Module Specification

Module Summary Information

1	**Module Title**	Enterprise Systems
2	**Module Credits**	20
3	**Module Level**	7
4	**Module Code**	CMP7177

5	**Module Overview**

Rationale

Organisations are embracing computing technology in daily operations to enable integration, collaboration, interaction, and the processing needs of the entire organisation. One of these computing technologies that has become an essential part of an organisation's IT portfolio is Enterprise Systems (ES), which incorporates ERP, CRM, SCM, and so forth. ES are a comprehensive, configurable, and integrated suite of systems and information resources, which support organisational-wide operational and management processes. ES eases integration of different processes, people, and technology to help streamline operations. Thus, in an organisation, you will be required to make judgements on the selection, design, and implementation of these systems. Also, you will be required to manage business transformation by implementing efficient business processes to support gaining competitive advantage, improved performance, reduced operational cost, and enhanced real-time decision-making capabilities. This module equips you to develop core skills and knowledge to assist organisations in the management of ES and business processes change.

Alignment with Programme Philosophy and Aims

A problem-based learning strategy is followed to encourage students to be responsible for their own learning and to reflect on their experience during their academic studies. Likewise, Students are expected to apply the skills gained in the module and the broader programme as an individual and within a team, to practice using examples from industrial use cases to solve real world challenges, which will develop their knowledge and soft skills further.

Learning and Teaching Strategy

This module adopts a problem-based learning strategy to enhance students' problems solving skills and promote a self-directed, individual, and life-long learning philosophy. The module will begin by providing an industrial challenge (use case), which will form the basis of the learning. During the weekly sessions, you will be taught the core theoretical concepts to support your learning and guide you to solve the given challenge effectively. The module will allow you to work in groups to address the problem and to encourage you to construct task-related (procedural) and domain knowledge that provides a richer and a more meaningful learning experience. The module will draw from systems theories, systems thinking, and general systems theory to create a foundation of enterprise system, as a set of interconnected activities and processes working in cohesion to achieve a particular goal. Additionally, in this module, you will learn about ES design methodologies such as design thinking and design science, along with the role of ES, including the challenges faced in their acquisition and implementation, and critical success factors governing their adoption and use. You will also gain practical hands-on experience that complements and enhances the theoretical perspectives to provide an in-depth understanding of ES concepts and business processes.

Examples of tasks you will undertake as part of this module:

- Employing your understanding of ES design methodologies to support the selection, adoption, and implementation of an appropriate solution to address the challenges proposed in the use case;
- Exploring business process management techniques to support the organisations during the implementation and management of ES;

Students will undertake 24% of their time in scheduled learning and teaching activities and 76% in guided independent and collaborative learning. Thus, the module would include a minimum of 48 hours of contact time at the university.

Assessment strategy

The assessment is twofold: Firstly as a group, you will communicate and discuss the adoption and implementation of ES specifically the challenges and critical success factors use present the work undertaken as part of the use case. Secondly, you will submit an individual report reflecting on group work and introducing a solution to address the challenge outlined in the use case.

6	Indicative Content
	- Systems Thinking - Enterprise Systems adoption and implementation - Integrated business process - Business process management - Business process modelling concepts and techniques - Business Process Modelling Notation (BPMN)

7	Module Learning Outcomes On successful completion of the module, students will be able to:
1	Effectively communicate the adoption and implementation of enterprise systems in organisations to a professional audience.
2	Demonstrate the ability to present an enterprise system solution to stakeholders
3	Critically appraise and document business process management approaches and techniques to support business transformation in organisations.
4	Demonstrate an understanding of applying business process modelling techniques and tools and report on the results to support digital transformation to a professional standard

8	Module Assessment			
Learning Outcome				
	Coursework	**Exam**	**In-Person**	
1, 2			X	
3, 4	X			

9	Breakdown Learning and Teaching Activities	
Learning Activities		**Hours**
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable		48
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE		112
Private Study (PS) includes preparation for exams		40
Total Study Hours:		200