

STUDIEORDNING FOR KANDIDATUDDANNELSEN I TEKNOANTROPOLOGI, 2020, KØBENHAVN

CAND.SCIENT. KØBENHAVN

MODULER SOM INDGÅR I STUDIEORDNINGEN

INDHOLDSFORTEGNELSE

Interdisciplinary Knowledge Production 2022/2023	3
Technological Transformations 2022/2023	5
Techno-Anthropological Problems and Theories 2022/2023	7
Tehcnological Processes and Design 2022/2023	9
Facilitation of Technological Design Processes and Innovation 2022/2023	11
Mapping Controversies 2022/2023	13
Reflexive Project Design and Competence Development 2022/2023	
Master's Thesis 2022/2023	17
Ethnographic Methods 2022/2023	19
Emerging and Cutting Edge Science and Technology 2022/2023	21
Action Research 2022/2023	23
Ethnographic Fieldwork 2022/2023	25
Project-Oriented Study in an External Organisation 2022/2023	27

INTERDISCIPLINARY KNOWLEDGE PRODUCTION 2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The purpose of the pilot project is for students to acquire practical experience with collaborative group work that involves multiple disciplinary backgrounds. The pilot project will support students' abilities to identify and engage with challenges, barriers and potentials in Techno-Anthropological work across disciplines.

LEARNING OBJECTIVES

KNOWLEDGE

- · explain competencies that students bring into the Master's program
- · communicate research results in short
- · explain differences between mono-disciplinary, multi-disciplinary, inter-disciplinary and trans-disciplinary
- · present technical and socio-technical issues relevant for the study of technology
- · explain problem-based learning

SKILLS

- · discuss Techno-Anthropology as an interdisciplinary area
- · conduct a problem analysis using literature search and review
- · identify interdisciplinary problems in technology
- · form interdisciplianary and heterogene project groups

COMPETENCES

- · design, produce and present a scientific poster
- integrate different domain knowledge, paradigms and professional competencies into an inter-disciplinary research theme
- · draft initiating interdisciplinary problems relevant for the study of technology from a socio-technical perspective

TYPE OF INSTRUCTION

Project work, supervisor and teacher feedback, lectures, classroom instructions, exercises, seminars, case analysis, reflection.

EXAM

PREREQUISITE FOR ENROLLMENT FOR THE EXAM

· Mandatory poster hand in and presentation before examination

Name of exam	Interdisciplinary Knowledge Production
Type of exam	Oral exam based on a project
ECTS	5
Assessment	Passed/Not Passed
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

Danish title	Tværfaglig vidensproduktion
Module code	TBTANK20101
Module type	Project
Duration	1 semester
Semester	Autumn
ECTS	5
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	Lars Botin, Henriksen

Study Board	Study Board of Techno-Anthropology and Sustainable Design
Department	Department of Planning
Faculty	The Technical Faculty of IT and Design

TECHNOLOGICAL TRANSFORMATIONS 2022/2023

RECOMMENDED PREREQUISITE FOR PARTICIPATION IN THE MODULE

The course module builds on knowledge acquired in the module 'Interdisciplinary Knowledge Production'.

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The purpose of this project is to apply Techno-Anthropological theories and methods to gain insight into technological transformation's key processes and to identify drivers and barriers for responsible innovation.

LEARNING OBJECTIVES

KNOWLEDGE

- · explain theories and methods used in studies of technological transformations
- · explain historical and contemporary needs and uses of a specific technology in a specific domain.
- communicate existing knowledge on interdisciplinary project work in groups

SKILLS

- portray and critical evaluate the theoretical and conceptual landscape of Techno-Anthropology and link it to technological transformations
- · identify drivers and barriers for responsible technological transformation, planning and implementation
- · critically reflect on own analysis and group dynamics

COMPETENCES

- apply qualitative methods in studies of technological transformation and implementation
- · communicate complex technological knowledge and practice
- make use of the diversities presented in the project group and reflect on the impact on the work processes in problem-based and project-oriented work

TYPE OF INSTRUCTION

Project work, supervisor feedback, seminars, reflection.

