

Postgraduate Diploma Business Innovation





Postgraduate Diploma Business Innovation

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 24 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: <https://www.techtute.com/us/engineering/postgraduate-diploma/postgraduate-diploma-business-innovation>

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01

Introduction

Developing innovative ideas within an organization in order to generate value is one of the most demanded functions in modern business environments, since its success against competitors depends on it, achieving a better positioning. This transformation of traditional processes determines the achievement of countless benefits, translated into growth and recognition in the business world. In order for today's professionals to be able to achieve this and improve their skills more and more, this up-to-date program has been created, where all aspects of business innovation are developed in depth. With a study methodology 100% online and based on Relearning, which allows an effective and efficient learning adapted to the current agenda.





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This program will allow you Implement the concept of innovation in business management projects. Become an expert in just a few months"

Today's businesses find themselves in increasingly competitive environments and, in order to stand out, it is essential to generate innovative ideas that, when applied correctly in accordance with the processes adjusted to business management, translate into profits and growth. That is why it is necessary to be at the forefront of current trends and needs.

All management begins with an intention, a defined objective. The differentiation of the professional lies in the ideas and the way they are executed. In the business sector, for the management of productive and administrative systems, it is essential to generate critical and innovative thinking, an up-to-date profile with the mastery of new tools and knowledge that make a competent leader efficient.

This is where training and updates play a key role. Programs such as this Postgraduate Diploma in Business Innovation have what it takes to lead the worker to the path of success in the development of a distinguished professional profile. There will be 4 study modules, where the student will study in depth business innovation, innovation and entrepreneurship, business creation, product design and innovation management.

You will apply tools to develop individual and group creativity, design a business plan for a real organization, identify the fundamental aspects of the design of production systems, know your own capabilities and motivations as an entrepreneur, analyze future trends related to business innovation, identify and implement different models of business innovation; all this thanks to the most innovative study methodology.

A methodology promoted by TECH, in order to expand exclusive learning programs and train professionals to meet current and future demands and requirements. A total of 600 hours of learning based on Relearning and 100% online, with multiple multimedia resources, theoretical and practical content formats, available from day one, which has undoubtedly revolutionized the foundations of today's university environment.

This **Postgraduate Diploma in Business Innovation** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ◆ Practical cases presented by experts in Industrial Engineering
- ◆ The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional practice
- ◆ Practical exercises where self-assessment can be used to improve learning.
- ◆ Its special emphasis on innovative methodologies
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



With this program you will apply methodologies for product design and the creation of sustainable businesses in innovative and competitive environments"

“*You will be able to consult and download all the contents from day one for your 100% online course and from the comfort of your favorite place*”

The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive training programmed to train in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Design as an expert management processes of industrial organizations that take into account innovation and sustainability.

Being a professional capable of developing innovative solutions for the business is highly demanded in the current and future work environment.



02 Objectives

The objective of this Postgraduate Diploma is to provide the professional with the most outstanding knowledge on Business Innovation, studying the concept in depth and taking it into account as an indispensable factor in successful production processes for the present and the future in highly competitive business environments. Combining multiple teaching resources with the most advanced technology and study methodology, with the most exclusive content in today's online university environment.





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Being a expert in Business Innovation will make you more competitive in demanding and productive work environments, opening the way to the desired improvements"



General Objectives

- ◆ Understand the concept of innovation in the business environment to develop effective solutions by implementing efficient models
- ◆ Understand current and future trends related to business innovation
- ◆ Analyze the behavior of the entrepreneur and businessman in the evolution of the times, in order to understand the current models
- ◆ Understand the Startups funding process, forms of capital and types of investors in the startup framework
- ◆ Contemplate sustainability as a concept within Industrial Innovation Management.
- ◆ Analyze the fundamental aspects of production systems design and product life cycle
- ◆ Know the fundamental aspects of the digital transformation of companies and its use for Innovation Management
- ◆ Study innovation methodologies in depth, in particular Design Thinking
- ◆ Develop e-commerce strategies within business management
- ◆ Study in depth the R&D&I management systems





