

- Faculté des sciences économiques
- www.unine.ch/seco

Information System Design (5MI2010)

Filières concernées	Nombre d'heures	Validation	Crédits ECTS
Master en journalisme et communication, orientation création de contenus et communication d'intérêt général (120ECTS)	Cours: 4 ph	Voir ci-dessous	6
Master en journalisme et communication, orientation création de contenus et communication d'intérêt général (90ECTS)	Cours: 4 ph	Voir ci-dessous	6
Master in General Management	Cours: 4 ph	Voir ci-dessous	6
Master of Arts en innovation, orientation Innovation et société	Cours: 4 ph	Voir ci-dessous	6
Master of Law en innovation	Cours: 4 ph	Voir ci-dessous	6
Master of Science en innovation	Cours: 4 ph	Voir ci-dessous	6

ph=période hebdomadaire, pg=période globale, j=jour, dj=demi-jour, h=heure, min=minute

Période d'enseignement:

- Semestre Printemps

Equipe enseignante

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Contenu

Design theory
Digital business models
Digital ethics
Digital transformation
Educational technology
Behavioural design

Forme de l'évaluation

Written test during semester (2 hours, no documentation, 60%)
Participation (5%)
Team work presentation (35%)

No documentation is permitted for the written test. Connected objects are not allowed in exams. In the event of an infringement of these rules, students will be considered to have committed fraud, and any items not admitted will be withdrawn. In addition, the exam may be deemed to have been failed.

Modalités de rattrapage

2-hour written exam during the exam session without documentation (100%)

No documentation is permitted for the written exam. Connected objects are not allowed in exams. In the event of infringement of these rules, students will be considered to have committed fraud, and any items not admitted will be withdrawn. In addition, the exam may be deemed to have been failed.

URLs	1) https://moodle.unine.ch/course/view.php?id=13599
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Documentation

- Osterwalder, A., & Pigneur, Y. (2010). Business model generation: a handbook for visionaries, game changers, and challengers. John Wiley & Sons.
- Osterwalder, A., Pigneur, Y., Bernarda, G., & Smith, A. (2015). Value proposition design. Campus Verlag.
- Holzer, A., Kocher, B., Bendahan, S., Vonèche Cardia, I., Mazuze, J., & Gillet, D. (2020). Gamifying knowledge sharing in humanitarian organisations: a design science journey. European Journal of Information Systems, 29(2), 153-171.

Pré-requis

None

Forme de l'enseignement

Lectures with discussions, group work

Objectifs d'apprentissage

Au terme de la formation l'étudiant-e doit être capable de :

- Design an digital artefact prototype (no-code) using user-centered agile design methodologies
- Illustrate digital transformation challenges and opportunities
- Examine problems using design thinking methods
- Identify ethical issues linked to digital artefacts
- Analyse user experience features as a choice architecture
- Outline business model elements
- Illustrate how digital technologies support learning and knowledge transfer

Compétences transférables

- Apply knowledge to concrete situations
- Communicate results of an analysis orally
- Develop collaboration skills through teamwork on a shared project

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