EXAM

Name of exam	Technological Transformations
Type of exam	Oral exam based on a project
ECTS	10
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

Danish title	Teknologiske transformationer
Module code	TBTANK20102
Module type	Project
Duration	1 semester
Semester	Autumn
ECTS	10
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	<u>Lars Botin,</u> <u>Henriksen</u>

Study Board	Study Board of Techno-Anthropology and Sustainable Design
Department	Department of Planning
Faculty	The Technical Faculty of IT and Design

TECHNO-ANTHROPOLOGICAL PROBLEMS AND THEORIES

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE

- present and explain different Techno-Anthropological theories
- explain how Techno-Anthopolgical cases illustrate the conceptual landscape of robust and socially responsible technological transformation, innovation, implementation and planning
- · describe technological transformation, planning, implemtation and innovation processes

SKILLS

- analyse and evaluate cases dealing with robust and socially responsible technological transformation, planning, implementation and innovation
- · compare different Techno-Anthropological theories and cases

COMPETENCES

• transfer knowledge and skills achieved in the module to suggest or discuss the barriers and opportunities for planning and development of sustainable and socially responsible technological solutions

TYPE OF INSTRUCTION

Lectures, classroom instructions, exercises, seminars, case analysis, teacher feedback, reflection.

EXAM

EXAMS

Name of exam	Techno-Anthropological Problems and Theories	
Type of exam	Oral exam	
ECTS	10	
Assessment	7-point grading scale	
Type of grading	Internal examination	
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures	

Danish title	Teknoantropologiske problemer og teorier
Module code	TBTANK20103
Module type	Course
Duration	1 semester

Semester	Autumn
ECTS	10
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	<u>Lars Botin,</u> <u>Henriksen</u>

Study Board	Study Board of Techno-Anthropology and Sustainable Design
Department	Department of Planning
Faculty	The Technical Faculty of IT and Design

TEHCNOLOGICAL PROCESSES AND DESIGN 2022/2023

RECOMMENDED PREREQUISITE FOR PARTICIPATION IN THE MODULE

The course module builds upon knowledge acquired in the module 'Technological Transformations' (1st semester).

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The aim of this module is for students to acquire experience with the application of theoretical and methodological knowledge, skills and competencies within the Techno-Anthropological repertoire to qualify the development or evaluation of an innovation process for design of a technology or a specific product.

LEARNING OBJECTIVES

KNOWLEDGE

- present theories of the interplay between processes for design, innovation strategies, technology development, product design and product
- present theories for analysis of the societal, cultural or institutional context of technological product innovation in a technology domain
- present ethnographic or interventionist research methods of relevance to a specific technology design, product development or product

SKILLS

- draft a plan for how either an ethnographic study or an intervention study with an arranged situation of user involvement may contribute to technology or product development.
- independently develop and carry out a qualitative study design that can contribute to the development or assessment of a specific product, an innovation or design process
- develop a technology domain specific controversy mapping as input to the problem analysis
- · share individual methodological skills with peer group members

COMPETENCES

- apply interventionistic and ethnographic approaches to facilitate interdisciplinary collaboration and problem solving in technology innovation and design
- propose solutions to controversies and ethical dilemmas that may arise in technological innovation and design
- · communicate the rationale and results of the technology innovation and design

TYPE OF INSTRUCTION

Project work, supervisor feedback, seminars, reflection.

