

**Social Entrepreneurship:**

- Getting started: user-centric design, needs and pains, reaching early adopters and creating a movement
- Mission and vision: identifying core values, the importance of ethics, keeping the focus and how to communicate on it
- Finding the right business model: inclusive, social, hybrid or open? What should your impact chain look like?
- Financing: Defining the price of your product, fundraising, angel and impact investment, crowd-funding and crowd-donation
- Openness, cooperation, partnerships, smart networks
- Holacracy and teal organisations: working effectively with your core team, advisory boards and volunteers, code of conduct
- Team health, mental health: why is it important, how do I avoid burnout and keep myself and my team strong and happy?
- Impact measurement and social reporting tools
- Theory of Change
- Systems change: what is it and how to achieve it?

**Tech and Society:**

- The world of free, libre and open source software (FLOSS) and hardware: using them and making them - what are the advantages and disadvantages?
- Rapid prototyping: From MIT's How to Make Almost Anything to rural areas; 3D printing, laser cutting, CNC machines and the like - how to work with FabLabs and Makerspaces to make your first prototype?

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- Hackathon weekend

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- Microcomputers, single-board computers and microcontrollers

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- Creative Commons

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- Civic tech, civic hacking

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- Open source circular economy

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- Trends in tech and their impact on our society: blockchain, artificial intelligence, virtual reality, big data, smart devices, IoT, decentralized internet, citizen science, etc. – potential problems and opportunities

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