

COMPONENT DESCRIPTION – PJD1

PROGRAMME

3-Year Enterprising Leadership Programme

COMPONENT:

Project Design 1 (PJD1) – Fundamentals: Practice, Teamwork & Value Creation

SEMESTER:

Semester 1 “ENTERPRISING LEADERSHIP FUNDAMENTALS”

DOMAIN:

Project Design

DESCRIPTION:

The component is organised as a boot camp, filled with fundamentals of knowledge, methods and tools within Enterprising Leadership. It provides the student with a platform in developing, organising and leading various types of projects. A large emphasis is placed on design, research, design thinking, and idea development. Emphasis is also placed on project leadership and management, the dynamics and dimensions of collaboration in smaller project teams, and the team overall. Finally focus is placed on creating value and impact and understanding value holistically. The training combines lectures, workshops and numerous parallel projects.

DURATION:

7 weeks

ECTS:

10

PREREQUISITES:

None

LEARNING OUTCOMES:

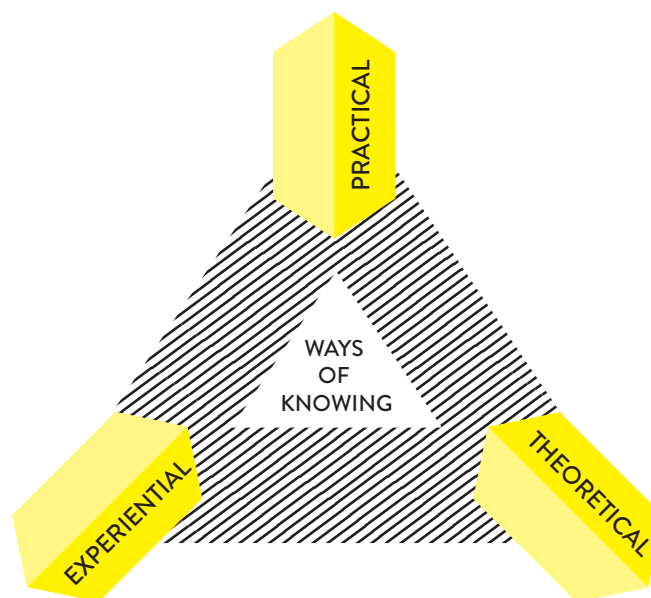
- The student will learn to work with all phases of a project, from initial idea to evaluation, in both in theory and practice
- The student will gain a basic understanding of and ability to work with different project management paradigms

- The student will gain the ability to work with and for several projects stakeholders/clients/partners and learn how to create and maintain collaborations and agreements
- The student will gain an ability to create learning and impact for all stakeholders involved in the project
- The student will gain an understanding of multiple levels of value creation
- The student will gain a basic ability to work with project management: planning and work-flow management in a project
- The student will cultivate basic character and abilities to work with project leadership, including setting a team, team culture, team development and team work and performance
- The student will gain a theoretical understanding and practical experience of creativity and how to raise creativity in a project setting, including Design Thinking
- The student will learn how to use appropriate models for structuring creative processes and creative methods/practices
- The student will be introduced to how to work with projects in complex systems

LEARNING & TEACHING STRATEGY

The learning process that the students carry out in their work and assignments is called Creative Inquiry. It is a process that is intended to be holistic, that involves exploration, creation and reflection and includes three ways of knowing and learning:

- Conceptual and theoretical knowledge
- Methodological and practical knowledge
- Phenomenological and experiential knowledge



The component is organised around the team’s multiple and parallel assignments and projects. The students explore through lectures, training, self-study, guidance and practical work on collaborative assignments and projects.

MARKING CRITERIA & ASSESSMENT

A completion of a team wide project with an external client/collaborator.

Reviewed collaboration agreement for a 4-week group project: for the group and with the collaborator.

The component ends with a pass/fail group exam for the 4-week group project.

REALISATION

Lectures, workshops, presentations, evaluations, and guidance: 110 hours

Project- and group work in all phases: 100 hours

Self-study, reading, research, and individual assignments: 35 hours

Community work; socially and professionally related study activities: 30 hours

COMPULSORY READING

Allan, David (2015). *Getting Things Done: The Art of Stress Free Productivity*. Piatkus: London.

Haas, Martine & Mortensen, Mark (2016). *The Secrets of Great Teamwork* (5 pages) HBR

Davey, Liane (2017). *If Your Team Agrees on Everything, Working Together Is Pointless* (3 pages) HBR

Reference book:

Tonnquist, Bo & Hørlück, Jens (2009). *Project Management – a complete guide*.