UNSW Course Outline

INFS3605 Information Systems Innovation & Transformation - 2024

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General Course Information

Course Code : INFS3605
Year : 2024
Term : Term 3
Teaching Period : T3
Is a multi-term course? : No
Faculty : UNSW Business School
Academic Unit : School of Information Systems and Technology Management
Delivery Mode : In Person
Delivery Format : Standard
Delivery Location : Kensington
Campus : Sydney
Study Level : Undergraduate
Units of Credit : 6

Useful Links

Handbook Class Timetable

Course Details & Outcomes

Course Description

This is a Level 3 Information Systems (IS) course that concludes your study of IS through the application, integration, and synthesis of your knowledge from previous IS courses. Specifically, INFS3605 is the 'capstone' IS course that is centrally organised around practical, experiential,

group software projects. Throughout the course, you will apply your Information Systems design knowledge, critical thinking, problem-solving, and teamwork skills to solve real-life problems. The course adopts the unique UNSW Sandbox model (unsw.to/sandbox) that employs a real-world industry challenge. You will form groups with your classmates to engage in active learning and problem-solving. You will also have the opportunity to collaborate with industry mentors to co-develop digital solutions for significant industry challenges.

Over 10 weeks, your group will engage in an iterative development process to design and refine your solution. Specifically, you will use the Agile Scrum framework and the latest Information Systems research methodologies in developing your software project, working in two-week sprints/iterations. Throughout the problem-solving process, you will progressively develop your skill portfolio by conducting systematic research, reflecting on your learnings, and obtaining feedback from industry mentors, peers, and the teaching team. In a group setting, you will perform various roles (including Scrum Master and Product Owner) and ceremonies (including sprint planning, stand-up sessions, sprint reviews, sprint retrospectives, and backlog refinement), as well as utilise a number of tools (such as Kanban boards, burndown charts, and planning poker) and research frameworks to aid in collaboration.

Course Aims

This course covers material that is fundamental to the discipline of Information Systems. The aim of this course is to provide students with an experiential learning approach to understanding, implementing, and reflecting upon the use of Agile Scrum as a framework for developing software. It also focuses on conducting systematic research to understand real-world problems and design solutions. This course equips students with concepts and skills essential for careers in various roles within the field, including project managers, Scrum Masters, product owners, business analysts, systems analysts, designers, testers, and programmers.

Relationship to Other Courses

This is the capstone Information Systems course for the BIS degree. This project course builds on the previous Level 1-3 INFS Core courses that students have completed.

Course Learning Outcomes

Course Learning Outcomes	Program learning outcomes
CLO1 : Identify attributes of quality, project management, project effort estimation, testing, maintenance, and evaluation of digital artefacts and their design processes.	• PLO1 : Business Knowledge • PLO2 : Problem Solving • PLO5 : Responsible Business Practice
CLO2 : Critically assess a problem and propose a viable software digital solution based on appropriate Information Systems research methodologies.	• PLO1 : Business Knowledge • PLO2 : Problem Solving • PLO5 : Responsible Business Practice
CLO3 : Apply effective communication skills to articulate the problem-solving process and demonstrate the impact of the digital solution.	• PLO2 : Problem Solving • PLO3 : Business Communication • PLO5 : Responsible Business Practice • PLO6 : Global and Cultural Competence
CLO4 : Collaborate effectively in an Agile Scrum team to development the digital solution.	• PLO1 : Business Knowledge • PLO3 : Business Communication • PLO4 : Teamwork • PLO5 : Responsible Business Practice • PLO6 : Global and Cultural Competence • PLO7 : Leadership Development
CLO5 : Reflect on both individual and team problem-solving process and articulate the lessons learned.	• PLO2 : Problem Solving • PLO3 : Business Communication • PLO4 : Teamwork • PLO7 : Leadership Development

