INTERDISCIPLINARY MINORS IN ENTREPRENEURSHIP

Minor in Entrepreneurship
(17 units)
Combines theoretical concepts and hands-on experiences to prepare students for the application of entrepreneurial skills in their chosen field of work. Relevant for students from most majors.

Minor in Social Entrepreneurship
(21 units)
Provides an understanding of social entrepreneurship and its relationship to government and public policy as well as an understanding of management skills specific to starting and maintaining a social enterprise.

Minor in Media Economics and Entrepreneurship
(with Annenberg School of Communication and Journalism, 24 units)
Introduces students to the trends of the contemporary media and information industries. Fosters an entrepreneurial mindset in students and helps them to develop the entrepreneurial skills required to build successful careers and ventures in the media and information sector.

Minor in Technology Commercialization
(with Viterbi School of Engineering, 16-23 units)
Designed for students from a range of backgrounds (e.g., majors in engineering, life sciences, business) interested in starting their own technology-based ventures, working for technology-based start-up companies, or pursuing corporate careers that may involve the commercialization of new technologies.

Minor in Innovation: The Digital Entrepreneur
(with Viterbi School of Engineering, 26 units)
Designed for students who are interested in starting their own digital ventures, working for start-up companies, or pursuing jobs that involve launching new digital businesses.

Minor in Game Entrepreneurism
(with School of Cinematic Arts, 23 units)
Provides a basis in theories of design and production for games, as well as a strong grounding in the business knowledge necessary to become an entrepreneur.