

# 103-2 Preliminary Syllabus, Da-Yeh Univ

Information			
Title	新產品發展管理	Serial No. / ID	1270 / BAM3004
Dept.	企業管理學系	School System / Class	大學日間部2年2班
Lecturer	黃怡芬	Full or Part-time	專任
Required / Credit	Required / 3	Graduate Class	No
Time / Place	(二)789 /	Language	Chinese

## Introduction

### A. 企管系教育目標

1. 培育具管理專業能力、擅長溝通、團隊合作、具道德關懷勇氣及創造力之中堅管理人才，而為企業所樂於雇用。
2. 落實管理理論與經營實務並重之學習。

### B. 管理學院/企管系核心能力：[占課程之比重]

管理學院 - - 企管系

S (Problem-solving , 解決問題能力) - - Cooperation、Creativity(團隊合作、創造力)：[20%]

C (Communication , 溝通能力) - - Communication(溝通能力)：[0%]

E (Ethics , 倫理觀) - - Concernment (道德關懷)：[0%]

P (Profession專業能力) - - Capability (管理專業能力，包含：一般管理能力、整合創新能力、診斷改善能力、策略規劃能力)：[70%]

### C. 本課程特色：

1. 培養學生對新產品開發管理的專業能力，並培養其創造與創新能力 (SEP development)
2. 強調研究能力 (SP development)
3. 重視個案教學 (SCEP development)
4. 強調團隊合作 (SC development)
5. 重視企業與研究倫理 (E development)

For starters, all members of a new products team ( often including the leader) live in a functional area of the firm. Marketing people are supposed to help the entire team succeed, so we have to soften any narrow, functional slants. We have to learn to work with scientists, engineers, lawyers, production managers, and so on.

This course of study calls for a strong c r e a t i v e contribution to enable students to get the following training:

- 1.Be multifunctional, not functionally parochial.
- 2.Be risk takers, willing to do whatever is necessary to bring a product to market, including facing the wrath of co-workers.
- 3.Think like a general manager.
- 4.Be a combination of optimist and realist, aggressor and team player, leader and follower.
- 5.Develop your c r e a t i v e skills, both for new product concepts and for new ways of doing things.

6.Be comfortable in chaos and confusion. Learn to work with depressives, euphorics, and those with no emotion at all.

This course includes: Professional Capability 40%, Exploratory Ability 20%, and Communication, Concernment & Courage, Cooperation, Creativity 10% respectively.

## Outline

Part 1 Overview and Opportunity Identification/Selection Ch.1 ~ Ch.3 (SP development)

Part 2 Concept Generation Ch.4 ~ Ch.7 (SP development)

Part 3 Concept/Project Evaluation Ch.8 ~ Ch.12 (SP development)

Part 4 Development Ch.13 ~ Ch.15 (SCEP development)

Part 5 Launch Ch.16 ~ Ch.20 (SCEP development)

## Prerequisite

行銷管理

生產作業管理

財務管理

專案管理

品質管理