COURSE SYLLABUS

Digital Transformation and Renewal, 7.5 credits

Digital Transformation and Renewal, 7,5 högskolepoäng

Course Code:	TDTR29	**Education Cycle:**	Second-cycle level
Confirmed by:	Dean Dec 4, 2018	**Disciplinary domain:**	Technology
Valid From:	Jan 1, 2019	**Subject group:**	IF1
Version:	1	**Specialised in:**	A1N
		Main field of study:	Informatics

Intended Learning Outcomes (ILO)

After a successful course the student shall:

Knowledge and understanding

- Explain the theoretical and practical frameworks in the digital transformation and renewal area.
- Describe the interplay between digital transformation and renewal, and the role played by information systems in respect to stakeholders and society.
- Use key factors influencing digital transformation processes such as distributed anonymous co-creation, radical disruption, disintermediation, and dematerialization

Skills and abilities

- Apply a socio-technical approach to assess and design information systems-based solutions in response to strategic societal and organizational issues
- Design processes that merge services and products, as well as digital and physical into sustainable experiences to foster systemic transformation and renewal through the innovative use of information systems.
- Visually and synthetically present results through appropriate deliverables.

Judgement and approach

- Differentiate between strategic approaches directed towards transformation and renewal and tactical approaches directed towards consolidation.
- Identify how to mediate between technology pushes and market pulls through user centered approaches validated via rapid testing and evaluation processes.
- Evaluate and select the proper approach in respect to a project's goals and constraints.

Contents

This course provides students with a conceptual framework for digital transformation and renewal, and introduces methods and models for assessing and designing innovative and sustainable processes through a thorough understanding of the strategic relationships existing between innovation, competition, societal and organizational needs, and the digital / physical platforms they exist on.

Type of instruction

Lectures, seminars, tutoring, and workshops.

The teaching is conducted in English.

Prerequisites

Passed courses with at least 180 credits in first cycle, at least 90 credits within the major subject in Computer Engineering, Electrical Engineering (with relevant courses in Computer Engineering), Informatics, Computer Science, Interaction Design (with relevant courses in web programming) or equivalent. Proof of English proficiency is required.

Examination and grades

The course is graded 5,4,3 or Fail.

The final grade for the course is based on a balanced set of assessments. The final grade will only be issued after satisfactory completion of all assessments.

Registration of examination:

Name of the Test	Value	Grading
Written examination	4 credits	5/4/3/U
Project work	3.5 credits	5/4/3/U

Course literature

Literature

The litterature list for the course will be provided one month before the course starts.

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

Manovich, L. (2002). The language of new media. The MIT Press.
McGovern, G. (2016). Transform: A Rebel's Guide for Digital Transformation. Silver Beach.
Pine II, B. J. and Gilmore, J. H. (2011). The experience economy. Harvard Business Review Press. Updated edition.
Rogers, D. L. (2016). The Digital Transformation Playbook. Columbia Business School Publishing.
Shedroff, N. (2009). Design Is the Problem – The Future of Design Must Be Sustainable. Rosenfeld Media.

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