EXAM

PREREQUISITE FOR ENROLLMENT FOR THE EXAM

An approved PBL competency profile is a prerequisite for participation in the project exam

Name of exam	Technological Innovation and Design
Type of exam	Oral exam based on a project

ECTS	15	
Assessment	7-point grading scale	
Type of grading	External examination	
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures	

Danish title	Teknologiske processer og design
Module code	TBTANK20201
Module type	Project
Duration	1 semester
Semester	Spring
ECTS	15
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	<u>Lars Botin,</u> <u>Henriksen</u>

Study Board	Study Board of Techno-Anthropology and Sustainable Design	
Department	Department of Planning	
Faculty	The Technical Faculty of IT and Design	

FACILITATION OF TECHNOLOGICAL DESIGN PROCESSES AND INNOVATION

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE

- explain different technological innovation concepts, -methods, -tools, -perspectives and -strategies
- · explain how innovation and change processes can affect design of technology or design of products
- explain theories and concepts for user-involving and user-oriented design processes
- · explain models for assessment of technological innovation and design of new products
- · explain theories of user-designer relations

SKILLS

- · draft a user-oriented innovation and design strategy
- · plan and conduct a user-involving design game or workshop
- identify appropriate tools, materials and techniques for facilitating and documenting user-involving design processes
- · produce a mock-up, prototype, scenario, sketch or other kind of material intermediary outcome of a design process

COMPETENCES

- plan, facilitate and organize user-involving design processes
- · communicate the results of the innovation and design process and the results of the design game or workshop

TYPE OF INSTRUCTION

Lectures, classroom instructions, exercises, seminars, case analysis, teacher feedback, reflection.

EXAM

EXAMS

Name of exam	Facilitation of Technological Design Processes and Innovation	
Type of exam	Active participation/continuous evaluation Re-examination will be a written or oral exam.	
ECTS	10	
Assessment	Passed/Not Passed	
Type of grading	Internal examination	
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures	

Danish title	Facilitering af teknologiske designprocesser og innovation
Module code	TBTANK20202

Module type	Course
Duration	1 semester
Semester	Autumn
ECTS	10
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	Lars Botin, Henriksen

Study Board	Study Board of Techno-Anthropology and Sustainable Design	
Department	Department of Planning	
Faculty	The Technical Faculty of IT and Design	

MAPPING CONTROVERSIES

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE

- · explain theories about contested knowledge and the role of technology in controversies.
- explain theories about the learning potential of controversies involving new knowledge and technology.
- explain theories about the role played by online media in controversies
- · explain key aspects of digital tools and methods for studies of online controversies.

SKILLS

- · map actors and issues in relation to techno-anthropological problems
- · apply computational techniques to collect online datasets
- · apply computational techniques to identify issues and actor positions in digital empirical material
- use data visualisation exploratively and in conjunction with relevant qualitative analysis to raise questions about a given controversy

COMPETENCES

- · work collaboratively with large amounts of heterogeneous data
- design a feasible protocol for a controversy mapping project and reflect on the skill-sets and resources it necessitates
- · account for the results of a controversy mapping project and their use in wider techno-anthropological contexts

TYPE OF INSTRUCTION

Lectures, classroom instructions, exercises, seminars, case analysis, teacher feedback, reflection.

EXAM

EXAMS

Name of exam	Mapping Controversies	
Type of exam	Oral exam	
ECTS	5	
Assessment	7-point grading scale	
Type of grading	Internal examination	
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures	

Danish title	Kortlægning af offentlige videnkontroverser
Module code	TBTANK20203
Module type	Course

Duration	1 semester
Semester	Autumn
ECTS	5
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	<u>Lars Botin,</u> <u>Henriksen</u>

Study Board	Study Board of Techno-Anthropology and Sustainable Design	
Department	Department of Planning	
Faculty	The Technical Faculty of IT and Design	

REFLEXIVE PROJECT DESIGN AND COMPETENCE DEVELOPMENT

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE

- · present key explorative, participatory and experimental project-types
- · explain theories, methods and perspectives on reflexive project work and competence development
- · present theories and cases about organisations and professional conduct

SKILLS

- draft a study or project proposal with a reflexive component that is relevant to the project's organizational and institutional context
- · identify appropriate concepts, methods and actions for developing labour market-relevant competences

COMPETENCES

- · reflect critically upon own role in professional organizations
- argue for choices in project design that take into account own role within the organizational and institutional setup and future employment

TYPE OF INSTRUCTION

Lectures, classroom instructions, exercises, seminars and workshops, case analysis, teacher feedback, reflection.

