





PERINCIAN PROGRAM

IPTS	:	KOLEJ UNIVERSITI LINCOLN
NO PENDAFTARAN PREMIS	:	DKU016 (B)
PROGRAM	:	DIGITAL ENTREPRENEURSHIP AND MARKETING
TENAGA PENGAJAR	:	2
KAEDAH PEMBELAJARAN	:	BERSEMUKA

LATAR BELAKANG / LIPUTAN KESELURUHAN

Synopsis: In this programme, you will learn about the future of digitally-enabled entrepreneurship and commerce, by designing and launching your own digital business which will enable you to test and improve your own business ideas.

HASIL PEMBELAJARAN

Outcomes: This course will create an online business design, consisting of a coherent set of activities for attracting customers online, providing a satisfactory online experience, and achieving business objectives digitally. This will also help to launch a business- quality online presence, using widely available services and software. Also, create a basic social media plan to attract and engage online customers.

No.	PERINCIAN MAKLUMAT	PELAKSANAAN		PERINCIAN KOS	CATATAN
	MODUL (Penerangan)	HARI (Tempoh Jam)	PENILAIAN		
	COMMUNICATION AND SOFTSKILL: a. Introduction to	2 (12 Jam)	UjianPenilaianAwal	RM 200	Kelas
1	a. Introduction to Communication b. Communication techniques c. Business Communication	2 (12 jam)	Kuiz/ Pembentangan	RM 250	Kelas
		1 (6 Jam)	Latihan	RM100	Makmal
2	DIGITAL	4 (24 hours)	Assignment 1	RM400	Kelas/Makmal
	ENTREPRENEURSHIP: NEW				
	OPPORTUNITIES AND				
	CHALLENGES				
	 Choosing a Digital 				
	Business Idea				
	 Name of your 				
	business, overview of				
	what you are selling,				
	why you are selling				
	this product/service				
	and value				
	proposition.				

	PERINCIAN MAKLUMAT	PELAKSANAAN		PERINCIAN KOS	CATATAN
No.	MODUL (Penerangan)	HARI (Tempoh Jam)	PENILAIAN		
	What differentiates				
	your product or service offering?				
	Innovators dilemma				
	innovators unemma				
3	CREATING A DIGITAL	4 (24 hours)	Assignment 2	RM400	Kelas/Makmal
	BUSINESS DESIGN				
	Digital Business				
	Experiments				
	Overview of your				
	business model.A breakdown of the				
	 A breakdown of the key components. 				
	Turning ides into				
	reality				
4	LAUNCHING A NEW DIGITAL	4 (24 hours)	Assignment 3	RM400	Kelas/Makmal
	VENTURE				
	Emerging				
	technologies				
	Digital concepts				
	 What makes a new digital venture a 				
	grand success –				
	Some key tips				
5	CUSTOMER ACQUISITION IN	5 (30 hours)	Assignment 4	RM500	Kelas/Makmal
	A DIGITAL WORLD				
	 Which platform to 				
	use				
	How to have your				
	presence in digital				
	world • What methods and				
	tools are needed				
	How to attract				
	customers				
	A brief introduction				
	to software related				
	to advertising				
6	DIGITAL MARKETING VIA	4 (24 hours)	Presentation	RM710	Kelas/Makmal
	SOCIAL MEDIA				

No.	PERINCIAN MAKLUMAT	PELAKSANAAN	PENILAIAN	PERINCIAN KOS	CATATAN
	MODIII (Deperances)	HARI (Tempoh			
	MODUL (Penerangan)	Jam)			
	Digital Marketing – Guest				
	Lecture				
	 What is the profile of 				
	your customer?				
	 How have (or will) 				
	you attempt you				
	secure a client?				
	 What marketing 				
	tactics have (or will)				
	you incorporate to				
	grow your product or				
	service?				
7		4 (24 hours)	Final project	RM400	Kelas/Makmal
	CASHLESS PAYMENT		submission		
	SYSTEM				
	 Contingency Plan for 				
	future challenges				
	 How to develop one 				
	for your business				
8	PENGINAPAN	30 Hari		RM420	Per-Pelajar
	(sekiranyaada)				
9	PENGANGKUTAN	30 Hari		RM300	Per-Pelajar
	(sekiranyaada)				
10	MAKAN & MINUM	30 Hari		RM1200	Per-Pelajar
	(sekiranyaada)				
	JUMLAH	30		RM5280.00	

