

Module Description/Syllabus

BE IM HM CfPS



Module	Future Technologies and Media			Module-Number	
Course Title	Future Technologies and Media			Overall grade weighting (in %)	2,4
Recommended alternative modules or courses					
Course of Studies	Digital Enterprise Management				
Examination No. (SuP)	100625	valid SER	20212 v. 28.04.2022		
Mode of Study	<input checked="" type="checkbox"/> full-time		<input type="checkbox"/> part-time		
Study Cycle	<input checked="" type="radio"/> Bachelor	<input type="radio"/> Master			
Frequency	<input type="radio"/> winter term	<input checked="" type="radio"/> summer term	<input type="radio"/> each semester		
Language Competence Level and Course code SAP	<input type="checkbox"/>				
Responsible for the module	Prof. Dr. Andy Weeger				
Lecturer/s	Prof. Dr. Andy Weeger				
Typ of course	<input checked="" type="radio"/> compulsory	<input type="radio"/> optional			
Mode of delivery	Blended learning				
Language of instruction	<input checked="" type="radio"/> English	<input type="radio"/> German	Level of course	6th semester	
Teaching Methods	Lecture (partly asynchronous via e-learning)		Duration	1 semester	
	Case studies, group work and discussion (supervised exercises)				
Work parameters	contact hours in lecture form	exercises (hours)	self-studies (hours)	total (hours)	
<input type="checkbox"/> HNU-Workload-Calculator	50		100	150	
	eLearning (hours)	examination preparation (hours)	Transfer (hours)	Units ("UE")	
				200	
Number of participants min./max.	10 / 30	ECTS-Points	05	Volume (hours per semester week)	04
Use for other studies	Could be offered as an elective for the bachelor's degree programs "Informationsmanagement und Unternehmenskommunikation", "Data Science Management" and "Information Management Automotive".				

<p>Prerequisites/ Required competencies</p>	<p>English, level B2 (Common European Framework or equivalent) and confidence in spoken and written ability in English. Basic knowledge in general management and information management.</p>
<p>Learning Outcome</p> <p>1) Knowledge 2) Skills 3) Responsibility and autonomy</p> <div data-bbox="193 1084 529 1155" style="border: 1px solid black; padding: 5px; margin-top: 20px;"> <p>Description eight EQF Levels and Learning Outcome (1-3)</p> </div>	<p>After successful completion of the module, students will be able to:</p> <p>(1) Technical-methodical competencies</p> <ul style="list-style-type: none"> - have an in-depth basic knowledge of future technologies and media and their applications in various industries. - understand the characteristics of the technologies and media, their potentials and risks for individuals, economies and societies and to develop mental models that will help them to evaluate and efficiently deploy future technologies, including ethical considerations. - understand the concepts orange and yellow economy, which are mainly enabled by emerging technologies. - apply and contextualize their knowledge and understanding of future technologies and media and demonstrate problem-solving skills to analyze specificities and complexities of specific implementations of these technologies in each contexts. - communicate their conclusions and the underlying knowledge and reasoning clearly and unambiguously to different audiences. <p>(2) Personal competencies</p> <ul style="list-style-type: none"> - reflect on their social and ethical responsibilities in uncertain and ambiguous contexts and make responsible decisions with incomplete or limited information - to evaluate new information, to question existing assumptions, to integrate new knowledge into their models of thinking and to develop independent contributions to practical and theoretical discourses.
<p>Content</p>	<p>In order for students to have the competences described above after this module, the following topics will be covered:</p> <p>(1) Overview of key emerging technologies and fields of application</p> <p>(2) Deep dives into selected technologies and applications, e.g. in</p> <ul style="list-style-type: none"> (2.1) Artificial intelligence (e.g., generative design) (2.2) Augmented, virtual and mixed reality (2.3) Web 3.0 and social media 2.0 (metaverse) (2.4) Wearable technologies and affective computing (2.5) Human-computer interaction (e.g., chatbots, neuro-design) (2.6) Industry (e.g., cyber-physical systems, digital twin) (2.7) Government <p>(3) Concepts of the digitalized society and economy</p> <ul style="list-style-type: none"> (3.1) Orange economy (art, communications, food, coding, etc.) (3.2) Green economy (sustainable development) <p>(4) Future technologies & ethics (e.g., copyrights, cybercriminality, privacy, security)</p>

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Particular admission requirements (if applicable)	
Curriculum semester, in which the student has to be mandatorily registered for the first attempt of examination	9th semester
Assessment method(s)	Presentation, see course catalog
Assessment criteria	
Required reading resources	Required reading (current papers) will be updated and distributed each term.
	Ahlemann, Frederik; Schütte, Reinhard & Stieglitz, Stefan. Innovation Through Information Systems (Volume I-III). Springer International Publishing 2021
	Moor, James H. (2005). Why we need better ethics for emerging technologies. Ethics and information technology, 7(3), 111-119
Additional (module) information	
Document Version	1.0
Document date	
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