EXAM

EXAMS

Name of exam	Reflexive Project Design and Competence Development	
Type of exam	Active participation/continuous evaluation Re-examination will be a written exam.	
ECTS	5	
Assessment	Passed/Not Passed	
Type of grading	Internal examination	
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures	

Danish title	Refleksion over projekt-design og kompetenceudvikling
Module code	TBTANK20304
Module type	Course
Duration	1 semester

Semester	Autumn
ECTS	5
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	<u>Lars Botin,</u> <u>Henriksen</u>

Study Board	Study Board of Techno-Anthropology and Sustainable Design	
Department	Department of Planning	
Faculty	The Technical Faculty of IT and Design	

MASTER'S THESIS

2022/2023

RECOMMENDED PREREQUISITE FOR PARTICIPATION IN THE MODULE

The module builds upon knowledge acquired during 1st-3rd semester.

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

During the Master's Thesis the student will carry out a Techno-Anthropological research project following good academic and professional practice that directly or in-directly contributes to the development of robust and socially responsible solutions to societal challenges.

LEARNING OBJECTIVES

KNOWLEDGE

- · explain and justify the design of the project
- explain the socio-technical theories that constitute the project's theoretical resources
- explain and justify the project's empirical methods, e.g. qualitative, interactional, interventional, ethnographic or literature review methods
- · explain central technical processes and artifacts within the chosen theme or field
- · explain central elements from the technical literature relevant to the addressed theme or field

SKILLS

- conduct a project that demonstrates competent application of interactive, interventional, experimental, analytical, ethnographic and/or literature review methods
- conduct a project that contributes to the development of robust and socially responsible solutions to societal challenges
- · identify and present the project's premises, analytical strategy, results and possible implications

COMPETENCES

- evaluate and account for the interdisciplinary aspects of analyses that have been conducted and solutions that were proposed
- · make general conclusions on the basis of the work produced and in response to thematic and theoretical literature
- · assess the relevance of the project's results for future employment

TYPE OF INSTRUCTION

Project work, supervisor feedback, seminars, reflection.

EXAM

Name of exam	Master's Thesis
Type of exam	Master's thesis/final project
ECTS	30
Permitted aids	
Assessment	7-point grading scale

Type of grading	External examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

Danish title	Kandidatspeciale
Module code	TBTANK20401
Module type	Project
Duration	1 semester
Semester	Spring
ECTS	30
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Copenhagen
Responsible for the module	<u>Lars Botin,</u> <u>Henriksen</u>

Study Board	Study Board of Techno-Anthropology and Sustainable Design	
Department	Department of Planning	
Faculty	The Technical Faculty of IT and Design	

ETHNOGRAPHIC METHODS

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE

- · explain selected anthropological and cultural theories as a basis for empirical studies of technology and culture.
- · present exemplary cases of techno-anthropological field studies
- explain ethnographic fieldwork as a mode of knowledge production

SKILLS

- compare methodological approaches within anthropology and ethnography
- · conduct qualitative interviews and use different schemes for transcription and coding
- · plan and carry out participant observation
- · apply anthropological and cultural theories to reflect on and analyze cases and empirical material

COMPETENCES

- · choose and justify the relevance of qualitative data collection methods in relation to a study of technology
- discuss and account for analytical opportunities and challenges in relation to social and cultural analysis of cases of scientific or technological development processes.

TYPE OF INSTRUCTION

Lectures, classroom instructions, exercises, seminars, case analysis, teacher feedback, reflection or project-oriented study group.

