

Module: Innovation and Leadership 261 (Deaf)

Module name:	Innovation and Leadership 261 (Deaf)
Code:	D-INL261
NQF level:	6
Type:	Core – Diploma in Information Technology (all stream)
Contact time:	32
Structured time:	40
Self-directed time:	28
Notional hours:	100
Credits:	10
Prerequisites:	Innovation and Leadership 161

Purpose

This module prepares the student to function effectively as a team leader, i.e. an individual who coordinates the activities of the team members and ensures that all activities contribute to the achievement of the team's objectives. This includes the motivation of the team as a whole and its individual members to engage in the pursuit of these objectives. Team leaders must ensure the well-being and success of the members and take responsibility for achieving the team's objectives.

This module also prepares the student to act as a specialist or consultant for a specific body of knowledge, i.e. an individual who analyses and understands the requirements and objectives of the individual or group soliciting advice. The consultant must exploit their own knowledge and experience to advise on decisions, preferred courses of action and guidelines for achieving optimal results, while issuing clear warnings on any dangers or potential problems identified. Consultants must take responsibility for any input provided, or failed to provide, to their clients.

Outcomes

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

- Detailed knowledge of the central areas of one or more bodies of knowledge, including an understanding of and the ability to apply and evaluate key terms, concepts, facts, principles, rules and theories of that field; and detailed knowledge of an area or areas or specialisation and how that knowledge relates to other fields.
- The ability to make decisions and act appropriately in the familiar context of a team and the unfamiliar context of a project consisting of several teams, demonstrating an understanding of the relationships between these organisational systems, and of how actions, ideas or developments in one such system impact on others.
- The ability to evaluate, select and apply appropriate procedures or techniques in application processes within the context of a team development effort and developing an innovative solution.
- The ability to identify, analyse and solve problems in the unfamiliar contexts of the innovative product being created and of leading a team of developers, gathering evidence and applying solutions based thereon as appropriate.

- An understanding of the ethical implications of decisions and actions in the role of specialist or consultant, and within a team context, based on an awareness of the complexity of ethical dilemmas.
- The ability to present and communicate complex information reliably and coherently using appropriate conventions, formats and technologies for communicating to the team being led, the project manager supervising the team and the client sponsoring the product of the team's activities.
- The ability to evaluate performance against given criteria and to provide support to the learning needs of the team members where appropriate, soliciting advice where appropriate.
- The ability to work effectively in a team, and to take responsibility for their decisions and actions and those of the members of team being led or advised, including the responsibility for the use of resources by the team.
- An understanding of different forms of knowledge, schools of thought and forms of explanation within an area, and awareness of knowledge production processes.

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 and milestone outputs.
- Advising on the synthesis or project products, such as prototypes and milestone outputs.

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:

- Leading a team,
- Understanding team member personality types and how to motivate each type,
- Team dynamics,
- Resolving differences.
- The responsibilities of a consultant,

- Effective knowledge transfer,
- Cognitive and perceptual modality preferences and how to present information effectively to individuals with different preferences.

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 members, motivating the members appropriately to pursue the team's goal,
- Create team roles and responsibilities and document agreements between the members and the team,
- Create, maintain and manage a project plan,
- Report to the project manager accurately and identify potential problems early.
- Provide specialist knowledge to different teams and individuals,
- Guide a team towards the achievement of team goals in an optimal manner,
- Identify potential problem areas early to team members, team leaders and/or project managers, as appropriate.

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		16.0		
Formative feedback	8	16.0		
Project & peer interaction	1		32.0	
Solution ideation	1			10.0
Proposal presentation	1		8.0	18.0
Exam				
		32.0	30.0	28.0