



## KURSPLAN

# Digital Transformation and Renewal, 7,5 högskolepoäng

*Digital Transformation and Renewal, 7.5 credits*

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<b>Kurskod:</b>	TDTR29	<b>Utbildningsnivå:</b>	Avancerad nivå
<b>Fastställd av:</b>	VD 2018-12-04	<b>Utbildningsområde:</b>	Tekniska området
<b>Gäller fr.o.m.:</b>	2019-01-01	<b>Ämnesgrupp:</b>	IF1
<b>Version:</b>	1	<b>Fördjupning:</b>	A1N
		<b>Huvudområde:</b>	Informatik

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### Lärandemål

After a successful course the student shall:

#### Kunskap och förståelse

- Explain the theoretical and practical frameworks in the digital transformation and renewal area.
- Describe the interplay between digital transformation and renewal, and the role played by information systems in respect to stakeholders and society.
- Use key factors influencing digital transformation processes such as distributed anonymous co-creation, radical disruption, disintermediation, and dematerialization

#### Färdighet och förmåga

- Apply a socio-technical approach to assess and design information systems-based solutions in response to strategic societal and organizational issues
- Design processes that merge services and products, as well as digital and physical into sustainable experiences to foster systemic transformation and renewal through the innovative use of information systems.
- Visually and synthetically present results through appropriate deliverables.

#### Värderingsförmåga och förhållningssätt

- Differentiate between strategic approaches directed towards transformation and renewal and tactical approaches directed towards consolidation.
- Identify how to mediate between technology pushes and market pulls through user centered approaches validated via rapid testing and evaluation processes.
- Evaluate and select the proper approach in respect to a project's goals and constraints.

### Innehåll

This course provides students with a conceptual framework for digital transformation and renewal, and introduces methods and models for assessing and designing innovative and sustainable processes through a thorough understanding of the strategic relationships existing between innovation, competition, societal and organizational needs, and the digital / physical platforms they exist on.

## Undervisningsformer

Lectures, seminars, tutoring, and workshops.

Undervisningen bedrivs på engelska.

## Förkunskapskrav

Passed courses with at least 180 credits in first cycle, at least 90 credits within the major subject in Computer Engineering, Electrical Engineering (with relevant courses in Computer Engineering), Informatics, Computer Science, Interaction Design (with relevant courses in web programming) or equivalent. Proof of English proficiency is required.

## Examination och betyg

Kursen bedöms med betygen 5, 4, 3 eller Underkänd.

The final grade for the course is based on a balanced set of assessments. The final grade will only be issued after satisfactory completion of all assessments.

Poängregistrering av examinationen för kursen sker enligt följande system:

Examinationsmoment	Omfattning	Betyg
Written examination	4 hp	5/4/3/U
Project work	3,5 hp	5/4/3/U

## Kurslitteratur

Litteratur

The literature list for the course will be provided one month before the course starts.

Selected chapters from the following books will be provided during the course:

Manovich, L. (2002). The language of new media. The MIT Press.

McGovern, G. (2016). Transform: A Rebel's Guide for Digital Transformation. Silver Beach.

Pine II, B. J. and Gilmore, J. H. (2011). The experience economy. Harvard Business Review Press. Updated edition.

Rogers, D. L. (2016). The Digital Transformation Playbook. Columbia Business School Publishing.

Shedroff, N. (2009). Design Is the Problem – The Future of Design Must Be Sustainable. Rosenfeld Media.

Excerpts from textbooks and selected articles will be provided during the course.