EXAM

EXAMS

Name of exam	Ethnographic Methods
Type of exam	Oral exam
ECTS	5
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

Danish title	Etnografiske metoder
Module code	TBTANK20104
Module type	Course
Duration	1 semester

Semester	Autumn
ECTS	5
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	<u>Lars Botin,</u> <u>Henriksen</u>

Study Board	Study Board of Techno-Anthropology and Sustainable Design	
Department	Department of Planning	
Faculty	The Technical Faculty of IT and Design	

EMERGING AND CUTTING EDGE SCIENCE AND TECHNOLOGY

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE

- · account for selected, sectorial, cutting-edge and emerging technological innovations
- · explain the role of the new technologies in the advancement of science
- · account for how technological problems and advances often create a demand for new scientific knowledge
- discuss the societal relevance of particular emerging technologies
- · account for the potential risks of particular cutting-edge technologies

SKILLS

- analyse how cutting edge science suggests new kinds of behaviors, including those not imagined before that lead
 to new technological trends and developments.
- · evaluate how the availability of new technology sparks scientific advancement
- methodologically analyse how technology solves practical problems and serves human needs and also creates new problems and needs

COMPETENCES

- · analyse emerging technological products and processes
- · communicate with scientist, technicians, engineers and technologists using moderately technical terminology
- · identify and promote technological innovations for sustainable transitions

TYPE OF INSTRUCTION

A combination of lectures and workshops that include selected presentations from researchers and developers in science and technology that are representative of cutting-edge and relevant technological innovations. Alternatively organised as a project-oriented study group.

EXAM

EXAMS

Name of exam	Emerging and Cutting Edge Science and Technology
Type of exam	Oral exam
ECTS	5
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

Danish title	Ny banebrydende videnskab og teknologi
--------------	--

Module code	TBITANK18106
Module type	Course
Duration	1 semester
Semester	Autumn
ECTS	5
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	Lars Botin, Henriksen

Study Board	Study Board of Techno-Anthropology and Sustainable Design	
Department	Department of Planning	
Faculty	The Technical Faculty of IT and Design	

ACTION RESEARCH

2022/2023

RECOMMENDED PREREQUISITE FOR PARTICIPATION IN THE MODULE

The course module builds upon knowledge acquired in the module 'Technological Processes and Design'.

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

During this module students will conduct research activities that support and qualify technological transformation by involving affected people. Students will gain experiences with different action research methodologies, and get familiar with how they can be utilised in a professional context. Students are to plan and execute an action research project and thereby promote, test and evaluate responsible technological intervention; experimentation with new and emerging technologies; or organizational development in technology intensive contexts.

A student who has completed the module 'Action Research' can:

LEARNING OBJECTIVES

KNOWLEDGE

- discuss the phases of action research, including those of problem identification, planning, action, observation, and reflection
- explain classic and contemporary approaches in action research work, including different definitions, level of participation/ involvement and underpinning assumptions

SKILLS

- · plan, execute and evaluate action research methods in a professional setting
- · account for and analyse results from the project's action research methodology
- reflect on how action research can contribute to responsible technological intervention; experimentation with emerging technologies; or organizational development in technology intensive contexts on a practical and theoretical level

COMPETENCES

- assess potentials and limitations of various action research approaches, including those related to the quality criteria for and the ethical dimensions of action research
- facilitate participation in action research processes and in responsible technological innovation; experimenting with emerging technologies; or organizational development in technology intensive contexts
- · liaise the project work to the needs of the labor market

TYPE OF INSTRUCTION

Project work, supervisor feedback, seminars and workshops, reflection.

EXAM

Name of exam	Action Research
Type of exam	Oral exam based on a project
ECTS	25
Assessment	7-point grading scale

Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

Danish title	Aktionsforskning
Module code	TBTANK20303
Module type	Project
Duration	1 semester
Semester	Autumn
ECTS	25
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	Lars Botin, Henriksen

Study Board	Study Board of Techno-Anthropology and Sustainable Design
Department	Department of Planning
Faculty	The Technical Faculty of IT and Design

ETHNOGRAPHIC FIELDWORK

2022/2023

RECOMMENDED PREREQUISITE FOR PARTICIPATION IN THE MODULE

The course module builds upon knowledge acquired in the module 'Technological Processes and Design'.

