Course: Project Technology and Society — credits: 20

Course code	GTVB23FTS1
Name	Project Technology and Society
Study year	2023-2024
ECTS credits	20
Language	English
Coordinator	F.W. Maathuis
Modes of delivery	Lecture Project-based learning
Assessments	Project Technology and Society - Other assessment

Learning outcomes

Learning Outcomes

This Project has nine Programme Learning Outcomes, assessed through nine Course Learning Outcomes. The related competencies are listed in brackets after each Course Learning Outcome.

Programme Learning Outcomes

B1. The CMGT professional generates technical solutions by using the relevant knowledge and theories of digital technologies.

C2. The CMGT professional develops digital interactive prototypes, using prototype development methods and techniques.

A3. The CMGT professional generates innovative concepts for technical solutions that are appropriate for complex contexts.

D2. The CMGT professional masters a range of user experience methods and techniques, including relevant theories, to improve the solution.

E1. The CMGT professional is capable of planning, implementing, monitoring, and managing process-based projects as part of a team and providing information on the progress.

E3. The CMGT professional can convincingly communicate the added value and function of a concept or solution amongst clients, team and users.

G1. The CMGT professional manages their own development, is capable of formulating learning needs, can reflect on and takes responsibility for their own learning process.

G2. The CMGT professional operates and performs within a team, taking ethical and intercultural values into account.

G3. The CMGT professional builds connections, brings people together, encourages the exchange of information, and makes use of their own network to obtain specific information or knowledge

Course Learning Outcomes

1. The student constructs technical solutions and prototypes using appropriate methods and techniques, informed by relevant knowledge and theories (B1)
1. The student creates and visualizes and prototypes a concept for a future-oriented project in which all insights of research, goals, and values of the design are integrated (C2)
1. The student shows how the design thinking process was used to create their concept, using existing research and information to justify their choices (A3)
1. The student designs, tests, evaluates and iterates upon the user experience of the prototype (D2)
1. The student plans, executes, checks, manages (time, budget, information, quality), and informs stakeholders about the progress of the design project (E1)

Content

In the Project technology and society, the connection is made with a 'real' social task. Students work in a project group, together with stakeholders on a concrete problem or issue in the field of society, technology, and the future. They formulate a design challenge and (hopefully) find a solution by following the Design Thinking method. The result is a detailed and substantiated design and prototype based on the long-term vision of the project group on the context of the concrete problem.

Contact with stakeholders and collecting and sharing information is very important in the process. How do you collect information about possible issues and stakeholders? How do you keep in touch with the stakeholders and how do you research the various aspects that come into play when using the developed concepts? Finally, how do you share the knowledge gained with stakeholders, society, and future FTS students? During the project, students learn to apply knowledge and methods to keep in touch with all stakeholders. The students shape those methods by organizing investigations and organizing communication about their projects.

Assignment Project portfolio

Students work on an individual portfolio with work they made during the project. The portfolio will consist of various products and designs, based on the deliverables which are required for the group project.

1. The student explains the added value of innovation or products to different groups of stakeholders by using complex communication methods (E3)

1. The student describes their own strengths and weaknesses, can formulate complex learning goals, reflects on and takes responsibility for managing their own learning process (G1)

1. The student acts and performs within a team, valuing the team's diversity and facilitating contributions of team members and considers other stakeholders (G2)

1. The student builds their own network, brings people in contact with each other and stimulates information exchange (G3)

Included in programme(s)

Minor Future of Technology & Society
Minor Future of Technology & Society

School(s)

School of Communication, Media & IT

share your talent. move the world.

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