The Technological Entrepreneurship Minor offers students an opportunity to blend technical expertise with broad entrepreneurial thinking skills. This combination prepares students to create technology and business model innovations that enrich society and create wealth. This minor prepares students in engineering, science, and other technology disciplines to create, enhance and manage technology ventures, including projects developed within corporate settings.

**Minor Admission Requirements**
- None

**Minor Requirements**
- None

**Prerequisite Courses**
- None

**Required Courses (12 hrs)**
- ENT 4014  New Venture Implementation  3 hrs
- GEB 4111  New Venture Finance  3 hrs
- ENT 4183  Technological Entrepreneurship  3 hrs

**Select 1**
- ENT 4013  New Venture Design  3 hrs
- EGN 4641C  Engineering Entrepreneurship  3 hrs

**Restricted Electives (6 hrs)**

**Innovation Design or Research Sequence  6 hrs**
- Any 6 credit hour sequence approved by the program coordinator in conjunction with faculty in a partner discipline that addresses discipline-specific innovation and commercialization processes. These may include senior design courses, capstone research sequences, or relevant honors theses. The following examples of 6 hour course combinations for restricted electives are provided for illustrative purposes. Any 6 hour discipline-specific or experiential learning entrepreneurship course sequence approved by the program coordinator in conjunction with faculty in a partner discipline would satisfy this 6 hour elective requirement. Examples would include discipline-specific entrepreneurship courses like Engineering Entrepreneurship (ENG 4641C), Information Management and Entrepreneurship (DIG 3563), internships in small or technology-based companies, lecture series, or field of research courses that specifically address entrepreneurship or innovation.

**BSEE, BSCPE:**
- EEL 4914  Senior Design I and 3 hrs
- EEL 4915L  Senior Design II  3 hrs

**BSME:**
- EML 4501C  Engineering Design I and 3 hrs
- EML 4502C  Engineering Design II  3 hrs

**BSAE:**
- EAS 4700C  Aerospace Design I and 3 hrs
- EAS 4710C  Aerospace Design II  3 hrs

**Digital Media:**
- DIG 4713  Game Design and 3 hrs
- DIG 4715C  Game Production  3 hrs

**Foreign Language Requirements**
- None

**Total Semester Hours Required**
- 18

**Other Requirements**
- A minimum GPA of 2.25 is required for acceptance into this minor degree program.
- A cumulative GPA of 2.0 is required to successfully complete the minor.
- Students must have a grade of “C” (2.0) or better in all courses in the minor.
- At least 12 credit hours in the minor must be from UCF.