



**ACADEMIC SYLLABUS 2020**  
**International Summer School**

<b>MODULE TITLE</b>	<b>Organisational Creativity Lab</b>
<b>Module title in Polish</b>	<b>Laboratorium Kreatywności</b>
<b>NUMBER OF ECTS CREDITS</b>	4

<b>STAFF TEACHING THE MODULE</b>	<b>Academic Degree</b>	<b>Name</b>	<b>Chair /Institute/ Center</b>
	MA	Monika Sońta	Management in Networked and Digital Societies (MINDS) Department
<b>PRINCIPAL COORDINATOR</b>			

<b>PRE-REQUISITES FOR THE MODULE*</b>	
<b>KOREKWIZYTY/ CO-REQUISITES</b>	Design Thinking Course

<b>AIMS</b>	<p><b>According to the World Economic Forum's Future of Jobs 2018 Report, 'Creativity' is in the top 3 of most-desired skills in 2020.</b></p> <p><b>The objective of Creativity Lab is to understand the sources of creativity and design the ecosystem of creativity in the business context and in relevance to most recent leadership concepts such as: Creative Confidence, Communicative Leadership and Creative Explorations. Students will experience Design Sprint aimed at introducing creative routines of work and will see their application in brick &amp; mortar environment.</b></p>
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**LEARNING OUTCOMES AND COMPETENCES**

<b>1. KNOWLEDGE AND UNDERSTANDING</b>	Sources of Creativity (Creative Explorations) Social Learning Theory Emerging strategy Systems view of life Liberating structures The importance of play
<b>2. SUBJECT SPECIFIC SKILLS (DISCIPLINE SKILLS)</b>	Communicative Leadership skills Ability to enhance Creativity through systems of routines at workplace Flexibility to react to emergent strategies Planning and playing business scenarios with emergencies and disruptions
<b>3. PERSONAL TRANSFERABLE SKILLS</b>	creative confidence presentation skills social competences team work (group project) experiencing the impact of enactment and empowerment

<b>METHODS OF TEACHING</b>
Discussion Seminar Lectures Workshops Design Sprint Case Studies LEGO® SERIOUS PLAY® workshop Business Model Canvas

<b>MODULE CONTENT</b>	<b>NUMBER OF HOURS</b>
<b>TOTAL LEARNING HOURS:</b>	20
<b>SUGGESTED NO OF SELF LEARNING HOURS ***</b>	80
<b>TOTAL LEARNING HOURS</b>	100

<b>DESCRIPTION OF THE MODULE IN POLISH (MAX 300 SYMBOLS)</b>
<b>Kreatywność to jedna z najbardziej pożądaných umiejętności przyszłości (Future of Jobs Report, World Economic Forum, 2018). Celem kursu jest zapoznanie studentów z ekosystemem kreatywności w kontekście organizacji biznesowych. Studenci doświadczą, a następnie będą umieli zaprojektować wzmocnienia kreatywnych wzmocnień w organizacji w duchu koncepcji: Kreatywnego Przywództwa, Kreatywnych Poszukiwań oraz Uwalniających Struktur. Nacisk będzie położony na budowanie kreatywnej pewności siebie.</b>

<b>INTERNATIONAL DIMENSIONS</b>	The course design will be in line with international methods such as LEGO® SERIOUS PLAY®, easily applicable in the international context.
<b>SOCIAL RESPONSIBILITY AND ETHICAL ISSUES</b>	

#### **COMPULSORY READING (max 3 items)**

<b>LP.</b>	<b>AUTHOR, TITLE, PLACE &amp; DATE OF PUBLISHING, PUBLISHER, PAGES</b>
1.	Gauntlett David, Creative Explorations: New Approaches to Identities and Audiences, 2007, Routledge
2.	Lipmanowicz Henri, McCandless Keith, The Surprising Power of Liberating Structures: Simple Rules to Unleash A Culture of Innovation (Black and White Version), 2014, Liberating Structures Press
3.	Kelley Tom; Kelley David; Creative Confidence. Unleashing the creative potential within us all, 2014, William Collins

