



## KURSPLAN

# Design av smarta företag, 7,5 högskolepoäng

*Design of Smart Enterprises, 7.5 credits*

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<b>Kurskod:</b>	TSF428	<b>Utbildningsnivå:</b>	Avancerad nivå
<b>Fastställd av:</b>	VD 2017-10-12	<b>Utbildningsområde:</b>	Tekniska området (95%) och samhällsvetenskapliga området (5%)
<b>Gäller fr.o.m.:</b>	2018-01-01	<b>Ämnesgrupp:</b>	DT1
<b>Version:</b>	1	<b>Fördjupning:</b>	A1N
<b>Diarienummer:</b>	JTH 2017/3948-313	<b>Huvudområde:</b>	Informatik

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### Lärandemål

After a successful course, the student shall:

#### Kunskap och förståelse

- demonstrate comprehension of the principle for enterprise design and enterprise architecture
- demonstrate comprehension of the concept of smart enterprises
- display knowledge of research trends in the areas relevant for smart enterprises in connection to future demands

#### Färdighet och förmåga

- demonstrate the ability to describe an enterprise design and enterprise architecture taking into account business and technology dimensions
- demonstrate an understanding of modelling and visualizing various aspects of an enterprise using modern standards and tools

#### Värderingsförmåga och förhållningssätt

- demonstrate an understanding of how enterprise design and EA can enable smart enterprises

### Innehåll

The course provides knowledge and skills of applying a holistic perspective on enterprise design. This will be done via capturing, describing and structuring different dimensions of an enterprise such as business objectives, technology developments and human needs. The course will also address the process of conducting such type of development. The course will describe ways of dealing with opportunities and challenges connected to Industry 4.0. A framework for enterprise design will be introduced and used in the course.

### Undervisningsformer

The course consists of lectures, seminars and assignments with tutoring.

Undervisningen bedrivs på engelska.

### Förkunskapskrav

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

### Examination och betyg

Kursen bedöms med betygen 5, 4, 3 eller Underkänd .

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

Poängregistrering av examinationen för kursen sker enligt följande system:

Examinationsmoment	Omfattning	Betyg
Tentamen	3 hp	5/4/3/U
Inlämningsuppgifter	4,5 hp	5/4/3/U

### Kurslitteratur

Litteratur

Title: Intersection: How Enterprise Design Bridges the Gap Between Business, Technology and People.

Author: Milan Guenther

Publisher: Morgan Kaufmann