Course Learning Outcomes	Assessment Item
CLO1 : Identify attributes of quality, project management, project effort estimation, testing, maintenance, and evaluation of digital artefacts and their design processes.	• Group Assignment • Workshop Preparation and Participation
CLO2 : Critically assess a problem and propose a viable software digital solution based on appropriate Information Systems research methodologies.	• Group Assignment • Workshop Preparation and Participation
CLO3 : Apply effective communication skills to articulate the problem-solving process and demonstrate the impact of the digital solution.	• Group Assignment • Workshop Preparation and Participation
CLO4 : Collaborate effectively in an Agile Scrum team to development the digital solution.	• Group Assignment • Workshop Preparation and Participation
CLO5 : Reflect on both individual and team problem-solving process and articulate the lessons learned.	• Individual Assessment • Group Assignment • Workshop Preparation and Participation

Learning and Teaching Technologies

Moodle - Learning Management System | Microsoft Teams | Echo 360

Learning and Teaching in this course

This course adopts an innovative, incubator-style approach to learning digital innovation. Instead of traditional lectures, you will experience a dynamic, hands-on environment that simulates a real-world innovation incubator. Our "lectures" involve interactive activities led by subject matter experts, successful entrepreneurs, and experienced incubator's mentors. These sessions are designed to provide you with practical knowledge, spark creativity, and guide you through the digital innovation process.

In this incubator-like setting, you will work collaboratively in teams, tackling real-world challenges through iterative design and development. You will have opportunities to pitch ideas, receive feedback, and refine your digital solutions with guidance from mentors and peers.

This approach emphasises active participation, practical application of concepts, and the development of essential skills for digital innovation. Be prepared to engage fully, think creatively, and learn by doing.

Assessments

Assessment Structure

Assessment Item	Weight	Relevant Dates	Program learning outcomes
Group Assignment Assessment Format: Group	30%	Start Date: 09/09/2024 04:00 PM	• PLO1 : Business Knowledge • PLO2 : Problem Solving • PLO3 : Business Communication • PLO4 : Teamwork • PLO5 : Responsible Business Practice • PLO6 : Global and Cultural Competence • PLO7 : Leadership Development
Individual Assessment Assessment Format: Individual	50%		• PLO1 : Business Knowledge • PLO2 : Problem Solving • PLO3 : Business Communication • PLO5 : Responsible Business Practice
Workshop Preparation and Participation Assessment Format: Individual	20%		• PLO1 : Business Knowledge • PLO2 : Problem Solving • PLO3 : Business Communication • PLO4 : Teamwork • PLO6 : Global and Cultural Competence

Assessment Details

Group Assignment

Assessment Overview

In this course, the group assignment will involve the development of a proof-of-concept to solve a real-life issue. Students will execute the group assignment using the Agile Scrum methodology. Each individual in a group will take on a specific role (for example a product owner, scrum master, team member). All members should take the ownership and responsibility to ensure the successful completion of the project. The deliverables of the project will be evaluated by practitioners and feedback will be provided.

Course Learning Outcomes

- CLO1 : Identify attributes of quality, project management, project effort estimation, testing, maintenance, and evaluation of digital artefacts and their design processes.

- CLO2 : Critically assess a problem and propose a viable software digital solution based on appropriate Information Systems research methodologies.
- CLO3 : Apply effective communication skills to articulate the problem-solving process and demonstrate the impact of the digital solution.
- CLO4 : Collaborate effectively in an Agile Scrum team to development the digital solution.
- CLO5 : Reflect on both individual and team problem-solving process and articulate the lessons learned.

Detailed Assessment Description

Throughout the project, you will be supported by an innovation incubator, comprising a series of incubator-like activities in your "lectures" and workshops. You will interact with a diverse range of experts, including subject matter specialists, startup mentors, user representatives, and digital design professionals. These interactions will guide you through the stages of ideation, development, and evaluation of your digital solution.

By the end of the course, your team will have developed a well-researched, prototyped, and evaluated digital solution that addresses an important real-world challenge.

This hands-on project is your opportunity to apply digital innovation concepts in a practical setting. Embrace the challenge, be creative, and leverage the support provided to make a meaningful impact through digital innovation!

Assignment submission Turnitin type

This assignment is submitted through Turnitin and students do not see Turnitin similarity reports.

