Study programme	Applied Informatics and Programming		

Study module	INTRODUCTORY PRACTICE	Credits in total	6

Learning outcomes

- Is able to list different forms of business and compare them for tax purposes;
- Is able to fill company establishment documents, a statute and the primarily company's documentation.
- Is able to set marketing objectives and understand the company's business activities;
- Is able to assess the company's financial performance.
- Is able to choose appropriate measures for Biurometa activities computerization.
- Is able to use selected tools for specific tasks performance.
- Is able to understand the business environment, a company's performance possibilities, in a different competitive environment.
- Is able to work in a team.
- Is able to communicate and cooperate in performing the tasks and take responsibility for quality of delegated work
- Understand the importance of programming skills for their professional growth.
- Understand the need and get used to develop programming, entrepreneurial and other skills independently.

Aims of study module

Introductory practice purpose - to provide students with practical business organization skills, encouraging their creativity and innovation. It is also possibility to get acquainted with the practical training company BIUROMETA activities and integrate into its follow-up activities, depending on the activities carried out (to create an e-shop, reservation systems, etc.).

Annotation of a study module

Introductory practice has a dual purpose: For 1) the strengthening of practical skills 2) developing entrepreneurial skills. Cognitive practice aims to promote development of students' entrepreneurial skills, to learn how to complete the company establishment documents, generate ideas, write business plan and present it. Working in teams students learn cooperation and responsibility sharing, time management, work distribution and leadership skills. During practice students are also take a part in follow-up Biurometa activities, that simulates the real business operations. Depending on the simulated company activities, computer science students contribute to the computerization of business processes, development and dissemination of other works. For instance: create e-shop, reservation system, engaged in e-marketing and etc.

Topics of the subject

1. Entrepreneurship concept and its importance in the economic and social life
2. Entrepreneurship development in Business practice teaching firm (BPTF)
3. Business idea creation (business plan)
4. Business forms
5. Business financing and finance management
6. Market and competition (Market analysis)
7. SWOT analysis
8. Sales and Production Prognosis
9. Strategy, Vision, Goals, Tasks (Tactics)
10. Entrepreneurship in Cyberspace
11. Human resources attracting and management
12. Business plan presentation and evaluation
13. Feedback

Procedure for assessment of knowledge and competences

The practice is considered to be fully carried out only after the semester assignments and received positive evaluations. Applicable ten-point scale, and the cumulative assessment scheme. Subject final rating is calculated only if all independent work (individual homework) assignments estimated to account positive score. $G = VP * 0.6 + 0.4 * S$

Main literature

1. Paunksnierné, J., Antanavičienė, J., Paleckis, K. (2011). Verslo pagrindai. Vilnius
2. Bagdonas, E.(2008). Verslo pradmenys. Vilnius.
3. Šapelienė, L ir kiti. (2014). Verslo plano ekonominių skaičiavimų pagrindai. Vilnius.
4. Nielsen S.L, Klyver, K., Rostgaard M. e. and Bager T. (2012). Entrepreneurship in the Teory and Practice. Edward Elgar Publishing Limited.

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* Short form