Specific Objectives

Module 1. Innovation

- ◆ Understanding the concept of innovation
- ◆ Identify and implement the different business innovation models
- ◆ Identify and prioritize innovation problems and opportunities
- ◆ Develop innovative solutions for the company
- ◆ Identify and distinguish risks related to innovation

Module 2. Entrepreneurial Innovation and Initiative

- ◆ Know the evolution of the image of the entrepreneur and businessman in society according to periods and regions
- ◆ Understand the intellectual foundation of tools to foster innovation and entrepreneurship
- ◆ Analyze future trends related to business innovation
- ◆ Distinguish and analyze the different types of innovation

Module 3. Business Creation

- ◆ Identify one's own capabilities and motivations as an entrepreneur.
- ◆ Identify in a practical way the basic aspects of the business project for the creation of a company
- ◆ Apply tools to develop individual and group creativity
- ◆ Identify the main phases of the financing process
- ◆ Apply the methodology and models of product design and innovation in specific cases proposed
- ◆ Explain the *Startups* funding cycle, forms of capital and types of investors
- ◆ Identify the fundamental aspects of product and customer life cycles
- ◆ Designing a business plan for a real organization

Module 4. Product Design and Innovation Management

- ◆ Identify the fundamental aspects of the design of production systems
- ◆ Apply sustainable innovation criteria in the design of products
- ◆ Analyze the product design life cycle and its phases
- ◆ Design management processes for industrial organizations that take into account innovation and sustainability
- ◆ Apply the criteria related to the product life cycle in the search for sustainable products
- ◆ Identify the main characteristics of innovation as a business strategy from a sustainable perspective



With this program you will be able to design a business plan for a real organization, based on innovation. Enroll now”

04

Course Management

The program includes in its teaching staff leading experts in Veterinary Food Quality and Safety who contribute their work experience to this program. Additionally, other recognized experts participate in its design and preparation, completing the program in an interdisciplinary manner.



“

An impressive teaching staff, made up of professionals from different areas of expertise, will be your teachers during the program: a unique opportunity not to be missed”

International Guest Director

With more than 30 years of professional experience, Matthew Sinclair has become a prestigious specialist in the field of **Technology, Software Engineering and Startup Projects**. His solid knowledge in these areas together with his qualities have allowed him to work in leading institutions in countries such as **Australia** and the **United States**.

In this way, he has held relevant roles among which stands out having been Director of Engineering at Distra, a company dedicated to Electronic Funds Transfer **transaction switching** applications. He has developed advanced strategies using **state-of-the-art technology** to improve the efficiency of services. Among his main contributions, he has transformed a team of 15 experienced engineers into an **R&D group** capable of developing high quality products before the deadlines set by customers.

As a **technology entrepreneur**, he contributed to the founding of SaveMail. This is an online repository for the storage of relevant company documents, allowing employees to securely access key information such as **bank statements, invoices, passwords or tariff notices**. Another of its most significant projects was the creation of the Tilles platform. This website allows customers to purchase tickets to a wide range of cultural events from their **smartphones**. In this way, citizens avoid long queues and enjoy a much more satisfactory user experience.

It should be noted that, in his commitment to excellence, he regularly participates as a speaker at international **scientific conferences** to share his findings, personal assessment and advice on subjects such as **Artificial Intelligence**, the latest trends in **Neurodiversity** or even **digital entrepreneurship on Facebook**.



Mr. Sinclair Matthew

- ♦ Vice President of Engineering at Boston Consulting Group, London, United Kingdom
- ♦ Director of Technology at Geodica in London and Sydney
- ♦ Director of Engineering at BCG Digital Ventures in London, United Kingdom
- ♦ Director of Engineering at Distra in Sydney, Australia
- ♦ Chief Technology Officer at Trust Centre in Australia
- ♦ Co-founder of SaveMail in Australia
- ♦ Co-founder of Tillless in Australia
- ♦ Bachelor's Degree in Information Science from Newcastle University
- ♦ Master's Degree in Business Administration from the Australian School of Business & Management

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*Thanks to TECH you
will be able to learn with
the best professionals
in the world”.*

03

Structure and Content

This exclusive TECH program has been structured in 4 modules, with content aimed at professionals in the industrial sector who wish to specialize in the area of innovation. Thanks to the diversity of written and audiovisual formats, the professional will acquire specialized knowledge in a dynamic and comfortable way. Undoubtedly, an efficient and innovative methodology based on *relearning* that is 100% *online* and will allow you to advance in a program that is adapted to your present circumstances.



