

Title:

Creative Project Design I - Fundamentals

Description:

The component provides the student with the fundamentals in developing, organising and leading projects. Emphasis is placed on the dynamics and dimensions of collaboration, found during project work. The knowledge gained, and the experience acquired, should allow the student to play an active and effective role in developing and executing projects, in dynamic settings.

Programme:

The Kaospilot 3 year programme

Discipline:

Creative Project Design

Semester:

Semester 1: Toolbox Project (Project Management)

Duration:

5 weeks

ECTS:

10

Prerequisites:

None

Aims:

The component provides the student with the fundamentals in developing, organising and leading projects.

Learning Outcomes:

- Understand different project paradigms
- Understand the phases of projects
- Work with projects
- Understand the importance of planning and work-flow management in a project
- Gain a theoretical understanding about creativity and how to raise creativity in a project setting
- Understand and use appropriate models for structuring creative processes and creative methods/practices

Outline Syllabus:

- Setting and developing teams for dynamic projects
- Building team culture

- The nature and characteristics of projects and project work
- Basic tools for project management
- Description and introduction to tools for building a solid project phase
- Introduction to feedback methods and evaluation processes
- Different types of projects
- Phases of project work
- Understanding, planning, organizing, management and execution
- The contextual aspect of projects in complex systems
- Different perspectives on creativity and innovation
- Tools to unfold creativity
- Working with clients

Learning & Teaching Strategy:

The component is organized around practical assignments. The theory and methodology are disseminated through lectures, seminars and field studies. Internal and external experts will hold the lectures and seminars. The teaching is rooted in a process oriented teaching style.

Marking Criteria & Assessment:

Report delivered and oral presentation. The assessment of the presentation will place equal weighting on the report and the oral presentation. Assessment is based on a demonstration of the following:

- Documentation of brainstorming and ideas generation.
- Design Processes involved in solving the problems/challenges
- Research & methodology
- Stages of project development, journal etc.
- Final project outcome that reflects a high standard of execution, including clarity, functionality and relevance

Realization:

Full time study. It will be provided 90 hours of class contact (lecturers & guidance). Included are discussions, cases and presentations. A minimum of 60 hours of self-study & group work is assumed.

Compulsory Reading:

1. Getting Things Done

Author: David Allen

ISBN-13: 9780749922641

2. The Idea Agent: The handbook on Creative Processes

Author: Jonas Michanek and Andreas Breiler

ISBN -10: 0415824141

ISBN -13: 978-0415824149

3. Project Management – a complete guide (to purchase not to read yet)

Author: Bo Tonnquist & Jens Horluck (Editor)

ISBN: 978-87-7675-728-1

Indicative reading:

- Kelley, Tom. The Art of Innovation: Success Through Innovation the IDEO Way. ISBN 186197583X. Profile Business; 2002
- Foster, Jack. How to get Ideas. ISBN 1576754308; Berrett-Koehler, 2007
- William G. Dyer, W. Gibb Dyer Jr, Jeffrey H. Dyer. Team Building: Proven Strategies for Improving Team Performance. ISBN 0787988936. Jossey Bass, 2007
- Randolph, W. Allan Posner, Barry Z. Getting the Job Done: Managing Project Teams and Task Forces for Success. ISBN: 0136162851. Financial Times/ Prentice Hall, 1991
- Sibbet, David. 1996. Team Performance: Creating and sustaining results. San Francisco: Grove Consultants international. www.grove.com