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The purpose of this project module is to conduct ethnographic fieldwork to gain insight into scientific and technological practices within a chosen technology domain, and to liaise ethnographic fieldwork to technological product/process development or testing.

A student who has completed the module 'Ethnographic Fieldwork' can:

LEARNING OBJECTIVES

KNOWLEDGE

- · identify methods and theories that support studies echnological practices
- explain the methods of ethnographic fieldwork, including participant observation and the use of field notes and interviews
- explain quality criteria of ethnographic methods and anthropological knowledge production

SKILLS

- · plan and carry out ethnographic fieldwork
- · discuss how the project's fieldwork build upon the student(s)' own disciplinary background(s)
- · liaise ethnographic fieldwork to technological product/process development or testing
- · liaise ethnographic practice with theoretical insight specific to technological product/process development or testing

COMPETENCES

- on the basis of ethnographic methods assess practical problems associated with technological product/process development or testing
- assess potentials and limitations of various ethnographic approaches, including those related to the validity of ethnographic methods as well as to the ethical dimensions of ethnographic work
- evaluate how techno-anthropological theories and ethnographic methods can help create new practices in technological research and development
- · liaise the project work to the needs of the labor market

TYPE OF INSTRUCTION

Project work, supervisor feedback, seminars, reflection.

EXAM

Name of exam	Ethnographic Fieldwork
Type of exam	Oral exam based on a project
ECTS	25
Assessment	7-point grading scale
Type of grading	Internal examination

Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures
------------------------	--

Danish title	Etnografisk feltarbejde
Module code	TBTANK20302
Module type	Project
Duration	1 semester
Semester	Autumn
ECTS	25
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	<u>Lars Botin,</u> <u>Henriksen</u>

Study Board	Study Board of Techno-Anthropology and Sustainable Design
Department	Department of Planning
Faculty	The Technical Faculty of IT and Design

PROJECT-ORIENTED STUDY IN AN EXTERNAL ORGANISATION

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The student conducts a project report within an external organisation in order to acquire practical experience in solving advanced techno-anthropological challenges in a professional context.

A student who has completed the module 'Project-Oriented Study in an External Organisation' can:

LEARNING OBJECTIVES

KNOWLEDGE

- hold knowledge of techno-anthropological methods for analysis of advanced tasks within the field of the external organisation
- understand the connection between theory and practice
- hold knowledge of the organisational structure and the work of an organisation seen from an interdisciplinary and techno-anthropological perspective

SKILLS

- be able to apply techno-anthropological methods for analysis and solving of advanced tasks within the field of the external organisation
- be able to compare and evaluate assumptions, limitations and uncertainties related to the methods applied in connection to finding solutions of advanced challenges within the field of the external organisation

COMPETENCES

- · handle development-oriented situations in connection to either studying or working
- use the correct terminology in oral, written or graphical communication and documentation of challenges and solutions within the field of the external organisation
- · analyse the academic, professional and societal benefits of the project-oriented study
- · communicate these results in a project report
- · evaluate the learning result of the project-oriented study
- · liaise the project work to the needs of the labor market

TYPE OF INSTRUCTION

See general description of type of insctructions in § 17.

EXAM

Name of exam	Project-Oriented Study in an External Organisation
Type of exam	Oral exam based on a project
ECTS	25
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

Danish title	Projektorienteret forløb i en virksomhed
Module code	TBTANK20305
Module type	Project
Duration	1 semester
Semester	Autumn
ECTS	25
Language of instruction	English
Empty-place Scheme	Yes
Location of the lecture	Campus Aalborg, Campus Copenhagen
Responsible for the module	<u>Lars Botin,</u> <u>Henriksen</u>

Study Board	Study Board of Techno-Anthropology and Sustainable Design
Department	Department of Planning
Faculty	The Technical Faculty of IT and Design