“

TECH implements relearning as a 100% online study methodology. This allows you to learn quickly and smoothly”

Module 1. Innovation

- 1.1. Innovation
 - 1.1.1. Innovation and Misconceptions
 - 1.1.2. Basic Premises of Innovation
 - 1.1.3. Redefining Innovation
 - 1.1.4. Common Errors
 - 1.1.4.1. Falling into the Trap of Consistency and Compromise
 - 1.1.4.2. Confusing Technical Problems with Innovation Problems
 - 1.1.4.3. Developing Tactical Solutions to Strategic Problems and Vice Versa.
- 1.2. Innovative Thinking and Culture
 - 1.2.1. The Talent Needed to Innovate
 - 1.2.1.1. The Myth of the Expert
 - 1.2.1.2. Variety is the Key to Success
 - 1.2.1.3. The Talent of Innovative Companies
 - 1.2.1.4. Ideal Profile of a Company's Innovation Manager
 - 1.2.2. Collaborative Culture
 - 1.2.2.1. Without Collaboration, There Is No Innovation
 - 1.2.2.2. Toward a Culture of Collaboration
 - 1.2.2.3. Values
 - 1.2.3. Models for Fostering a Culture of Innovation
- 1.3. Soft Skills as a Driver of Innovation
 - 1.3.1. The Soft Skills Revolution
 - 1.3.1.1. The 4.0 Revolution
 - 1.3.1.2. The Soft Revolution
 - 1.3.1.3. Soft Skills
 - 1.3.1.4. Soft Skills vs. Hard Skills
 - 1.3.2. Soft Skills
 - 1.3.2.1. The Soft Skills Needed for Innovation
 - 1.3.2.2. Developing Soft Skills for Personal Innovation
 - 1.3.2.3. Developing Soft Skills for Business Innovation



- 1.4. Innovation Ecosystems
 - 1.4.1. The Innovation Ecosystem
 - 1.4.1.1. The Triple and Quadruple Helix
 - 1.4.1.2. Protagonists of Innovation Ecosystems
 - 1.4.1.3. Building an Innovation Ecosystem for a Business
 - 1.4.2. Open Innovation
 - 1.4.2.1. Benefits and Weaknesses of the Different Models
 - 1.4.2.2. When and How Much to Innovate
 - 1.4.2.3. Examples:
 - 1.4.3. Main Collaborative Innovation Tools
 - 1.4.3.1. Analog Tools
 - 1.4.3.2. Digital Tools
 - 1.4.3.3. Business Selection Process
- 1.5. Business Innovation System
 - 1.5.1. Innovation systems
 - 1.5.1.1. The Importance of Size
 - 1.5.1.2. The Innovation System, a Tailor-Made Suit for Our Organization
 - 1.5.1.3. Types of Innovation Systems
 - 1.5.2. Innovation Cycle
 - 1.5.2.1. The Scientific Method
 - 1.5.2.2. Phases of the Innovation Cycle
 - 1.5.2.3. Failure Management
 - 1.5.3. Fundamental Elements of a System
 - 1.5.3.1. Knowledge Management
 - 1.5.3.2. Measuring Innovation
 - 1.5.3.3. Financing Innovation
- 1.6. Identification of Problems and Opportunities for Innovation
 - 1.6.1. Problem Identification
 - 1.6.1.1. Operational and Strategic Issues
 - 1.6.1.2. Classification of Problems
 - 1.6.1.3. How to Create a Problem Map

