Courses in English

Course Description

Department 09 Engineering and Management

Course title Marketing

Hours per week (SWS) 3

Number of ECTS credits 4

Course objective

By the end of the course students will:
- Know the basics of marketing for industrial goods and durable consumer goods respectively.
- Know the requirements of and procedures in the segmentation and positioning of products.
- Be aware of the integrated product lifecycle.
- Be able to analyse and understand strategic interrelations and the background to marketing decisions.
- Be able to transfer their knowledge to current case studies and project work respectively.

As an outcome of the market simulation game, students will have gained experience of how to create a product that meets customers' needs, select sales channels, set the price and use advertising to increase demand. They will also have identified how decisions in marketing influence the success of a company.

Students will also have gained experience of working in international, intercultural and interdisciplinary teams.

Prerequisites

Engineering and Business Administration background assumed. Priority to exchange students that are enrolled at the department of Engineering and Management!

Recommended reading

Davidow, W.H.: Marketing High Technology
Kotler, P.: Marketing Management
Course documents on Moodle

Teaching methods

Lecture with group work and integrated simulation game

Assessment methods

Quarterly report on activities in the simulation game
Presentation
International students will also have to hand in a learning diary

Language of instruction

English

Name of lecturer

Prof. Dr. Daniela Cornelius

Email

Link

https://Moodle.hm.edu/course/view.php?id=1599

Course content

Basics of marketing, complete products, segmentation and positioning, courses of action in market analyses, integrated product lifecycles, the technology mix of a product, the first/follower problem, a marketing simulation game.

The marketplace simulation game is an integral part of the course. The lecturer will set up international teams of up to 5 students. Students have to set up a business and run their company by making marketing decisions. Up to 5 teams will compete against each other. The simulation is run over 6 quarters. After the 6th quarter students have to give a presentation about their business and their learning outcomes.

Remarks

Attendance on lectures is compulsory. If students attend less than 90% of classes, no grade and ECTS points will be awarded.
Students will get a licence for the Marketplace Live Simulation game during the first lecture of the course. Licences are free for students.