5

- Guest speaker
- Student pitches
 "SHARK TANK"



- Guest speaker
- Student pitches
 "SHARK TANK"

Goal: Get final feedback from peers, entrepreneurs, and trainers. Discussion together with coaches from the incubator about possible further possibilities to start a business





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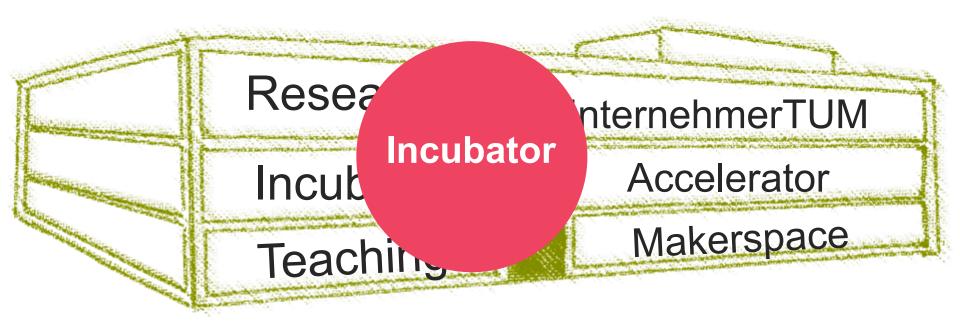


WHAT ELSE





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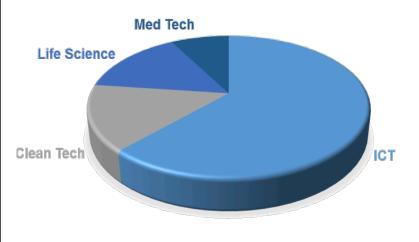


Next step

Infrastructure

- Open to all TUM members
- Over 100 co-working spaces and offices for more than 20 startups
- On average 6 months tenancy

Represented research fields of the future



Service

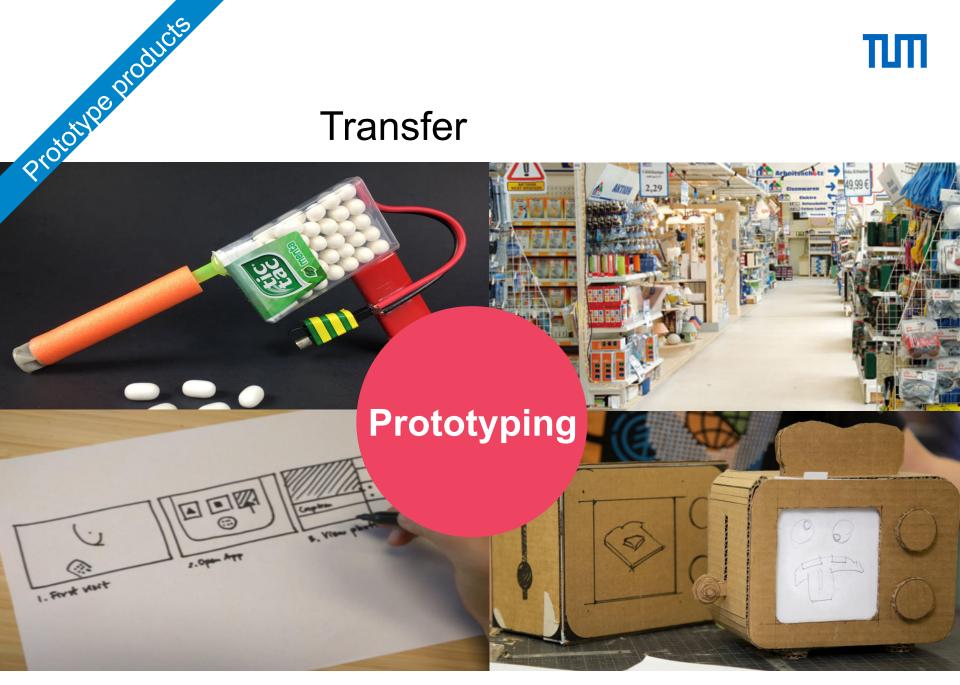
- TUM startup coaches offer individual support on topics such as finance, team building, sales, marketing, operations
- Helpful advice including HR and IP
- Networking events and contact to internal and external experts



