



COURSE SYLLABUS

Project in Information Systems, 7.5 credits

Project in Information Systems, 7,5 högskolepoäng

Course Code: JPIR28	Education Cycle: Second-cycle level
Confirmed by: Council for Undergraduate and Masters Education Jan 25, 2018	Disciplinary domain: Technology
Valid From: Aug 20, 2018	Subject group: IF1
Version: 1	Specialised in: A1N
	Main field of study: Informatics

Intended Learning Outcomes (ILO)

On completion of the course the students will be able to:

Knowledge and understanding

1. explain which management and development models and tools best serve a given information systems project.
2. explain the importance of developing solutions that are long-term sustainable, ethically sound, and consistent with their socio-technical environment
3. ideate, discuss and implement a process for the (re)design and development of an information system as a complex socio-technical system.

Skills and abilities

4. identify stakeholders, their needs and wants, and the impact they have on the project
5. identify and formulate problems through participatory and collaborative methods so that solutions can be proposed that meet the needs of the extended group of stakeholders
6. formally develop and document the project process by means of key deliverables.
7. present the project to an audience of stakeholders

Judgement and approach

8. evaluate a project's boundaries, goals, and constraints and ethics through a systemic socio-technical perspective
9. critically assess the process and its outcomes in accordance with well-established user centered best practices and project-related operative metrics

Contents

The course provides students with a practice-oriented approach to designing, developing, and managing the design or redesign of an information system as a complex socio-technical system, for assessing its possible fitness to task, and its impact on society. The course introduces the base methods, key deliverables, and tools that allow to capture and describe a problem space as a complex socio-technical system. Theories and models presented in the previous courses in the program will also be applied throughout the course.

The contents and organization of the project work must be approved by the course manager before the project starts.

Type of instruction

The teaching is conducted in English.

Prerequisites

Bachelor's degree (i.e the equivalent of 180 ECTS credits at an accredited university) with at least 60 ECTS credits in informatics, business administration, computer science, computer engineering, information engineering, or equivalent (or the equivalent).

Examination and grades

The course is graded A, B, C, D, E, FX or F.

ILOs 4, 5, 6, 7, and 8 will be assessed through the group work carried out on the assigned project. ILO 1,2,3, and 9 will be assessed through the written examination where every student will be assessed individually.

Registration of examination:

Name of the Test	Value	Grading
Written Examination	4 credits	A/B/C/D/E/FX/F
Project group work	3.5 credits	A/B/C/D/E/FX/F

Course evaluation

It is the responsibility of the examiner to ensure that each course is evaluated. At the outset of the course, evaluators must be identified (elected) among the students. The course evaluation is carried out continuously as well as at the end of the course. On the completion of the course the course evaluators and course examiner discuss the course evaluation and possible improvements. A summary report is created and archived. The reports are followed up by program directors and discussed in program groups and with relevant others (depending on issue e.g. Associate Dean of Education, Associate Dean of faculty, Director of PhD Candidates, Dean and Director of Studies). The next time the course runs, students should be informed of any measures taken to improve the course based on the previous course evaluation.

Other information

Academic integrity

JIBS students are expected to maintain a strong academic integrity. This implies to behave within the boundaries of academic rules and expectations relating to all types of teaching and examination.

Copying someone else's work is a particularly serious offence and can lead to disciplinary action. When you copy someone else's work, you are plagiarizing. You must not copy sections of work (such as paragraphs, diagrams, tables and words) from any other person, including another student or any other author. Cutting and pasting is a clear example of plagiarism. There is a workshop and online resources to assist you in not plagiarizing called the Interactive Anti-Plagiarism Guide.

Other forms of breaking academic integrity include (but are not limited to) adding your name to a project you did not work on (or allowing someone to add their name), cheating on an examination, helping other students to cheat and submitting other students work as your own, and using non-allowed electronic equipment during an examination. All of these make you liable to disciplinary action.

Course literature

Literature

Selected chapters from the following books will be provided during the course:

Levy, J. (2015). *UX Strategy – How to Devise Innovative Digital Products That People Want*. O'Reilly.

Liedtka, J, & Ogilvie, T. (2011). *Designing for Growth – A Design Thinking Tool Kit for Managers*. Columbia University Press.

Stickdorn, M. & Schneider, J. (2012). *This is Service Design Thinking*. Wiley.

Unger, R. & Chandler, C. (2012). *A Project Guide to UX Design*. New Riders.

Excerpts from other textbooks and selected articles will be provided during the course.