1	Course Name:	Digital Thinking and Innovation		Version Number:	VE1
	Course Code:	CT109-3-1		Effective Date:	01 Mar 2023
	Course Classification:	Elective (Core)			

2 Synopsis:

The module is the combination of Design thinking with Digital Innovation. Digital Thinking is a fundamental paradigm shift from traditional ways of working and learning to be more agile and adaptive with the emerging digital technologies. This module shifts students' system thinking towards innovation at early stage. Having sound knowledge of Agile Thinking and Innovation at the entry level of Degree programme creates an impact among student in embracing innovation to greater height and adapt to highly volatile, uncertain, complex and ambiguous(VUCA) environment. The scope of this module is closely aligned to APU's Industrial Revolution strategy by including digital generation, agile and digital thinking, digital culture and society, and system thinking leading to organizational innovation through Artificial Intelligence, Analytics and Internet of Everything. Security, Digital Currencies, Blockchain and Digital Ethics being the main pillar leveraging all technology innovations are included as well.

3 Name(s) of Academic Staff:

1	Rozita Yati Masri
2	Khurshid Begum Abdul Jabbar
3	Tham Hoong Ching

4 Semester and Year offered:
See Programme Specification
(Module may be delivered on multiple programmes and therefore in different years/semesters)

5 Credit Value: 3

6 Pre-requisite/ co-requisite (if any): None

7 Course Learning Outcomes (CLO)

CLO1	Explain the role of digital mindset, digital culture and digital innovation in a rapidly changing business environment. (C2, PLO1)
CLO2	Discuss ethical issues associated with digital technologies and innovations. (A2, PLO11)
CLO3	Demonstrate the application of digital thinking to promote digital innovation in an organization. (A3, PLO6)

8 Mapping of the Course Learning Outcomes to the Programme Learning Outcomes, Teaching Methods and Assessment Methods

Course Learning Outcomes	PLO 1 Knowledge and Understanding	PLO 2 Cognitive Skills	PLO 3 Practical Skills	PLO 4 Interpersonal Skills	PLO 5 Communication Skills	PLO 6 Digital Skills	PLO 7 Numeracy Skills	PLO 8 Leadership, autonomy and responsibility	PLO 9 Personal Skills	PLO 10 Entrepreneurial Skills	PLO 11 Ethics and professionalism	Teaching Methods	Assessment Methods
CLO1	√											Lecture	Final Assignment
CLO2											√	Tutorial	Individual Assignment
CLO3						√						Tutorial	Group Assignment
Mapping with MQF Cluster of Learning Outcomes	C1												
											C5		
					C3D								

Indicate the primary causal link between the CLO and PLO by ticking 'v' in the appropriate box.

C1 = Knowledge & Understanding, C2 = Cognitive Skills, C3A = Practical Skills, C3B = Interpersonal Skills, C3C = Communication Skills, C3D = Digital Skills,

C3E = Numeracy Skills, C3F = Leadership, Autonomy & Responsibility, C4A = Personal Skills, C4B = Entrepreneurial Skills, C5 = Ethics & Professionalism

9 Transferable Skills (if applicable)

(Skills learned in the course of study which can be useful and utilized in other settings)

1	Ethics and Professionalism
2	Digital Skills
3	

Open-ended response (if any)

4	

10 Distribution of Student Learning Time (SLT)
Note: This SLT calculation is designed for home grown programme only.

Course Content Outline and Subtopics		CLO*	Learning and Teaching Activities**								NF2F Independent Learning (Asynchronous)	Total SLT
			Face-to-Face (F2F)									
			Physical				Online/ Technology-mediated (Synchronous)					
			L	T	P	O	L	T	P	O		
1	Digital Generation	1	2								1	
2	Agile and Digital Thinking	1	4								3	
3	Digital Culture and Society	1	2								1	

