

COMPONENT DESCRIPTION – PD3

PROGRAMME

3-Year Enterprising Leadership Programme

COMPONENT

Process Design 3 – Co-Creating Social Change

SEMESTER

Semester 5 “LOCAL TRANSFORMATIONS”

DOMAIN

Process Design

DESCRIPTION

The component furthers and broadens the students’ knowledge and skills around working with, understanding and communicating themes related to the organisational setup of a social laboratory. The students will focus on the platform’s development and investigated its progression from a wide range of perspectives. They will work dynamically with complex, changing assignments and coordinating resources.

The students will learn how to harvest themes related to social change and publish their results.

The component emphasises a focus on sustainable value and impact for the local society, in a way where a project is set in motion and the locals can take it forward.

DURATION

7 weeks

ECTS

PREREQUISITES

Semester 4

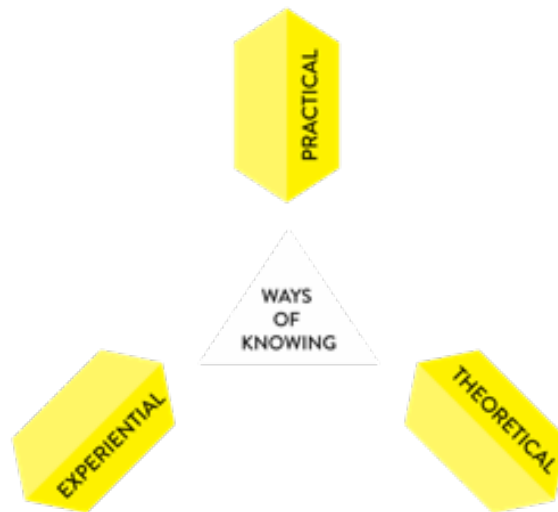
LEARNING OUTCOMES

- The student will gain an understanding of setting up a temporary and experimental organisational platform (ex. a social lab)
- The student will gain an understanding of ability to host diverse and complex multi-stakeholder processes.
- The student will learn how to convert learning and understanding, among diverse groups, into collective action.
- The student will gain an understanding sustainability in a multi-stakeholder process with focus on social change.
- The student will gain the ability to create impact and design for handing over a processe that can be taken further by the stakeholders.

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 assignments, with particular focus on creating a team-wide project that creates value, within the local context. The students explore through lectures, self-study, guidance and practical work on collaborative assignments.

MARKING CRITERIA & ASSESSMENT

Completion of an large team wide multi-stakeholder project and process, including hand-over and future plan and evaluation with external stakeholders and within the team learning organisation.

Projects plans and strategies will be assessed with a pass/fail evaluation.

REALISATION

Lectures, workshops, presentations, evaluations, and guidance: 90 hours

Organisational, project- and group work in all phases: 90 hours

Self-study, reading, research, and individual assignments: 55 hours

Community work; socially and professionally related study activities: 40 hours

COMPULSORY READING

Sherman, Scott. *Worldchanging 2.0*. ASIN B005D2YL64. Scott Sherman, 2009.

Hassan, Zaid. *The Social Labs Handbook*. ISBN 978-1626560734. Berrett-Koehler Publishers, 2014

Max-Neef, Max Neef. *Human Scale Development (Section 2, p. 17 - 48)*. ISBN 978-0945257356. APEX, 1989.

The students will also be provided with a selection of articles by guest faculty and Team Leaders.

INDICATIVE READING

The students will also be provided with a selection of articles by guest faculty and Team Leaders.