- 1.6.3. Problem Prioritization
 - 1.6.3.1. Ruling out Technical Problems
 - 1.6.3.2. The Prioritization Matrix
 - 1.6.3.3. Group Exercises
- 1.6.4. Dissecting Problems and Defining Challenges
 - 1.6.4.1. Problems vs. Challenges
 - 1.6.4.2. Dissection of Problems
 - 1.6.4.3. Definition of Challenges
 - 1.6.4.4. Challenge Sizing (Potential Return)
- 1.7. Development of Innovative Solutions
 - 1.7.1. Design of Innovative Solutions
 - 1.7.1.1. Creativity Techniques
 - 1.7.1.2. Building Blocks to Innovate
 - 1.7.1.3. Creativity Training
 - 1.7.2. Identifying Risks
 - 1.7.2.1. Generation Risks
 - 1.7.2.2. Market Risks
 - 1.7.2.3. Financial Risks
 - 1.7.2.4. Prioritization Matrix of Hypothetical Solutions
 - 1.7.3. Iterative Experimentation and Validation
 - 1.7.3.1. Reasoning for Experimenting and Not Surveying
 - 1.7.3.2. Design of Tests and Experiments according to Risk Type
 - 1.7.3.3. Measurement of Results, Analysis, Conclusions and Iteration.
- 1.8. Innovation Strategies in Public Administration
 - 1.8.1. Public Innovation Strategies and Tactics
 - 1.8.1.1. Public Policies to Encourage Innovation
 - 1.8.1.2. Public Actions to Promote Innovation
 - 1.8.1.3. Tax or Financial Benefits
 - 1.8.2. Regional Innovation Systems and Plans
 - 1.8.2.1. Regional Innovation Diagnosis
 - 1.8.2.2. Focus of a Regional Innovation System or Plan
 - 1.8.2.3. Design of Regional Innovation Systems and Plans
 - 1.8.3 Public Entities for the Promotion of Innovation
 - 1.8.3.1. Others
 - 1.8.3.2. Public Research Centers
 - 1.8.3.3. Public Innovation Parks
 - 1.8.3.4. Innovative Public Companies
- 1.9. Innovative and Intelligent Sustainable Urban Developments (Smart Cities)
 - 1.9.1. Fostering Innovation in Sustainable and Intelligent Development
 - 1.9.1.1. Innovation as a Driver of Sustainable Development
 - 1.9.1.2. National Sustainable Development Strategies
 - 1.9.1.3. Impacts sought
 - 1.9.2. The Innovation of Smart Cities
 - 1.9.2.1. Smart Cities
 - 1.9.2.2. Innovation in the Development of Cities
 - 1.9.2.3. Promotion of the Innovative Ecosystem of Cities
 - 1.9.2.4. Public-Private Cooperation
 - 1.9.3. The Innovation of Smart Regions
 - 1.9.3.1. Innovation in Regional Development
 - 1.9.3.2. Promoting the Innovative Ecosystem of Regions
 - 1.9.3.3. The Impact of Smart Regions
- 1.10. Public Financing of Innovation
 - 1.10.1. Financing Innovation
 - 1.10.1.1. Reasons for Financing
 - 1.10.1.2. Objectives of Innovation Financing
 - 1.10.1.3. Benefits of Financing Innovation
 - 1.10.2. Public Financing of Innovation
 - 1.10.2.1. Public Financing
 - 1.10.2.2. Sources of European Financing
 - 1.10.2.3. Impact of Publicly Financed Projects

Module 2. Entrepreneurial Innovation and Initiative

- 2.1. Introduction to Entrepreneurship Research
 - 2.1.1. Entrepreneurship
 - 2.1.2. Strengths and Weaknesses of a Business Plan
- 2.2. Introduction to Innovation Research
 - 2.2.1. Historical Overview of Entrepreneurial Innovation
 - 2.2.2. Technology Transfer Processes
- 2.3. Creativity
 - 2.3.1. The Theoretical Framework of Ideation and Creation
 - 2.3.2. Creativity and Innovation
 - 2.3.3. Creative Companies
 - 2.3.4. Creative Tools
 - 2.3.5. Selection of Ideas
- 2.4. Agile Startups
 - 2.4.1. The Lean Start Up Model
 - 2.4.2. Development of Products and Services with Agile
 - 2.4.3. DevOps in ICT Ventures
- 2.5. Innovation Management
 - 2.5.1. Analysis of Types of Innovation
 - 2.5.2. Innovation Levers
 - 2.5.3. Scope of Innovation
 - 2.5.4. Comparative Analysis of Innovation Cases
 - 2.5.5. R+D Management
- 2.6. Entrepreneurial Context: Information Society
 - 2.6.1. Entrepreneurs and their Time
 - 2.6.2. Opportunities and Challenges of Contemporary Entrepreneurship
- 2.7. Globalization
 - 2.7.1. Globalization
 - 2.7.2. Lawyer and Detractors
 - 2.7.3. Influence on the Entrepreneurial Project
 - 2.7.4. Economic Analysis of International Environments