	D	E–M	N	O	P	Q	...	Y	Z	AC
64	4	System Thinking and Organizational Innovation	1	2				1		
65	5	Innovation in Digital Trends	1	4				3		
66	6	Innovation through Artificial Intelligence	1	4				3		
67	7	Innovation through Analytics	1	2				2		
68	8	Innovation through IoE	1	2				1		
69	9	Digital Currencies and Blockchain	1	2				1		
70	10	Digital Security	1	2				1		
71	11	Digital Ethics	1	2				1		
72	12	Tutorial : Understanding of Digital Thinking application in organization	2		2			2		
73	13	Tutorial : Research on Development of Agile Thinking	2		2			4		
74	14	Tutorial : Digital Innovation in Industry - Trends, AI, IoE	3		6			14		
75	15	Tutorial : Adoption of Digital Currencies and Blockchain for improved security in Digital Ecosystem	3		2			6		
76	16	Tutorial : Importance of Digital Ethics in Digital Ecosystem	3		2			6		
77	17									
78	18									
79	19									
80	20									
81							**SUB-TOTAL SLT:**			**92**

		Continous Assessement	%	Face-to-Face (F2F) Physical	Face-to-Face (F2F) Online/ Technology-mediated (Synchronous)	NF2F Independent Learning for Assessment (Asynchronous)
84	1	Group Assignment	40			12
85	2	Individual Assignment	10			6
86	3					
87	4					
88	5					
89		**SUB-TOTAL SLT:**				**18**

		Final Assessement	%	Face-to-Face (F2F) Physical	Face-to-Face (F2F) Online/ Technology-mediated (Synchronous)	NF2F Independent Learning for Assessment (Asynchronous)
92	1	Final Exam	50	2		8
93	2					
94	3					
95	4					
96	5					
97		**SUB-TOTAL SLT:**				**10**

99	**SLT for Assessment:**	**28**
100	**GRAND TOTAL SLT:**	**120**

101 / 102	A	**% SLT for F2F Physical Component:** *[Total F2F Physical /(Total F2F Physical + Total F2F Online + Total Independent Learning) x 100)]*	**36.67**
103	B	**% SLT for Online & Independent Learning Component:** *[(Total F2F Online + Total Independent Learning) /(Total F2F Physical + Total F2F Online + Total Independent Learning) x 100]*	**63.33**
104	C	**% SLT for All Practical Component:** *[% F2F Physical Practical + % F2F Online Practical]*	
105	C1	**% SLT for F2F Physical Practical Component** *[Total F2F Physical Practical /(Total F2F Physical + Total F2F Online + Total Independent Learning) x 100)]*	
106	C2	**% SLT for F2F Online Practical Component** *[Total F2F Online Practical / (Total F2F Physical + Total F2F Online + Total Independent Learning) x 100]*	

Please tick (v) if this course is Industrial Training/ Clinical Placement/ Practicum using 50% of Effective Learning Time (ELT)

Note:

* Indicate the CLO based on the CLO's numbering in Item 8

** For ODL programme: Courses with mandatory practical requiremnets imposed by the programme standards or any related standards can be exempted from complying to the minimum 80% ODL delivery rule in the SLT.

113	11	Identify special requirement or resources to deliver the course (e.g., software, nursery, computer lab, simulation room etc)	
115	12	References (include required and further readings, and should be the most current)	*no other latest edition of reference books as in 2022 **Essential Reading** 1) Michael A. Cusumano, Gawer, and Yoffie, D,B (2019), The Business of Platforms: Strategy in the Age of Digital Competition, Innovation, and Power, HarperCollins Publishers . ISBN: 978-0062896322 2) Ney, S, Meinel, C, (2019), Putting Design Thinking to Work: : How Large Organizations Can Embrace Messy Institutions to Tackle Wicked Problems, Springer. ISBN: 9783030196097
117	13	Other additional information (if applicable)	

Note: Number of PLO indicated is purely for illustration purposes only and the number is subjected to the curriculum design.