Generative AI Permission Level

Simple Editing Assistance

In completing this assessment, you are permitted to use standard editing and referencing functions in the software you use to complete your assessment. These functions are described below. You must not use any functions that generate or paraphrase passages of text or other media, whether based on your own work or not.
If your Convenor has concerns that your submission contains passages of AI-generated text or media, you may be asked to account for your work. If you are unable to satisfactorily demonstrate your understanding of your submission you may be referred to UNSW Conduct & Integrity Office for investigation for academic misconduct and possible penalties.
For more information on Generative AI and permitted use please see here.

Individual Assessment

Assessment Overview

This individual assessment is designed to assist with your learning of Agile Scrum, as well as planning and research work for your group project. You will conduct research on the applications of Agile Scrum and the problem and solution domains to define appropriate problem statement(s) for your project, and explore potential solutions. A detailed outline of this assessment will be provided on Moodle.

Course Learning Outcomes

- CLO5 : Reflect on both individual and team problem-solving process and articulate the lessons learned.

Assignment submission Turnitin type

This assignment is submitted through Turnitin and students do not see Turnitin similarity reports.

Generative AI Permission Level

Simple Editing Assistance

In completing this assessment, you are permitted to use standard editing and referencing functions in the software you use to complete your assessment. These functions are described below. You must not use any functions that generate or paraphrase passages of text or other media, whether based on your own work or not.
If your Convenor has concerns that your submission contains passages of AI-generated text or media, you may be asked to account for your work. If you are unable to satisfactorily demonstrate your understanding of your submission you may be referred to UNSW Conduct & Integrity Office for investigation for academic misconduct and possible penalties.
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Workshop Preparation and Participation

Assessment Overview

In the weekly workshops, students will have the opportunity to work closely with peers and tutors to progressively develop their group project. The workshops are therefore highly interactive and require full participation from the students. Marks will be given for students who have prepared (i.e., completed any necessary self-study and preparation work), are on-time for the workshop and actively participate in the workshop activities. Students who are not prepared for a workshop, are late for the workshop, and/or are not fully engaged during the workshop itself (e.g.

occupied with social networking) may not be awarded a participation mark. Detailed expectations for workshop preparation and participation will be discussed in your first lecture.

Please note: All students are expected to adhere to their allocated tutorial times. If you are unable to attend your allocated tutorial due to illness or misadventure, you must inform the teaching team as soon as possible.

Course Learning Outcomes

- CLO1 : Identify attributes of quality, project management, project effort estimation, testing, maintenance, and evaluation of digital artefacts and their design processes.
- CLO2 : Critically assess a problem and propose a viable software digital solution based on appropriate Information Systems research methodologies.
- CLO3 : Apply effective communication skills to articulate the problem-solving process and demonstrate the impact of the digital solution.
- CLO4 : Collaborate effectively in an Agile Scrum team to development the digital solution.
- CLO5 : Reflect on both individual and team problem-solving process and articulate the lessons learned.

Assignment submission Turnitin type

Not Applicable

Generative AI Permission Level

Assistance with Attribution

This assessment requires you to write/create a first iteration of your submission yourself. You are then permitted to use generative AI tools, software or services to improve your submission in the ways set out below.
Any output of generative AI tools, software or services that is used within your assessment must be attributed with full referencing.
If outputs of generative AI tools, software or services form part of your submission and are not appropriately attributed, your Convenor will determine whether the omission is significant. If so, you may be asked to explain your submission. If you are unable to satisfactorily demonstrate your understanding of your submission you may be referred to UNSW Conduct & Integrity Office for investigation for academic misconduct and possible penalties.
For more information on Generative AI and permitted use please see here.

