



Course syllabus

School of Business and Economics

Department of Management

4FE160 Lokal innovation, 22,5 högskolepoäng

4FE160 Local Innovation, 22.5 credits

Main field of study

Business Administration

Subject Group

Business Administration

Level of classification

Second Level

Progression

A1N

Date of Ratification

Approved 2014-10-01

Revised 2022-12-05 by School of Business and Economics. Change of department

The course syllabus is valid from spring semester 2023

Prerequisites

General entry requirements for studies on second level, and specific entry requirements:

- Business Administration, G1N/F, 90 credits, including an independent degree project on level G2E, or the equivalent;
- English B/English 6, or the equivalent.

Objectives

Module 1: Interdisciplinary Innovation Processes, 5 credits

After finished course, the student is expected to be able to:

- constructively contribute to the implementation of an idea, based on his/her field of competence, in a team containing a number of different disciplines
- plan and carry out an interdisciplinary product innovation project
- discuss the connections between the contributions of different fields of competence in an interdisciplinary product innovation project
- describe, both orally and written, an interdisciplinary product innovation project from idea to implementation

Module 2: Process - Design, 5 credits

After finished course, the student is expected to be able to:

- constructively and actively contribute in a team where different disciplines are involved in an interdisciplinary innovation project
- discuss the concept of design and explain its connections to the general features of engineering and business and the how it relates to general features of Business Administration
- implement the design process in an interdisciplinary innovation project
- explain the role of products in the context of innovation as well as its societal contribution towards sustainability and society
- explain the role of design in innovation and sustainability
- identify and discuss the local conditions for innovation in the surrounding society from a design perspective
- apply and justify the choice of design method

Module 3: Process - Engineering, 5 credits

After finished course, the student is expected to be able to:

- constructively and actively contribute in a team where different disciplines are involved in an interdisciplinary innovation project
- account for and discuss the concept of engineering and how it relates to general features of Business Administration
- implement the engineering process in an interdisciplinary innovation project
- use engineering tools for supporting the innovation process
- identify technical (engineering) solutions for innovation taking sustainable development into consideration
- identify and discuss the local conditions for innovation in the surrounding society from an engineering perspective
- apply and justify the choice of engineering method

Module 4: Leading Process - Business Administration, 5 credits

After finished course, the student is expected to be able to:

- lead a multidisciplinary team with active cooperation of project members
- take responsibility for the development of an innovation preparing it for its commercialization
- identify and discuss the local conditions for innovation in the surrounding society from a business perspective
- apply and justify the choice of business method
- critically examine the concept of innovation and its process from the perspective of business administration

Module 5: Skill and Technology, 2.5 credits

After finished course, the student is expected to be able to:

- account for dialogue seminar method and be able to, in a constructive way take part in dialogue seminars
- write essays
- profoundly understand his/her own profession using critical reflection through perspectives given in the course literature

Content

The course consists of 5 integrated modules:

Module 1: Interdisciplinary Innovation Processes, 5 credits

The module consists of the following parts:

- interdisciplinary project work
- the design process
- sustainable development
- the innovation concept
- integrated market communication
- calculation and forecasting
- supply chain
- choice of material
- blueprint/product specification
- construction aspects

Module 2: Process - Design, 5 credits

The module consists of the following parts:

- the various parts of the design process (theories/analysis/concept/formation)
- visualisation
- sustainable development
- the innovation process

Module 3: Process - Engineering, 5 credits

The module consists of the following parts:

- local innovation processes
- projects to develop technology
- choice of material
- blueprint/Product specification
- construction aspects
- production technology
- sustainable development

Module 4: Leading Process - Business Administration, 5 credits

The module consists of the following parts:

- project management in an innovation project
- communication of the discipline's basis (calculation, supply, integrated market communication, market research), approach, and methods
- sustainable development
- consumer involvement in product development

Module 5: Skill and Technology, 2.5 credits

The module consists of the following parts:

- introduction to the area of Skill and Technology, make distinctions between rules and the following of rules, between the abstract and the concrete, and problems and dilemmas in society from the perspective of professional skill
- introduction to the dialogue seminar method
- introduction to the terms case study, dialogue, tacit knowledge, the dream about the exact language, model and reality

Type of Instruction

All modules consists of lectures, workshops and seminars based on the different perspectives presented by the participating disciplines. The course also contains a mandatory project work which is supported by supervisors from all disciplines. The teaching is carried out on campus and at project organizations. Obligatory parts are

stated in the schedule.