- 2.8. Project Management
 - 2.8.1. The Business Plan.
 - 2.8.2. Conventional Project Management
 - 2.8.3. Agile Project Management
- 2.9. Intrapreneurship
 - 2.9.1. Intrapreneurship Specificities
 - 2.9.2. Comparative Analysis of Intrapreneurship Cases
- 2.10. Future Tendencies
 - 2.10.1. New Entrepreneurship Niches
 - 2.10.2. Social Entrepreneurship
 - 2.10.3. Senior Entrepreneurship

Module 3. Business Creation

- 3.1. Entrepreneurial Spirit
 - 3.1.1. Entrepreneur
 - 3.1.2. Entrepreneur Characteristics
 - 3.1.3. Types of Entrepreneurs
- 3.2. Entrepreneurship and Teamwork
 - 3.2.1. Teamwork
 - 3.2.2. Characteristics of Teamwork
 - 3.2.3. Advantages and Disadvantages of Teamwork
- 3.3. Creation of a Company
 - 3.3.1. Being an Entrepreneur
 - 3.3.2. Company Concept and Model
 - 3.3.3. Stages of the Business Creation Process
- 3.4. Basic Components of a Company
 - 3.4.1. Different Approaches
 - 3.4.2. The 8 Components of a Company
 - 3.4.2.1. Customers:
 - 3.4.2.2. Environment.
 - 3.4.2.3. Technology
 - 3.4.2.4. Material Resources

- 3.4.2.5. Human Resources.
- 3.4.2.6. Finances
- 3.4.2.7. Enterprise Networks
- 3.4.2.8. Opportunity
- 3.5. Value Proposition
 - 3.5.1. Value Proposition
 - 3.5.2. Ideas Generation
 - 3.5.3. General Recommendations for Value Propositions
- 3.6. Support Tools for the Entrepreneur
 - 3.6.1. Lean Start-up
 - 3.6.2. Design Thinking
 - 3.6.3. Open Innovation
- 3.7. Lean Start-ups
 - 3.7.1. Lean Start-up
 - 3.7.2. Lean Start-up Methodology
 - 3.7.3. Phases a Start-up Goes Through
- 3.8. Business Approach Sequence
 - 3.8.1. Validate Hypotheses
 - 3.8.2. MVP: Minimum Viable Products
 - 3.8.3. Measure: Lean Analytics
 - 3.8.4. Pivot or Persevere
- 3.9. Innovate
 - 3.9.1. Innovation
 - 3.9.2. The Ability to Innovate, Creativity and Growth
 - 3.9.3. Innovation Cycle
- 3.10. Creativity
 - 3.10.1. Creativity as a Skill
 - 3.10.2. Creativity Process
 - 3.10.3. Types of Creativity

Module 4. Product Design and Innovation Management

- 4.1. QFD in Product Design and Development (Quality Function Deployment)
 - 4.1.1. From the Voice of the Customer to Technical Requirements
 - 4.1.2. The House of Quality. Phases for its Development
 - 4.1.3. Advantages and Limitations
- 4.2. Design Thinking
 - 4.2.1. Design, Need, Technology and Strategy
 - 4.2.2. Stages of the Process
 - 4.2.3. Tools and Techniques Used
- 4.3. Concurrent Engineering
 - 4.3.1. Concurrent Engineering Fundamentals
 - 4.3.2. Methodology of Concurrent Engineering
 - 4.3.4. Tools Used
- 4.4. Programming. Planning and Definition
 - 4.4.1. Requirements. Quality Management
 - 4.4.2. Development Phases. Time Management
 - 4.4.3. Materials, Feasibility, Processes. Cost Management
 - 4.4.4. Project Equipment. Human Resource Management
 - 4.4.5. Information. Communications Management
 - 4.4.6. Risk Analysis. Risk Management
- 4.5. Products. Their Design (CAD) and Development
 - 4.5.1. Information Management PLM. Product Life Cycle
 - 4.5.2. Modes and Effects of Product Failure
 - 4.5.3. CAD Construction. Review
 - 4.5.4. Product and Manufacturing Plans
 - 4.5.5. Design Verification
- 4.6. Prototypes. Their Development
 - 4.6.1. Rapid Prototyping
 - 4.6.2. Control Plan
 - 4.6.3. Experiment Design
 - 4.6.4. The Analysis of Measurement Systems