General Assessment Information

Grading Basis

Standard

Course Schedule

Teaching Week/Module	Activity Type	Content
Week 0 : 2 September - 8 September	Reading	Welcome to the launch pad of your digital innovation journey! This prep week is crucial for a successful takeoff. Your tasks: • Review all course materials thoroughly, especially the assessment outlines. • Familiarise yourself with the incubator-style learning format. Come to Week 1's Incubator Launch Session fully prepared and buzzing with ideas. Your active participation from day one is essential for your success in this course.
Week 1 : 9 September - 15 September	Lecture	Dive into the incubator! Expect high energy and collaborative activities to explore your innovation challenge
	Workshop	Team-building exercises and initial brainstorming sessions
Week 2 : 16 September - 22 September	Lecture	Techniques for problem identification and user research methodologies
	Workshop	Conduct user interviews, create empathy maps, and begin building your evidence board
Week 3 : 23 September - 29 September	Lecture	Synthesising research data and defining problem statements
	Workshop	Explore the problem domain and finalise problem formulation
Week 4 : 30 September - 6 October	Lecture	Explore research-based design techniques and collaborative ideation methods for digital innovation Introduction to various prototyping methods for digital design
	Workshop	Apply ideation techniques to generate innovative solutions for defined problems
Week 5 : 7 October - 13 October	Lecture	Public Holiday on Monday: Online "lecture" on effective design
	Workshop	Hands-on session focused on bringing ideas to life through rapid prototyping
Week 6 : 14 October - 20 October	Other	Flexibility Week: Time for reflection and pivot!
Week 7 : 21 October - 27 October	Lecture	Methods for evaluating digital innovations and assessing their feasibility
	Workshop	Practical session on applying evaluation techniques and conducting feasibility studies
Week 8 : 28 October - 3 November	Lecture	Principles of crafting compelling narratives and effective presentation techniques
	Workshop	Practical session on developing and refining project pitches and presentations
Week 9 : 4 November - 10 November	Lecture	Exploration of design principles and core principles of implementing digital innovations
	Workshop	Hands-on session focusing on formalisation of learning
Week 10 : 11 November - 17 November	Lecture	Showcase! Final presentation of digital innovation projects to peers, instructors, and invited guests
	Workshop	Reflections on the innovation journey and future trends in digital innovation

Attendance Requirements

Please note that lecture recordings are not available for this course. Students are strongly encouraged to attend all classes and contact the Course Authority to make alternative arrangements for classes missed.

General Schedule Information

Welcome to INFS3605! This course is structured as an Innovation Incubator, designed to foster creativity, collaboration, and evidence-based design. Here's what you need to know:

1. Our "lectures" are structured as an incubator - with workshops and activities directly related to your group projects in digital innovation
2. Your active involvement in the incubator is crucial and required. These sessions are the core of your learning experience and are also key components of both your individual and group assessments
3. This format is designed to develop your skills in ideation, prototyping, and implementing digital innovations

Detailed information about how your engagement in the incubator factors into your grade can be found in the assessment outline. Please review this document carefully.

If you have any questions or concerns about meeting these expectations, please contact the course coordinator immediately.

Staff Details

Position	Name	Email	Location	Phone	Availability	Equitable Learning Services Contact	Primary Contact
Convenor	Yenni Tim		Please check Moodle for consultation booking and location		Consultation Monday 2.30pm-3.30pm	Yes	Yes

Other Useful Information

Academic Information

COURSE POLICIES AND SUPPORT

The Business School expects that you are familiar with the contents of this course outline and the UNSW and Business School learning expectations, rules, policies and support services as listed below:

- Program Learning Outcomes
- Academic Integrity and Plagiarism
- Student Responsibilities and Conduct
- Special Consideration
- Protocol for Viewing Final Exam Scripts
- Student Learning Support Services

Further information is provided on the Policies and Guidelines page.

Students may not circulate or post online any course materials such as handouts, exams, syllabi or similar resources from their courses without the written permission of their instructor.

STUDENT LEARNING OUTCOMES

The Course Learning Outcomes (CLOs) – under the Outcomes tab – are what you should be able to demonstrate by the end of this course, if you participate fully in learning activities and successfully complete the assessment items.

CLOs also contribute to your achievement of the Program Learning Outcomes (PLOs), which are developed across the duration of a program. PLOs are, in turn, directly linked to UNSW graduate capabilities. More information on Coursework PLOs is available on the Policies and Guidelines page. For PG Research PLOs, including MPDBS, please refer to UNSW HDR learning outcomes.

Academic Honesty and Plagarism

As a student at UNSW you are expected to display academic integrity in your work and interactions. Where a student breaches the UNSW Code of Conduct with respect to academic integrity, the University may take disciplinary action. To assure academic integrity, you may be required to demonstrate reasoning, research and the process of constructing work submitted for assessment.

