

MKT4652: DESIGNING AND DEVELOPING INNOVATIVE PRODUCTS

Effective Term

Semester A 2025/26

Part I Course Overview

Course Title

Designing and Developing Innovative Products

Subject Code

MKT - Marketing

Course Number

4652

Academic Unit

Marketing (MKT)

College/School

College of Business (CB)

Course Duration

One Semester

Credit Units

3

Level

B1, B2, B3, B4 - Bachelor's Degree

Medium of Instruction

English

Medium of Assessment

English

Prerequisites

CB2601 Marketing

Precursors

Nil

Equivalent Courses

Nil

Exclusive Courses

IS4940 Global Technology Entrepreneurship and Innovation

Part II Course Details

Abstract

This course aims to assist students to acquire skills in developing innovative business ideas, products and services. Prototyping and product lifecycle management will be discussed. Theories and practices in commercialization of new products, product line planning and product portfolio management will be covered. Examples of successful and failing cases in Hong Kong, China and the global market will be illustrated.

Course Intended Learning Outcomes (CILOs)

CILOs		Weighting (if DEC-A1 app.)		DEC-A2	DEC-A3
1	Describe the importance of designing and developing innovative products in the business context.		x		
2	Apply creative and design thinking skills in identifying opportunities for innovative products and services.				x
3	Manage the process of designing and developing innovative products with applications of various technologies.			x	x
4	Work productively and effectively with people who are creative in different levels and senses as a team.			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	Seminars	Students will engage with theories, concepts and different techniques for designing and developing innovative products, which will be covered	1, 2	
2	Class Discussion	Students will discuss the successful and failing new product cases, and gain hands-on experience of identifying opportunities in designing and developing innovative products and services.	1, 2, 3, 4	

3	Project Presentations	Students will form groups to design an innovative product or service and illustrate their knowledge in the product development process. The innovative product or service should be proven to be technically feasible and commercially viable by various tests.	1, 2, 3, 4	
---	-----------------------	---	------------	--

Assessment Tasks / Activities (ATs)

	ATs	CILO No.	Weighting (%)	Remarks ("- " for nil entry)	Allow Use of GenAI?
1	Class Activities Attend and participate in class discussions to gain knowledge and practice of the innovation management and product development process and skills, and learn how to apply them in designing products. Discussion includes raising questions in the class and after the presentations, and sharing of results and experience from the situations discussed in the classes. It is an assessment of individual performance.	1, 2, 3	20	-	Yes

2	Project Presentation Design and present the new product of a specific innovative business idea orally within certain time limit and answer questions raised by the class. It is a group assessment with peer evaluation adjusting the group marks to be distributed among group members.	1, 2, 3, 4	20	-	Yes
3	Project Report Explain the product of a specific innovative business idea in written form. It is a group assessment with peer evaluation adjusting the group marks to be distributed among group members.	1, 2, 3, 4	30	-	Yes

Continuous Assessment (%)

70

Examination (%)

30

Examination Duration (Hours)

2

Additional Information for ATs

Regulation of the course: Students need to meet the attendance requirement of the Dept. of Marketing for the completion of the course.

Assessment Rubrics (AR)**Assessment Task**

Class Activities

Criterion

1. ABILITY to PRESENT and ANALYSE issues.
2. CAPACITY to PARTICIPATE in class discussion.

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

Project Presentation

Criterion

1. ABILITY to communicate the plan in oral format.
2. CAPACITY to COVER the main content and MANAGE the time.
3. CAPACITY to ANSWER the questions raised.

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

Project Report

Criterion

1. ABILITY to INTEGRATE major concepts.
2. ABILITY to APPLY the concepts and suggest a product for an innovative business idea.
3. ABILITY to PRESENT the business plan in written format.

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Assessment Task

Examination

Criterion

1. ABILITY to APPLY design thinking in managing an innovative business idea.
2. ABILITY to DESIGN the product of innovative ideas.
3. ABILITY to DEVELOP strategies to commercialize innovative business ideas.

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not even reaching marginal levels

Part III Other Information

Keyword Syllabus

Creativity; Innovation; Design Thinking, Value Proposition, Startup, New Product Development Processes, Concept Generation, Concept Selection, Perceptual Mapping, Concept Testing, Prototype, Market Testing, Commercialization, Agile, Scrum.

Reading List

Compulsory Readings

Title	
1	C. Merle Crawford (2014), "New Products Management", 11th edition, McGraw-Hill.
2	Karl T. Ulrich & Steven D. Eppinger (2015), "Product Design and Development", 6th edition, Irwin.

Additional Readings

Title	
1	Clayton M. Christensen & Michael Raynor (2013), "The Innovator's Solution: Creating and Sustaining Successful Growth", Harvard Business Review Press.

2	Alexander Osterwalder (2010), "Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers", Wiley.
3	Steve Blank (2012), "The Startup Owner's Manual: The Step-By-Step Guide for Building a Great Company", K & S Ranch.
4	Tim Clark & Alexander Osterwalder (2012), "Business Model You: A One-Page Method For Reinventing Your Career", Wiley.
5	Patrick Van Der Pijl & Justin Lokitz (2016), "Design a Better Business: New Tools, Skills, and Mindset for Strategy and Innovation", Wiley.
6	Eric Ries (2011), "The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses", Crown Business.
7	Larry Keeley & Helen Walters (2013), "Ten Types of Innovation: The Discipline of Building Breakthroughs", Wiley.
8	Clayton M. Christensen (2016), "Competing Against Luck: The Story of Innovation and Customer Choice", Harper Business.
9	Dan Olsen (2015), "The Lean Product Playbook: How to Innovate with Minimum Viable Products and Rapid Customer Feedback", Wiley.
10	Kenneth B. Kahn (2012), "The PDMA Handbook of New Product Development", 3rd edition, Wiley.
11	Jeff Patton (2014), "User Story Mapping: Discover the Whole Story, Build the Right Product", O'Reilly Media.
12	Alexander Osterwalder (2010), "Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers", Wiley.
13	Alexander Osterwalder (2014), "Value Proposition Design: How to Create Products and Services Customers Want", Wiley.