- 4.7. Productive Process. Design and Development
 - 4.7.1. Modes and Effects of Process Failure
 - 4.7.2. Design and Construction of Manufacturing Tools
 - 4.7.3. Design and Construction of Control Tools (Gauges)
 - 4.7.4. Adjustment Phase
 - 4.7.5. Production Start-Up
 - 4.7.6. Initial Evaluation of the Process
- 4.8. Product and Process. Its Validation
 - 4.8.1. Evaluation of Measurement Systems
 - 4.8.2. Validation Tests
 - 4.8.3. Statistical Process Control (SPC)
 - 4.8.4. Product Certification
- 4.9. Change Management. Improvement and Corrective Actions
 - 4.9.1. Type of Change
 - 4.9.2. Variability Analysis, Improvement
 - 4.9.3. Lessons Learned and Practices Tested
 - 4.9.4. Process of Change
- 4.10. Innovation and Technology Transfer
 - 4.10.1. Intellectual Property
 - 4.10.2. Innovation
 - 4.10.3. Technology Transfer

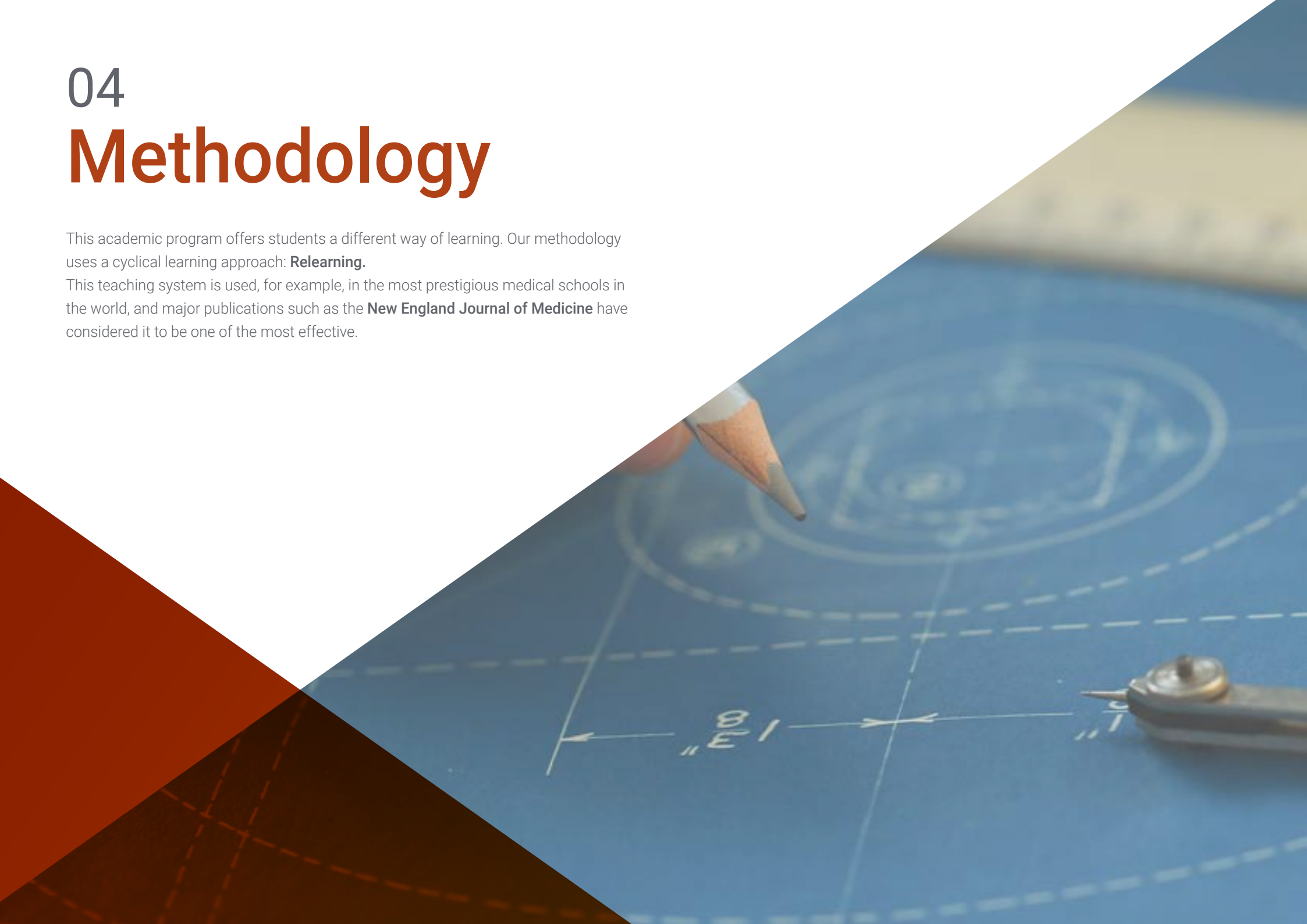
“*Enroll now and become an expert in Business Innovation in just 6 months*”

