

Module Specification

Module Summary Information

1	Module Title Digital Change Management	
2	Module Credits	20
3	Module Level	7
4	Module Code	CMP7211

5 Module Overview

This module focuses on the challenge, how to address human-technology barriers and challenges to leverage the value of the people necessary to drive innovation and growth in a digital global society.

The module is concerned with the social context in which technology is employed and the relationship that develops thereby. The module focuses on effective strategic thinking and a holistic integration approach to IT challenges and barriers. The module debates the interdependent relationship between people, processes and technology to deliver enterprise solutions able to exploit information and IT in a constantly changing international context. A range of socio-technical factors driving organisational change will be considered specifically in terms of how the factors affect the performance needs of an organisation and influence organisational efficiency gains. The module provides the link between the Strategic Information Systems Planning module and similarly complements the values covered in the Principles of Project Management. Furthermore, significant to the module is the emphasis it places on the critical role of people in end-to-end management of Enterprise Systems.

This module supports you in achieving the skills and knowledge necessary to competently solve problems, develop proposals and solutions to case examples. You will develop a range of subject specific and transferrable skills commensurate of a Level 7 student. You will have demonstrated written and spoken attributes needed when becoming work ready. In particular, you will effectively communicate a project proposal for business decision making purposes.

Learning and Teaching Strategy

This module will comprise a number of approaches to learning. Short lectures will provide you with an overview of key topics and concepts. This knowledge will then be applied to small group activities and case workshops. You will be supported in developing your skills throughout with weekly tutor feedback through analysis of activity completed. You are encouraged to actively participate and contribute in scholarly activities. You are also encouraged to undertake regular personal reflection to self-evaluate own learning from experiences and to solidify value and meaning.

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

- mini interactive lectures to introduce specific themes and theories
- engagement in interactive master classes
- group discussions to demonstrate knowledge and understanding
- appraise use case scenarios to apply knowledge and understanding
- contribute to plenary sessions to discuss findings and identify areas for further discussion and or introduce additional topics for debate



6 Indicative Content

- Digital innovation
- Technology Adoption Models
- Organisation transformation
- Leadership
- Culture
- Human technology barriers
- Views and models of change management
- Disruptive technologies
- Alternative business models

7	Module Learning Outcomes			
	On successful completion of the module, students will be able to:			
	1	Categorise and discuss the socio-technical theory and concepts to support the integration of IT in the context of digital change management to the given problem or case scenario.		
	2	Critically assess the scope and impact of managing major business process change		
		necessary to drive innovation and growth in a digital global society		
	3 Formulate and demonstrate an effective plan to achieve improved organisational			
		performance to a prospective client.		
	4	Defend a project proposal for business decision making purposes		

8 Mc	odule Assessment				
Learning					
Outcome					
	Coursework	Exam	In-Person		
1, 2	Х				
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		