



TEACHING CONTENT .

- **Social Innovation & Entrepreneurship:** best practices to turn ideas into realities that conduct to systemic changes and case studies that do so.
- **Design Research:** skills and tools to develop qualitative and quantitative Design Research projects.
- **Circular Economy:** basic concepts, related methodologies and tools to develop circular solutions.
- **Innovation facilitation:** tools, tips and step by-step guides to facilitate online and offline innovation workshops.
- **Regenerative Leadership & teamwork:** soft skills that define how the leaders of the future look like and their way to inspire the teams they work with (active listening, empathy, feedback, etc).
- **Problem-solving, Challenge resolution & Creativity:** tools, tips and problem-solving process step-by-step.
- **Innovation Methodologies** (Agile, Design Thinking, Lean Startup, Scrum...): phases, tools and how and when to apply them.

