



School of Economics and Management

INFG01, Informatics: Interdisciplinary Project Development with Practical Application in Teams, 7.5 credits

*Informatik: Tvärvetenskaplig projektutveckling med praktisk
tillämpning i grupp, 7,5 högskolepoäng*
First Cycle / Grundnivå

Details of approval

The syllabus was approved by The Board of the Department of Informatics on 2018-03-05 to be valid from 2018-09-03, autumn semester 2018.

General Information

The course is offered in collaboration with the Sten K. Johnson Centre of Entrepreneurship and as an elective course at all faculties at Lund University. This means that students with different prior knowledge will be mixed in groups and expected to use their respective skills and abilities in the development of a project.

Language of instruction: Swedish and English

Main field of studies

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*Depth of study relative to the degree
requirements*

G2F, First cycle, has at least 60 credits in
first-cycle course/s as entry requirements

Learning outcomes

The aim of the course is to provide informatics students with skills and tools to work efficiently with the development of different types of projects. There are considerable opportunities for systems engineers to lead or work in projects and to start individual projects in fields of interest.

Projects usually require more skills than those possessed by an individual. Therefore, this course enables students to develop a project together with students from other faculties. This makes it possible not only to produce better projects, but also to broaden individual knowledge through learning from others. The participants are to develop a project using their joint expertise. The project can either be defined by the group or commissioned by an organisation in the form of a challenge requiring a solution. The aim is to provide students with an entrepreneurial approach, in addition to tools and theory.

Knowledge and understanding

For a Pass on the course, students must demonstrate knowledge and understanding of

- current concepts and methods included in the process of creating and implementing ideas,
- entrepreneurship as a perspective in the process of developing ideas into innovative projects,
- how the interplay in the group affects the outcome of a project,
- different communication initiatives.

Competence and skills

For a Pass on the course, students must demonstrate competence and skills to

- develop an idea into a feasible project,
- take advantage of the different disciplinary backgrounds of the group,
- seek, collect and critically interpret information that leads to development of the project,
- analyse, describe and discuss the information collected,
- independently make decisions based on analyses of collected information.

Judgement and approach

For a Pass on the course, students must demonstrate the ability to

- manage ethical, cognitive and social dilemmas that may arise in the process.

Course content

Present-day working life requires more skills than those strictly related to the subject. The ability to convert subject knowledge into practical benefits in society is increasingly central. Other skills not only in demand among employers but also valuable to individuals regardless of career path and specialisation are the ability to see opportunities and conduct professional work in groups of people with different disciplinary backgrounds. This is called an entrepreneurial approach.

The present course is based on a project, derived either from the group itself or from an organisation in the form of a commission. The project is to be executed in a group composed of students from different faculties. Through work in interdisciplinary groups the students will learn how to take advantage of their own and others' expertise in practice and develop an understanding of the use of their studies outside the university.

In parallel with the project work, students are to complete six knowledge modules. The knowledge that is acquired in the modules is to be used in the project work and together with the practise developed into a project report. The six knowledge modules are:

1. Seeing opportunities

The module deals with different ways of seeing opportunities and generating ideas. Through understanding of the different processes for generating ideas, the students are provided with better conditions for creating interesting project ideas for themselves or for an organisation.

2. Processes from idea to reality

The process from idea to reality may have a different appearance depending on the discipline. The process of developing a substance into medication is, for example, completely different from developing a theatre production. The module addresses different processes for different types of innovation and provides students with an understanding of how uncertainty can be reduced in these processes.

3. The development and dynamics of groups

All new groups go through a development. The development can result in everything from dysfunctional to very well-functioning groups. The module deals with the different stages in the development and how these can be managed to make the group function well.

4. Stakeholders

All projects have stakeholders, i.e. organisations or people who are affected by the project in different ways. The module focuses on how to identify, analyse and manage the different stakeholders and their requirements.

5. Resource acquisition

Resources are not necessarily synonymous with financial capital. Resources may be other things that are needed in order to execute the project. The module addresses different procedures to obtain these resources and the consequences of different alternatives.

6. Communication

The module deals with different ways of communicating both within the project and to external recipients of a message. It covers everything from internal and external processes for communication to the actual message to be communicated.

Course design

The course consists of a combination of lectures, workshops, group work and e-learning modules. All components require active participation.

Assessment

The assessment is based on a submitted complete project report in writing and completed e-learning modules.

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

Subcourses that are part of this course can be found in an appendix at the end of this document.

Grades

Marking scale: Fail, Pass.

Pass- A result that satisfies the requirements with regard to theoretical depth, practical relevance, analytical ability and independence.

Fail- An inadequate result with regard to theoretical depth, practical relevance, analytical ability and independence.

Lund University considers cheating and plagiarism a very serious academic offence, and will take disciplinary action against students who are suspected of any form of

cheating and/or plagiarism. The penalty that may be imposed for this includes suspension from the University for a certain period.

Entry requirements

To be admitted to the course, students must meet the general admission requirements and have passed at least 60 credits in informatics or the equivalent.

Further information

If the course is discontinued, students who have not yet passed the course will be offered three further examination opportunities on each of the assessed components within three semesters of the last semester the course was offered. Subsequently, it is only possible to receive certificates for passed components. Please contact the study advisor for information.

Subcourses in INFG01, Informatics: Interdisciplinary Project Development with Practical Application in Teams

Applies from H18

- 1801 Individual assignment, 4,0 hp
Grading scale: Fail, Pass
- 1802 Project work, 3,5 hp
Grading scale: Fail, Pass