

# CAI6001: GRIT (GRADUATE RESEARCH AND INNOVATION TREK) INTEGRATED STUDY

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## Effective Term

Semester A 2026/27

## Part I Course Overview

### Course Title

GRIT (Graduate Research and Innovation Trek) Integrated Study

### Subject Code

CAI - CityU Academy of Innovation

### Course Number

6001

### Academic Unit

CityU Academy of Innovation (CAI)

### College/School

No Faculty Designation (00)

### Course Duration

Two Semesters

### Credit Units

0-6

### Level

P5, P6 - Postgraduate Degree

### Medium of Instruction

English

### Medium of Assessment

English

### Prerequisites

Nil

### Precursors

Nil

### Equivalent Courses

Nil

### Exclusive Courses

Nil

## Part II Course Details

### Abstract

The course aims to provide an immersive and intensive experience for the students to engage in entrepreneurial activities, collaborate with industry partners, and develop essential skills in technology transfer and commercialization. The students shall learn how to start, develop, and grow tech-based businesses from research outcomes, pitch for initial funding, and complete individual assignments.

#### Course Intended Learning Outcomes (CILOs)

| CILOs |                                         | Weighting (if app.) | DEC-A1 | DEC-A2 | DEC-A3 |
|-------|-----------------------------------------|---------------------|--------|--------|--------|
| 1     | Validate the product and market         |                     | x      | x      | x      |
| 2     | Analyze the cost and business           |                     | x      | x      | x      |
| 3     | Develop IP and growth strategies        |                     | x      | x      | x      |
| 4     | Demonstrate skills in business pitching |                     | x      | x      | x      |

#### A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

#### A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

#### A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

#### Learning and Teaching Activities (LTAs)

| LTAs |                 | Brief Description                                                                                                                                                   | CILO No.   | Hours/week (if applicable) |
|------|-----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|----------------------------|
| 1    | Workshop        | In workshops, students will engage in key theories on venture creation and discussion and practice what they learned by doing in-class exercises and presentations. | 1, 2, 3    |                            |
| 2    | Peer Discussion | Students will engage in structured discussion with peers to identify areas to improve on in their returned assessment tasks.                                        | 1, 2, 3, 4 |                            |

#### Assessment Tasks / Activities (ATs)

| ATs |                         | CILO No.   | Weighting (%) | Remarks ("-" for nil entry) | Allow Use of GenAI? |
|-----|-------------------------|------------|---------------|-----------------------------|---------------------|
| 1   | Participation           | 1, 2, 3, 4 | 60            | -                           | Yes                 |
| 2   | Assignments/ Activities | 1, 2, 3, 4 | 40            | -                           | Yes                 |

#### Continuous Assessment (%)

100

**Assessment Rubrics (AR)****Assessment Task**

Participation

**Criterion**

Participation in activities

**Pass (P)**

(P) Participation in more than 80% of the activities. Showed up for activities punctually, even ahead of time.

**Failure (F)**

(F) Participation in less than 80% of the activities. No show or very late, negligently or no excuse offered.

**Assessment Task**

Assignments/Activities

**Criterion**

Completion of all assignments/activities

**Pass (P)**

(P) Completed assigned work on schedule and demonstrated basic level of competence or higher.

**Failure (F)**

(F) Needed reminding or completed the work late, with poor quality.

**Part III Other Information****Keyword Syllabus**

Essential skills in formulating a viable business idea; development of proof-of-concept prototypes; minimum viable products; opportunity checklist; market and industrial value chains; value proposition; product specs and roadmaps; environment and sustainability; intellectual property protection; revenue models; team management; investment pitching skills.

**Reading List****Compulsory Readings**

| Title |     |
|-------|-----|
| 1     | Nil |

**Additional Readings**

| Title |     |
|-------|-----|
| 1     | Nil |