

## MODULE DESCRIPTOR

### Module Title

Innovation and Sustainability

Reference	ENM261	Version	1
Created	February 2023	SCQF Level	SCQF 11
Approved	June 2023	SCQF Points	15
Amended		ECTS Points	7.5

### Aims of Module

This module will provide students with experience of working as part of a team on a group project focused on identifying innovations to meet diverse societal needs aligned to one or more United Nation's Sustainable Development Goals (UNSDGs).

### Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Evaluate the complexity of the selected United Nation's Sustainable Development Goals (UNSDGs) to achieve target ambition.
- 2 Synthesise the concepts and approaches for innovation thinking for sustainability.
- 3 Generate a range of ideas that address issues from different perspectives using appropriate methodologies.

### Indicative Module Content

Sustainability, United Nations Sustainable Development Goals (UNSDGs), Change & Innovation, Wicked Problems, Design Thinking, Value Proposition.

### Module Delivery

This module is delivered in both blended learning full-time and online learning part-time modes. For blended learning full-time students, the module will use in-person lectures supplemented with computer labs. For online learning part-time students, the module will use online lectures supplemented with virtual computer labs. Both cohorts will engage in case study work and forum discussions.

**Indicative Student Workload**

	Full Time	Part Time
Contact Hours	35	35
Non-Contact Hours	115	115
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	150
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

**ASSESSMENT PLAN**

If a major/minor model is used and box is ticked, % weightings below are indicative only.

**Component 1**

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3
Description:	Individual report.				

**MODULE PERFORMANCE DESCRIPTOR****Explanatory Text**

The module assessment is a 100% coursework, an overall D grade is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
<b>A</b>	A
<b>B</b>	B
<b>C</b>	C
<b>D</b>	D
<b>E</b>	E
<b>F</b>	F
<b>NS</b>	Non-submission of work by published deadline or non-attendance for examination

**Module Requirements**

Prerequisites for Module	Normally a UK honours degree, or equivalent, class 2.2 or above and proficiency in English language for academic purposes (IELTS minimum score of 6.5 or equivalent)
Corequisites for module	None.
Precluded Modules	None.

**ADDITIONAL NOTES**

Full Time and Part Time refers to Blended Learning Full Time and Online Learning Part Time (OLPT) respectively.

**INDICATIVE BIBLIOGRAPHY**

- 1 CHICK, A. and MICKLETHWAITE, P., 2018. Design for sustainable change. Lausanne: AVA Publishing, SA.
- 2 HUANG, Y. and HANDS, D., 2022. Design thinking for new business contexts : A critical analysis through theory and practice. Basingstoke: Palgrave Macmillan.
- 3 LEWRICK, M. et al., 2020. The design thinking toolbox : A guide to mastering the most popular and valuable innovation methods. Hoboken: John Wiley & Sons, Inc.
- 4 OSTERWALDER, A. et al., 2014. Value proposition design. Hoboken, New Jersey: Wiley.
- 5 WEISS, M., 2015. Presentation skills : Educate, inspire and engage your audience. New York, N.Y: Business Expert Press.
- 6 WORSFOLD, D., 2019. From behind the desk to the front of the stage : How to enhance your presentation skills. New York, N.Y: Business Expert Press.