THE EDUCATION UNIVERSITY OF HONG KONG

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Course Outline

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Part I

Programme Title	:	Bachelor of Social Sciences (Honours) in Social Entrepreneurship and Development Studies
Programme QF Level	:	5
Course Title	:	Tool Kits for Social Entrepreneurship
Course Code	:	SSC4329
Department	:	Social Sciences and Policy Studies
Credit Points	:	3
Contact Hours	:	39
Pre-requisite(s)	:	Nil
Medium of Instruction	:	EMI
Course Level	:	4

Part II

The University's Graduate Attributes and seven Generic Intended Learning Outcomes (GILOs) represent the attributes of ideal EdUHK graduates and their expected qualities respectively. Learning outcomes work coherently at the University (GILOs), programme (Programme Intended Learning Outcomes) and course (Course Intended Learning Outcomes) levels to achieve the goal of nurturing students with important graduate attributes.

In gist, the Graduate Attributes for Undergraduate, Taught Postgraduate and Research Postgraduate students consist of the following three domains (i.e. in short "PEER & I"):
- **P**rofessional **E**xcellence;
- **E**thical **R**esponsibility; **&**
- **I**nnovation.

The descriptors under these three domains are different for the three groups of students in order to reflect the respective level of Graduate Attributes.

The seven GILOs are:
1. Problem Solving Skills
2. Critical Thinking Skills
3. Creative Thinking Skills
4a. Oral Communication Skills
4b. Written Communication Skills
5. Social Interaction Skills
6. Ethical Decision Making
7. Global Perspectives

1. **Course Synopsis**

Decision-making in social enterprises is a scientific endeavor in the 21st century. Thus, the knowledge of scientific toolkits is necessary to make optimal decisions. This course provides a comprehensive introduction to the two most important decision-making tools in social entrepreneurship, namely game theory and quantitative methods. These skills are useful for decision-makers working in social enterprises, private firms, and governments, and are applicable to a wide range of situations. One of the major purposes of this course is to enrich students' analytic skills in face of an increasingly complex society.

The first part of this course offers brief coverage of game theory. Game theory can offer guidance to individuals on how to make decisions rationally, strategically, and optimally. Social entrepreneurs interact with other players in society all the time while game theory is especially relevant to situations where players are interacting with each other intensively. Hence, mastering the basic concept of game theory is conducive to creating more optimal outcomes for social enterprises.

The second part of this course focuses on quantitative methods that have become increasingly indispensable in social science research and practices. While game theory provides theoretical insights for decision-making, quantitative methods can validate the correctness of these insights in an evidence-based way. In this course, we will offer introductions to both conventional statistical methods as well as more advanced techniques that will dominate the field in the foreseeable future, such as machine learning. The purpose of this part is to prepare students who are interested in a career of social entrepreneurship for upcoming changes in the era of big data.

2. **Course Intended Learning Outcomes** (CILO$_s$)

Upon completion of this course, students will be able to:
CILO$_1$: use mainstream decision making tools for social entrepreneurship;
CILO$_2$: analyze decision problems in strategic interactions with other players;
CILO$_3$: conduct computer programing and statistical analysis; and
CILO$_4$: do theory-based empirical research and present their research output.

3. **Content, CILOs and Teaching & Learning Activities**

Course Content	CILOs	Suggested Teaching & Learning Activities
Game theory and social entrepreneurship	*CILO$_{1,2}$*	• Lectures, seminars, and readings
Statistical methods for social entrepreneurs	*CILO$_{1,3,4}$*	• Lectures, seminars, and readings
Machine learning	*CILO$_{1,3,4}$*	• Lectures, seminars, and readings
Project presentations	*CILO$_{1,4}$*	• Group project and presentations

4. Assessment

Assessment Tasks	Weighting (%)	CILO
(a) Mid-term Examination: Students are required to sit in a 2-hour close book exam in the midterm. The exam covers game theory and basic statistical analysis. This is an individual task.	40%	$CILO_{1,2}$
(b) In-class Quizzes (Individual): In the beginning of each class, students are required to finish a short quiz that helps them review the contents of the previous class.	30%	$CILO_{1,2,3,4}$
(c) Group Project: Students are required to form small groups and conduct an empirical project together. The topics they choose need to be approved by the Course Instructor. At the end of the semester, students are required to present their work in class and defend their arguments and methods.	30%	$CILO_{1,4}$

5. Required Text(s)

Imai, K. (2018). *Quantitative social science: an introduction.* Princeton University Press.

Tadelis, S. (2013). *Game theory: an introduction*. Princeton University Press.

6. Recommended Readings

Angrist, J.D., & Pischke, J. (2008). *Mostly harmless econometrics: An empiricist's companion*. Princeton University Press.

Dougherty, C. (2016). *Introduction to econometrics* (5th ed.). Oxford University Press.

Douglas, E., & Prentice, C. (2019). Innovation and profit motivations for social entrepreneurship: A fuzzy-set analysis. *Journal of Business Research*, 99, (C), 69-79.

Greene, W.H. (2012). *Econometric analysis* (7th ed). New York: Pearson.

Jiao, H. (2011). A Conceptual Model for Social Entrepreneurship Directed toward Social Impact on Society. *Social Enterprise Journal*. 7 (2), 130-149.

Ohana, M., Meyer M., & Swaton S. (2013). Decision-Making in Social Enterprises: Exploring the Link Between Employee Participation and Organizational Commitment. *Nonprofit and Voluntary Sector Quarterly*. 42 (6), 1092-1110.

Rossignoli, C., Ricciardi, F., & Bonomi, S. (2018). Organizing for Commons-Enabling Decision-Making under Conflicting Institutional Logics in Social Entrepreneurship. *Group Decision and Negotiation* 27, 417–443.

Wooldridge, J. M. (2016). *Introductory econometrics: A modern approach*. Nelson Education.

7. Related Web Resources

Name of the Web Page	Web Link
Econometrics Academy	https://sites.google.com/site/econometricsacademy/home?authuser=0
Game Theory 101	http://gametheory101.com/
MIT OpenCourseWare (for mathematics courses)	https://ocw.mit.edu/index.htm
Overleaf	https://www.overleaf.com/
REDFworkshop	https://redfworkshop.org/
RStuido Community	https://community.rstudio.com/
Stack Overflow	https://stackoverflow.com/
STATAlist	https://www.statalist.org/

8. Related Journals

American Political Science Review
British Journal of Political Science
Comparative Political Studies
Comparative Politics
Economist
European Journal of Political Research
European Journal of International Relations
Foreign Affairs (USA)
Foreign Policy (USA)
International Organization (USA)
International Relations (London)
International Security (USA)
International Studies Quarterly (USA)
Journal of Common Market Studies
Journal of Conflict Resolution
Journal of Development Studies
Journal of Management
Journal of Peace Research (Oslo)
Journal of Social Entrepreneurship Journal of Strategic Studies
Nonprofit and Voluntary Sector Quarterly
Organization Science
Political Analysis
Political Science Quarterly
Political Science Research Methods
Political Studies
Politics
Research & Politics
Stanford Social Innovation Review
Strategic Entrepreneurship Journal
World Development

World Politics

9. **Academic Honesty**

The University adopts a zero tolerance policy to plagiarism. For the University's policy on plagiarism, please refer to the *Policy on Academic Honesty, Responsibility and Integrity with Specific Reference to the Avoidance of Plagiarism by Students* (https://www.eduhk.hk/re/modules/downloads/visit.php?cid=9&lid=89). Students should familiarize themselves with the Policy.

10. **Others**

Nil

Last updated: 1 July 2023