To assist you in understanding what academic integrity means, and how to ensure that you do comply with the UNSW Code of Conduct, it is strongly recommended that you complete the Working with Academic Integrity module before submitting your first assessment task. It is a free, online self-paced Moodle module that should take about one hour to complete.

Submission of Assessment Tasks

SHORT EXTENSIONS

Short Extension is a new process that allows you to apply for an extended deadline on your assessment without the need to provide supporting documentation, offering immediate approval during brief, life-disrupting events. Requests are automatically approved once submitted.

Short extensions are ONLY available for some assessments. Check your course outline or Moodle to see if this is offered for your assessments. Where a short extension exists, all

students enrolled in that course in that term are eligible to apply. Further details are available the UNSW Current Students page.

SPECIAL CONSIDERATION

You can apply for special consideration when illness or other circumstances beyond your control interfere with your performance in a specific assessment task or tasks, including online exams. Special consideration is primarily intended to provide you with an extra opportunity to demonstrate the level of performance of which you are capable.

Applications can only be made online and will NOT be accepted by teaching staff. Applications will be assessed centrally by the Case Review Team, who will update the online application with the outcome and add any relevant comments. The change to the status of the application immediately sends an email to the student and to the assessor with the outcome of the application. The majority of applications will be processed within 3-5 working days.

For further information, and to apply, see Special Consideration on the UNSW Current Students page.

LATE SUBMISSION PENALTIES

LATE SUBMISSION PENALTIES

For assessments other than examinations, late submission will incur a penalty of 5% per day or part thereof (including weekends) from the due date and time. An assessment will not be accepted after 5 days (120 hours) of the original deadline unless special consideration has been approved. In the case of an approved Equitable Learning Plan (ELP) provision, special consideration or short extension, the late penalty applies from the date of approved time extension. After five days from the extended deadline, the assessment cannot be submited.

An assessment is considered late if the requested format, such as hard copy or electronic copy, has not been submitted on time or where the ‘wrong’ assessment has been submitted.

For assessments which account for 10% or less of the overall course grade, and where answers are immediately discussed or debriefed, the LIC may stipulate a different penalty. Details of such late penalties will be available on the course Moodle page.

FEEDBACK ON YOUR ASSESSMENT TASK PERFORMANCE

Feedback on student performance from formative and summative assessment tasks will be provided to students in a timely manner. Assessment tasks completed within the teaching period of a course, other than a final assessment, will be assessed and students provided with feedback, with or without a provisional result, within 10 working days of submission, under normal circumstances. Feedback on continuous assessment tasks (e.g. laboratory and studio-based, workplace-based, weekly quizzes) will be provided prior to the midpoint of the course.

Faculty-specific Information

PROTOCOL FOR VIEWING FINAL EXAM SCRIPTS

UNSW students have the right to view their final exam scripts, subject to a small number of very specific exemptions. The UNSW Business School has set a protocol under which students may view their final exam script. Individual schools within the Faculty may also set up additional local processes for viewing final exam scripts, so it is important that you check with your School.

If you are completing courses from the following schools, please note the additional school-specific information:

- Students in the **School of Accounting, Auditing & Taxation** who wish to view their final examination script should also refer to this page.
- Students in the **School of Banking & Finance** should also refer to this page.
- Students in the **School of Information Systems & Technology Management** should also refer to this page.

COURSE EVALUATION AND DEVELOPMENT

Feedback is regularly sought from students and continual improvements are made based on this feedback. At the end of this course, you will be asked to complete the myExperience survey, which provides a key source of student evaluative feedback. Your input into this quality enhancement process is extremely valuable in assisting us to meet the needs of our students and provide an effective and enriching learning experience. The results of all surveys are carefully considered and do lead to action towards enhancing educational quality.

QUALITY ASSURANCE

The Business School is actively monitoring student learning and quality of the student experience in all its programs. A random selection of completed assessment tasks may be used for quality assurance, such as to determine the extent to which program learning goals are being

achieved. The information is required for accreditation purposes, and aggregated findings will be used to inform changes aimed at improving the quality of Business School programs. All material used for such processes will be treated as confidential.

TEACHING TIMES AND LOCATIONS

Please note that teaching times and locations are subject to change. Students are strongly advised to refer to the Class Timetable website for the most up-to-date teaching times and locations.