

Module: Innovation and Leadership 101

Module name:	Innovation and Leadership 101
Code:	INL101
NQF level:	5
Type:	Core – Bachelor of Computing (all streams)
Contact time:	16
Structured time:	20
Self-directed time:	14
Notional hours:	50
Credits:	5
Prerequisites:	None

Purpose

This module prepares the student to be an innovator, i.e. an individual who considers the requirements of the stakeholders in their environment and selects those they intend to address. The innovator applies their knowledge and skills to synthesise an innovative solution that will provide benefit to the target stakeholders. The conceptual results of this ideation process must be concretised in a proposal that is submitted to potential sponsors in a form that convinces the sponsor to adopt the proposal and gain the support and resources required to reify the solution.

Outcomes

Upon successful completion this module, the student will be able to demonstrate:

- An informed understanding of the core areas of innovation, including the key terms, concepts, facts, general principles, rules and theories used in this field.
- The ability to apply standard methods and techniques to plan and create a proposal for an innovative solution within a well-defined, familiar and supported environment.
- The ability to gather information from a range of sources, to select information appropriate to the task, and to apply the basic processes of analysis, synthesis and evaluation on that information.
- The ability to communicate information reliably, accurately and coherently, in written form as a proposal and oral or signed form as a presentation of the proposal, including an understanding of and respect for conventions around intellectual property, copyright and plagiarism.
- The ability to account for their actions and to work effectively with and respect others.

Assessment

Assessment is performed using a variety of instruments:

- Attendance of formal instruction sessions;
- Participation in moderated and unmoderated discussions and work sessions, evaluated by moderators, team leaders and/or peer reviews; and
- Creation of a proposal to develop a product that delivers benefit to its target stakeholders through an innovative solution. The final proposal is submitted and accompanied by a presentation during the end-of-semester examination period.

Teaching and Learning

Learning materials

Presentation notes and hand-outs from direct instruction and feedback sessions

Learning activities

This module is completed over the course of one semester. Four iterations of the following learning activities will occur during this time:

- Week 1: Direct instruction.
- Week 2: On-campus work and peer interaction.
- Week 3: Feedback and guidance.
- Week 4: On-campus work and peer interaction.

During direct instruction students attend lectures on topics appropriate to this module, including:

- Awareness of the environment and stakeholders,
- Identification of opportunities, competitors and collaborators,
- Innovation,
- Proposal writing and presentation,
- Persuasive techniques and negotiation.

On-campus work and peer interaction requires students to meet in a structured environment to conduct their learning experiences with regard to solution ideation and proposal creation. This includes activities such as:

- Research activities,
- Consultation with students in the role of consultants for different areas in which the student desires to solicit input or advice,
- Peer discussions, peer demonstrations, and peer reviews,
- Creation of proposal.

Feedback and guidance is provided during contact sessions with academic staff. These sessions may include moderated discussions and formal presentations as dictated by the needs identified during formative assessment.

Notional learning hours

Activity	Units	Contact Time	Structured Time	Self-Directed Time
Lecture		8.0		
Formative feedback	4	8.0		
Project & peer interaction	1		16.0	
Solution ideation	1			5.0
Proposal presentation	1		4.0	9.0
Exam				
		16.0	20.0	14.0