

## Module: Innovation and Leadership 381

<b>Module name:</b>	Innovation and Leadership 381
<b>Code:</b>	INL381
<b>NQF level:</b>	7
<b>Type:</b>	Core – Bachelor of Computing (all streams)
<b>Contact time:</b>	16
<b>Structured time:</b>	20
<b>Self-directed time:</b>	14
<b>Notional hours:</b>	50
<b>Credits:</b>	5
<b>Prerequisites:</b>	Innovation and Leadership 201, Innovation and Leadership 202

### Purpose

This module prepares the student to function effectively as manager of a project or sub-project, i.e. as an individual responsible for planning, organising, directing and controlling the efforts and output of different teams that are contributing components of the final product or system. Interaction between teams must be coordinated and management actions executed where necessary to ensure the overall project objectives are reached on time and within budget.

### Outcomes

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

- The ability to identify, analyse, evaluate, critically reflect on and address complex problems, applying evidence-based solutions and theory-driven arguments.
- The ability to take decisions and act ethically and professionally and the ability to justify those decisions and actions to the project sponsor.
- The ability to develop and communicate ideas, opinions and information in well-formed arguments, using appropriate professional discourse.
- The ability to manage processes in unfamiliar and variable contexts, recognising that problem solving is context and system bound, and does not occur in isolation.
- The ability to identify, evaluate and address their learning needs in a self-directed manner, and to facilitate collaborative learning processes among the teams being managed.
- The ability to take full responsibility for their own work, decision-making and use of resources, and limited accountability for the decisions and actions of the teams and individuals being managed.

### 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;
- Production of project artefacts, such as plans, agreements and reports; and
- Synthesis or project products, such as proofs of concepts, prototypes, milestone outputs and final deliverables.

## 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:

- Effective project management,
- Contingency planning,
- Motivating individuals and groups of individuals,
- Authority, responsibility and accountability.

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:

- Lead a team and manage the activities of the team leaders and team members, motivating the each appropriately to pursue the project's goal,
- Create project roles and responsibilities and document agreements between the members, team leaders and the project,
- Create, maintain and manage a project plan,
- Report to the project sponsor accurately and identify and remedy potential problems early.

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				
		<b>16.0</b>	<b>20.0</b>	<b>14.0</b>