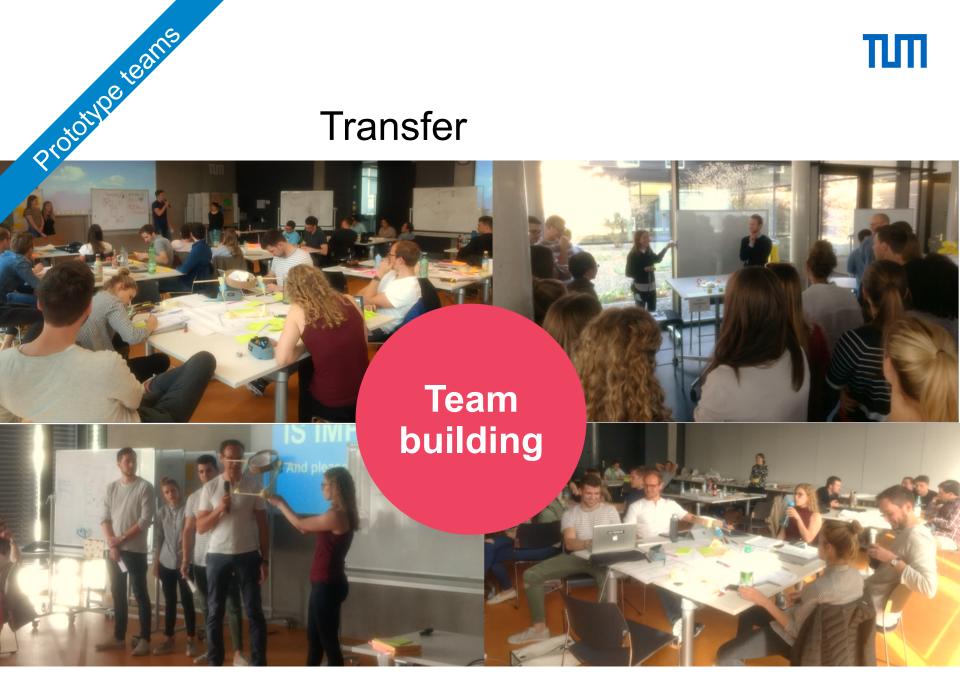




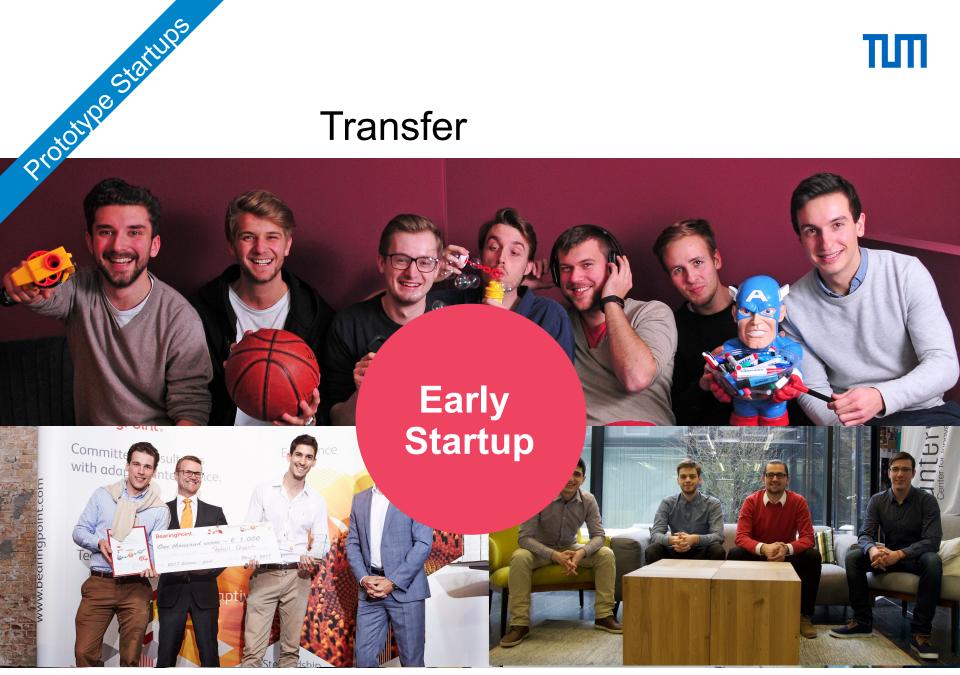














Rese InternehmerTUM
Accelerator
Teaching Makerspace





Thank you very much for your attention!



Literature

Osterwalder, A., & Pigneur, Y. (2010). *Business model generation: a handbook for visionaries, game changers, and challengers*. John Wiley & Sons.

Sarasvathy, S. D. (2001). Causation and effectuation: Toward a theoretical shift from economic inevitability to entrepreneurial contingency. *Academy of management Review*, *26*(2), 243-263.

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