Examination

The course is assessed with the grades A, B, C, D, E, Fx or F.

Module 1: Interdisciplinary Innovation Processes, 5 credits

Project report.

Module 2: Process - Design, 5 credits

Written exam, group work, and written report in group dynamics.

Module 3: Process - Engineering, 5 credits

Written exam, group work, and written report in group dynamics.

Module 4: Leading Process - Business Administration, 5 credits

Written exam, group work, and written report in group dynamics.

Module 5: Skill and Technology, 2.5 credits

Assignments.

The following concerns all modules:

The grade A constitutes the highest grade on the scale and the remaining grades follow in descending order where the grade E is the lowest grade on the scale that will result in a pass. The grade F means that the student's performance is assessed as fail.

After each regular examination there will be at least one new examination in close proximity to the date the results of the regular exam were posted. A minimum of five occasions for written exams will be offered in relation to the syllabus to which the student was accepted. Usually three occasions per academic year are offered. Students that fail reports can complement after instructions from the examiner to obtain a pass grade.

Grading criteria for the A–F scale are communicated in writing to the student by the start of the course/module at the latest, as well as how grades on separate elements of examination are weighed to a final course grade.

Course Evaluation

During the implementation of the course or in close connection to the course a course evaluation is to be carried out. Result and analysis of the course evaluation is to be presented as feedback both to the students who have completed the course and to the students who are to participate on the course the next time it is offered. The course evaluation is to be carried out anonymously.

Credit Overlap

The course cannot be included in a degree along with the following course/courses of which the content fully, or partly, corresponds to the content of this course: 4FE040 with 22.5 credits.

Other

The course contains mandatory elements such as study visits, laboratory work, and fieldwork. Such elements may result in certain expenses; these are paid for by the students themselves.

Required Reading and Additional Study Material

Required reading

The following literature is used in all modules:

Ashby, M. F., Shercliff, H. & Cebon, D. *Materials: Engineering, Science, Processing & Design*. BUTTERWORTH – HEINEMANN. Latest edition. About 670 pages.

Atkinson, A. *Management Accounting*. Pearson Education. Latest edition. About 525 pages.

Bamossy, G. J., & Solomon, M. R. (2016). *Consumer behaviour: A European perspective*. Pearson Education. 736 pages.

Göranzon, B. (2009). *The Practical Intellect*. Santerus Academic Press. 160 pages.

Hannington, B. & Martin, B. *Universal Methods of Design: 100 Ways to Research Complex Problems Develop Innovative Ideas, and Design Effective Solutions*. Rockport Publishers Inc. Latest edition. About 210 pages.

Hippel, E.A (2005). *Democratising Innovation*. The MIT Press. 226 pages.

Lidwell, W., Holden, K. & Butler, J. *Universal Principles of Design*. Rockport Publishers Inc. Latest edition. About 215 pages

Mintzberg, H., Ahlstrand B. & Lampel, Joseph B. Strategy S. (2009) *Your Complete Guide Through the Wilds of Strategic Management*. 2nd Edition. Pearson Ed. Lmt. 441 pages.

Puccio Gerard J. (2011). *Creative Leadership Skills That Drive Change*. 2nd edition Sage publications. 350 pages.

Slack, N., BrandonJones, A., Johnston, R. & Betts, A. *Operations and Process Management*. Pearson. Latest edition. About 540 pages.

Thorpe, A. *The Designer's Atlas of Sustainability*. Island Press. Latest edition. About 220 pages.

Trott, P. *Innovation Management and New Product Development*. Prentice Hall. Latest edition. About 620 pages.

Ulrich, K. & Eppinger, S. *Product Design and Development*. McGrawHill Higher Education. Latest edition. About 360 pages

Weick, Karl E. (1995). *Sensemaking in Organizations*. Sage publications. Inc. 231 pages.

Scientific articles. About 100 pages.

Reference literature

The following literature is used in all modules:

Harris, La Verne Abe. (2014). *Idea Engineering –Creative Thinking and Innovation*. Momentum press. 197 pages.

Weischenk, S. (2011). *100 things every designer needs to know about people*. New Riders. 241 pages.