



BUSINESS SCHOOL

Course Outline 2019
INFOSYS 700: DIGITAL INNOVATION (15 POINTS)
 Semester 1 (1193)

Course prescription

New information technologies are transforming how innovations are created, distributed, and commercialised. Focuses on the practices for digital innovation creation, distribution, and commercialisation as well as the digital strategies needed to manage such digital innovations.

Course advice

None

Goals of the course

Students will explore the theoretical and practical aspects of digital innovation, their potential impact and disruption on business and society. Participants will investigate different aspects of these innovations through a number of mediums: oral, written and practical. By the end of the course students will have a deep understanding of these topics and its application in the social and business context.

Learning outcomes (LO)

For all learning objectives it is expected that a range of disciplinary knowledge and practice will be observed.

#	Learning outcome	Graduate profile capability*
LO1	Independently research and develop a coherent argument regarding new emerging digital innovations	2. Critical thinking 4b. Communication (Written)
LO2	Investigate and present coherent arguments around the theoretical description of a digital innovation phenomena	4a. Communication (Oral) 4c. Engagement 5b. Integrity
LO3	Explore and discuss your reflections on an area of digital innovation	2. Critical thinking 5a. Independence
LO4	Research and devise a digital innovation application blueprint for a business	3. Solution seeking 4c. Engagement 5a. Independence
LO5	Identify and critique characteristics necessary for digital innovation	2. Critical thinking 5a. Independence 6a. Social responsibilities

* See the graduate profile this course belongs to at the end of this course outline.

Content outline

For each week students will be expected to have read the weekly readings on Canvas and participate fully in class activities.

For class activities students are requested to bring a wi-fi enabled device to participate in some activities.

Week / Module	Topic	Relevant learning resources/activities	Assessment due this period
1	Introduction Digital Innovation		
2	Digital Disruption		Class Participation (CP)
3	Digital Fluency Conversation Systems		Class Participation
4	Personalisation Sharing		Reflective Writing & CP
5	Block chain Cryptocurrencies		Essay Plan & CP
6	Digital Twins IOT		Project Plan & CP
	Mid Term		Class Participation
7	Augmented Reality Gaming		Class Participation
8	Intelligence		Reflective Writing & CP
9	Security and Privacy		Class Participation
10	Digital Inclusion and strategy		Class Participation
11	Cyber Behaviour		Essay and CP
12	Project Presentations		Project Presentation Project Report

Learning and teaching

Location: City Campus

Duration: One semester

Lectures: 3 hours per week

Teaching staff

Dr Lesley Gardner

Location: OGGB Room 456

Email: l.gardner@auckland.ac.nz

Phone: +64 9 923 6638

Office Hours: TBA

Teaching Facilitator

Udayangi Muthupoltotage

Email u.muthupoltotage@auckland.ac.nz

Learning resources

There is no textbook for this course, but prescribed course readings will be available through Canvas, these will be journal and conference proceedings articles and cases which will form an integral and examinable part of the course. As well as being part of the coursework, it essential that you also read them in preparation for class.

Assessment information

Assessment task	Weight %	Group individual and/or	Submission
Class participation	15%	Individual	assessed weekly
Group Project	30%	Group	Week 6 and Week 12
Essay	40%	Individual	Week 5 and Week 10
Peer Learning	5%	Group	One group per week
Reflective writing	10%	Individual	Week 4 and Week 8

Pass requirements

A student is required to achieve a pass C- or above in the assessments of this course.

Description of assessment tasks

Assessment task	Learning outcome to be assessed
Essay Write a 5000 word research essay on a chosen topic within the field of digital innovation.	LO 01
Group Project Working either as an individual or a group, students will choose and design a blueprint to show how digital innovations are being adopted by an industry of your choice and how further adoption could be of benefit or a potential threat.	LO 04
Peer Learning Your group will select one topic from predefined of topics provided and prepare to teach the other students in your class.	LO 02
Reflections To develop and write a critical reflection of aspects of digital innovation, through class participation, reviewing of set readings and other materials found both on Canvas and through your own research for the week allocated for the reflection	LO 03
Class Participation This class is held in a seminar format including activities and discussion. Each students active participation in class will be measured through observation and quizzes	LO 05

Inclusive learning

Students are urged to discuss privately any impairment-related requirements face-to-face and/or in written form with the courses convenor/lecturer and/or tutor.

Academic integrity

The University of Auckland will not tolerate cheating, or assisting others to cheat, and views cheating in coursework as a serious academic offence. The work that a student submits for grading must be the student's own work, reflecting his or her learning. Where work from other sources is used, it must be properly acknowledged and referenced. This requirement also applies to sources on the worldwide web. A student's assessed work may be reviewed against electronic source material using computerised detection to provide an electronic version of their work for computerised review.

Student feedback

Regular feedback and input is sought from students through class representatives and student evaluations.

In the event of an unexpected disruption

We undertake to maintain the continuity and standard of teaching and learning in all your courses throughout the year. If there are unexpected disruptions, the University has contingency plans to ensure that access to your course continues and your assessment is fair, and not compromised. Some adjustments may need to be made in emergencies, In the event of a disruption, the University and your course coordinators will make every effort to provide you with up to date information via Canvas and the University website.

Graduate profile for BCom (Hons), MCom

The following six themes represent the capabilities that the Business School seeks to foster in all of its graduates. The development of these capabilities does not come all at once, but rather is expected to build from year to year. Each course is not expected to contribute to all capabilities, but each course will have its own goals and learning outcomes that relate to the overall development of this profile.

Graduate Profile	
1. Disciplinary knowledge and practice	Graduates will be able to apply highly specialised knowledge within the discipline to demonstrate an advanced awareness and understanding in a global context.
2. Critical thinking	Graduates will be able to analyse and evaluate the relevant literature, and design and develop scholarly arguments that demonstrate advanced and diverse thinking.
3. Solution seeking	Graduates will be able to creatively research and analyse complex issues, and develop innovative solutions.
4. Communication and engagement	Graduates will be able to engage, communicate, and collaborate with diverse groups using multiple formats and effectively address a range of professional and academic audiences.
5. Independence and integrity	Graduates will be able to demonstrate advanced independent thought, self-reflection, ethics, and integrity.
6. Social and environmental responsibility	Graduates will consider, in relation to their discipline, the potential significance of the principles underpinning both the Treaty of Waitangi and sustainability.