RUJUKAN

1. Tambahan:

- Laman social media fb instgram
 Latiham visual dan komunikasi digital
- 3. Certificate of Attendance

2. LamanSesawang:

- Lincoln University College (<u>www.lincoln.edu.my</u>)
- 2. Communication skills (https://corporatefinanceinstitute.com/resources/careers/soft- skills/communication/)

- 3. Communication Training Industry (https://trainingindustry.com/blog/leadership/5-important-communication-skills-for-leaders/)
- 4. Effective Communication in Workplace (https://www.hrtechnologist.com/articles/employee-engagement/effective-communication-in-the-workplace-how-and-why/)
- 5. Business Communication (https://www.finsmes.com/2019/03/the-importance-of-communication-in-business-how-to-improve-it.html)
- 6. SME Corporation Malaysia (https://www.smecorp.gov.my/index.php/en/)
- 7. MITI (https://www.miti.gov.my/)
- 8. Department of Statistics Malaysia (https://www.dosm.gov.my/v1/)
- 9. Center for Entreprenuer Development and Research (https://www.cedar.my/)
- 10. SME Bank (https://www.smebank.com.my/en/development/our-subsidiaries/cedar)

NOTE:

Assignment #1:

Digital Business Design

Turn in a one-page report with your digital business design.

Assignment #2:

Web Basics

Turn in a link (URL) to a web page available through your own domain.

Create the web page using a text or web editor, and upload the web page file to your own server or hosting service. The page should be about a personal accomplishment.

The page must include:

- 1. a link to another web page
- 2. an image
- 3. a list (using or tags in HTML)
- 4. at least two style sheet rules (written in CSS)

Assignment #3:

Local Business Site

Turn in a link (URL) to a prototype WordPress-based site installed on your own domain, for a local business that is NOT your final project.

This site should be a prototype site for a local business that exists today (i.e., NOT your final project site). It

should display a level of professionalism that would allow the local business to test your site on real users, but you are not required to contact the actual business.

The site must include:

- 1.an 'About Us' page
- 2. a 'News' menu item that points to at least two blog posts
- 3. a working 'Contact Us' page
- 4. at least one other plugin, in addition to the contact page plugin (stating on thehome page which plugin)
- 5. a new theme not included with WordPress by default
- 6. at least one category that is visible on the home page
- 7. at least one widget that is not visible by default

Assignment #4:

MVP Prototype Demo

Demo your minimal viable product (MVP) business prototype in a class presentation up to 3 minutes in length. Highlight the main elements of your online business design, and how you hope to test this design on the site. The site should have sufficient content to begin testing its effectiveness on potential customers.

The site must have a working connections to google analytics, and must have implemented at least one conversion goal. To receive credit for your analytics, **your instructor** must be added as a user to the Google Analytics account, property, or view corresponding to your demo site. To receive full credit, the analytics must show at least 10 unique visitors to your prototype.

Turn in a report with your updated online business design. Include in your report the URL for your prototype, and the name and ID number of your Google Analytics account.

Final Project Presentation

Demo your online business site in a presentation up to 5 minutes, and be prepared to answer any questions about the main elements of your digital business design, including: business objectives/plan, customer acquisition, user experience, and business outcomes. Show us the greatest thing about your site from a user experience points of view. Emphasize in your presentation what you have learned so far from the data about your digital business design, and what are the most important questions remaining.

Final Project Report

Submit a report that briefly reviews the main elements of your digital business design: business objectives/plan, customer acquisition, user experience, and business outcomes.

Discuss what you have learned about your proposed business idea through online prototyping, using data from your project. Identify and discuss the two most important improvements youhave made to your prototype, based on data from analytics, usability testing, or elsewhere. Discuss the specific steps that need

to be taken to improve business performance in the future, based on data you have collected.

Your report should list the steps you have taken to implement your internal and external SEO strategy. If social media is an important traffic source, your report should refer to a sample page on your most important social network that has at least one week's worth of sample material.

Your report should also include the results of usability testing on at least 3 users, including the scenarios used, and the actions taken in response to the testing.

Finally, the report should also mention steps taken towards business launch, including privacy and terms of service, site performance, and legal policies.

Disediakan oleh:

(DR ABHIJIT GHOSH)
Dean
Faculty of Business and Accountancy