04

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning.**

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“

At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“*Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method is the most widely used learning system in the best faculties in the world. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.



At TECH, you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Practising Skills and Abilities

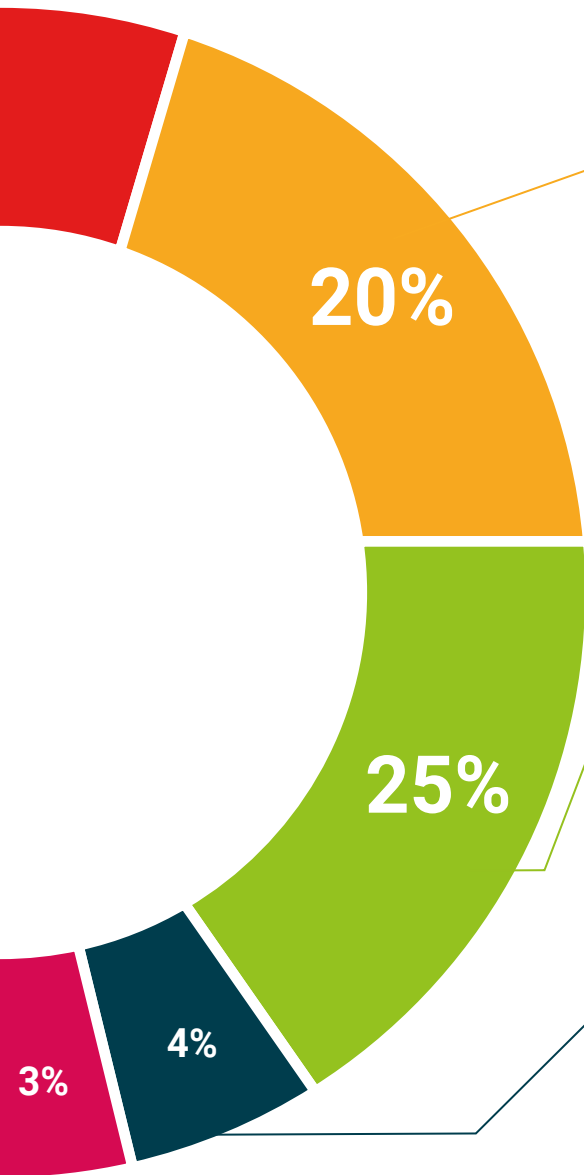
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



05

Certificate

The Postgraduate Diploma in the Business Innovation guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma qualification issued by TECH Global University.



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*Successfully complete this training program
and receive your university certificate without
travel or laborious paperwork”*

This program will allow you to obtain your **Postgraduate Diploma in Business Innovation** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma in Business Innovation**

Modality: **online**

Duration: **6 months**

Accreditation: **24 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

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Postgraduate Diploma Business Innovation

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- » Certificate: **TECH Global University**
- » Credits: **24 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Postgraduate Diploma Business Innovation

