Week 3
(31 Jan & 02 Feb):
Rapid Prototypes with Arduino & Business Plan Fundamentals & Introduction to Altman Z-Score
Main Topics, Required Readings, & Lecture Themes for the Week

1. Disciplined Entrepreneurship, Pages 49-68
   ➢ Build an End-User Profile
   ➢ Calculate the Total Addressable Market (TAM) for the Beachhead Market

2. Development As Freedom, Page 87-145
   ➢ Poverty as Capability Deprivation
   ➢ Income Poverty and Capability Poverty
   ➢ Unemployment and Capability Deprivation
   ➢ Health and Capability Deprivation
   ➢ The Historical Role of Women and Capability Deprivation
   ➢ Markets and Social Opportunity
   ➢ Interdependence and Public Goods

3. Soul of a New Machine, Pages 103-139
   ➢ Reverse Engineering for Success (Chapter 6)
   ➢ Designing Hardware For Market Launch (Chapter 7)

4. Edward Altman Z-Score
   ➢ Financial ratios, discriminant analysis and the prediction of corporate bankruptcy, Edward Altman, 1968

In-Class Student and Course Organiser Tasks for Theme of the Week

Ndali Liita EIP Lesson 3: Fundamentals of Business Plans; and Budgeting Fundamentals through the Altman Z-Score

Key Student Class Tasks for Week-3:
   ➢ Students Unpack the Important Components of a Financial Statement
   ➢ Students Continue Review Disciplined Entrepreneurship Website/Structure/Model
   ➢ Review Business Model Navigator: For Thinking about Business Plan
   ➢ Each Group will have Private Groups Access to Teams Channels
   ➢ Using the Altman Z-Score Framework for calculating the potential bankruptcy of a specific-sized company: Students will learn to identify and analyse the key business operations processes and components that make up a financial statement; and why the various components of a Profit and Loss Statement are useful guides (but not the only guides) for evaluating the “health” of a company based on its publicly available data.

Hardware and Software Labs for Week-3:
   ➢ Tuesday Lab : Continued Introduction Microsoft TEAMS
   ➢ Thursday Lab 1: Altman Z-Score Data Analysis
   ➢ Thursday Lab 2: Arduino Introduction – Haptic Buzzers with Pancake Motors and IMU’s (compass, gyro, accelerometer, magnetometers)