

ENTREPRENEURSHIP, INNOVATION AND CREATIVITY CERTIFICATE

QEIC-C-ENT

Subject: Administered by the Dan School of Drama and Music.

Plan: Consists of 15.00 units as described below.

Program: The Plan will lead to a Certificate in Entrepreneurship, Innovation and Creativity.

Requirements for this program have been modified. Please consult the [2021-2022 Calendar](#) for the previous requirements.

Code	Title	Units
1. Core		
A. Complete 3.00 units the following:		3.00
ASCX 200	Dean's Changemaker Challenge: Collaborative Problem Solving	
ENIN 200	Foundations of Entrepreneurship	
B. Complete 3.00 units from the following:		3.00
ENIN 400	Innovation Design Sprint	
ENIN 401		
2. Option		
A. Complete 3.00 units the following:		3.00
ASCX 300	Dean's Changemaker Challenge: Implementation Strategies	
CHEE 302	Technical Entrepreneurship	
ENIN 301	Creative Entrepreneurship	
B. Complete 6.00 units from the following course list:		6.00
INOV_Options		
Total Units		15.00

3. Notes

A. No more than 6.00 units of core and option courses may be counted toward the requirements of both the Certificate and another program.

B. No more than 6.00 units of core and option courses may be transfer credits from outside Queen's University.

C. Students who want to learn about creative **and** technical entrepreneurship may complete and count **both** ENIN 301 and CHEE 302 toward the 15.00 credits required for this Certificate. Students who opt to complete and count **both** ENIN 301 and CHEE 302 only need to complete 3.00 credits from the list of eligible "Innovation-Centric" courses above.

Innovation, Entrepreneurship and Creativity Certificate Course List

The following list contains courses offered through other Departments. In accordance with Academic Regulation **2.5** (Access to Classes), students do not have enrolment priority in all of these courses. Access to these courses may only be made available during the Open Enrolment period, and then only if space permits.

INOV_Options

Code	Title	Units
Innovation-Centric Options		
COCA 201	Introduction to Computing and the Creative Arts	3.00
COMM 201	Introduction to Business for Entrepreneurs	3.00
ENIN 140	Design Thinking	3.00
ENIN 204	Publicity and Media Relations	3.00
ENIN 205	Innovation for STEAM	3.00
ENIN 207	Envisioning Disruptive Technologies	3.00
ENIN 240	Explorations in Creativity	3.00
ENIN 340	Topics in Innovation and Entrepreneurship	3.00
FILM 340	Advertising and Consumer Culture	3.00
GLPH 271	Global and Population Health	3.00
GLPH 471	Advanced Global and Population Health	3.00
IDIS 280	Interprofessional Approaches in Healthcare	3.00
LAW 204	Corporate Law	3.00
LLCU 214	Mafia Culture and the Power of Symbols, Rituals and Myth	3.00
WRIT 250	Writing in Business Contexts	3.00