#### **ADDITIONAL READING (max 5 items)**

<b>LP.</b>	<b>AUTHOR, TITLE, PLACE &amp; DATE OF PUBLISHING, PUBLISHER, PAGES</b>
1.	Hamrin Solange, Communicative Leadership. (Re)Contextualizing a Swedish Concept in Theory and within Organizational Settings, 2016, Mid Sweden University, Doctoral thesis 235
2.	Chia, Robert C. H; Holt, Robin, Strategy without Design. The Silent Efficacy of Indirect Action, 2009, Cambridge University Press, pp. 25-88; 112-179
3.	Kristiansen, Per; Rasmussen Robert, Building a Better Business Using the Lego Serious Play Method, 2014, Wiley
4.	Kingdon Matt, The science of serendipity. How to Unlock the Promise of Innovation in Large Organisations, 2012, Wiley
5.	Pijl, van der, Patrik; Lokitz Justin; Solomon Lisa Key, Design a Better Business, New

Tools, skills and mindset for strategy and innovation, 2016, Wiley
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**MODULE BIBLIOGRAPHY (no limits)**

LP.	AUTHOR, TITLE, PLACE & DATE OF PUBLISHING, PUBLISHER, PAGES
1.	Gray, Dave, Brown Sunni, Macanujo James, Gamestorming: A Playbook for Innovators, Rulebreakers, and Changemakers, 2010, O'Reilly Media
2.	Van Ruler Betteke; Reflexive Communication Scrum. Recipe for accountability, 2014, Eleven International Publishing
3.	Levy Jaime, UX Strategy: How to Devise Innovative Digital Products that People Want, 2015, O'Reilly Media
4.	Capra, Fritjof, Luisi Pier Luigi, The Systems View of Life, A Unifying Vision, Cambridge University Press
5.	Osterwalder, Alexander; Pigneur Yves, Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers, John Wiley & Sons, 2013
6.	Allan, Dave; Kingdon Matt, Murrin Kris, Rudkin Daz; Sticky Wisdom: How to Start a Creative Revolution at Work, 2002, Capstone

**METHOD OF ASSESMENT** (written, oral, project)

*What will the final grade be based on? Provide a breakdown of components and an explanation of your grading policies (e.g. weighting of grades, curves, extra-credit options, the possibility of dropping the lowest grade)*

MODE of ASSESSMENT	TYPE (and SHORT DESCRIPTION)	DURATION	PERCENTAGE OF TOTAL GRADE
<b>TO TEST KNOWLEDGE AND UNDERSTANDING</b>	Individual Project: Journal of Inspiration or Vision Board	35	30
<b>TO TEST ACQUIRED SKILLS (DISCIPLINE AND COMMUNICATION)</b>	Group Project: Innovation through Creativity – real business case	45	70
<b>SUPPLEMENTARY ASSESSMENT</b>	Written assignment: infographic/ book abstract	45	Optional for the students who do not attend Design Sprints

<b>COMMENTS</b>	
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PROGRAM	International Summer Course
<b>STUDY YEAR / SEMESTER</b>	
<b>SPECIALIZATION</b>	
<b>TYPE OF MODULE Basic B / Major M / Specialization S</b>	B
<b>MODULE LEVEL</b>	
<b>CONTACT HOURS (BROKEN DOWN INTO) :</b>	
<b>Introduction to the problems of subject by leading lecturer</b>	4
<b>Lectures</b>	1
<b>Seminars with assistants</b>	
<b>Discussion seminar</b>	15
<b>Team workshops</b>	35
<b>Seminars with practicians</b>	
<b>Laboratory</b>	

<b>Projects</b>	45
<b>E-learning</b>	
<b>Diploma seminars</b>	
<b>Other</b>	
<b>Formal exam</b>	
<b>MODE OF TEACHING</b> Full-time F / Part-time P	P (Summer Course)
<b>TYPE OF PROGRAM</b> Undergraduate U / Graduate G	U/G (Graduate students will receive an extra task to complete)
<b>LANGUAGE OF INSTRUCTION</b> (Polish/foreign)	English