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Topics 2011

- Group 1: From conflict to proflict
- Group 2: Project management in practice
- Group 3: Facilitating creativity within project teams
- Group 4: Motivation through leadership
- Group 5: Decision making and team dynamics
- Group 6: Stimulating creativity
- Group 7: The effect of freedom on creative group sessions

Elective Course IO3060 Creating in Project Teams

| Course Contents | This course is a unique opportunity to focus on what you personally want to find out about creativity, teamwork and project management. Students identify their own learning needs, pick a topic and work on this for a number of weeks. Then they plan, prepare and facilitate their own 3 hrs session to share their learning with the rest of the group. By the end of the course, students will have learned about theory, research and practical application about creativity, teamwork and project management, and they have gained deep understanding of their own topic. All students document their contribution in a wiki, which is the collaborative outcome of this course. |
| Study Goals | The study goals depend on the individual learning goals of the student and are defined in the first session. Here are some examples: |
| 1. identify their own strength and weaknesses as a creative person and use a diversity of techniques to enhance their creativity |
| 2. diagnose problems and resolve conflicts in their own creative teamwork |
| 3. critically reflect on their own role in teams and the role of others |
| 4. plan and manage a design project in terms of time, resources, quality and internal organization |
5. apply appropriate techniques to facilitate meetings and conceptualise future potential developments.

<table>
<thead>
<tr>
<th>Education Method</th>
<th>The course has three core components:</th>
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<tbody>
<tr>
<td></td>
<td>• Finding out: Students identify their own learning needs in terms of creativity, teamwork and project management, form a team with other like-minded students and, under the guidance of a coach, gain knowledge about their area of interest. This part enables students to recognize in any given situation in a creative project what they are missing, and to then actively search for other methods and approaches by consulting websites, literature, and their professional network. They will also be asked to monitor their own creative team process during this time.</td>
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<td>• Sharing: All teams prepare a learning unit for the whole class on what they have learned. These sessions will have workshop character and the learning will be mostly experiential i.e. students will use a technique to address a meaningful task, and then reflect on the process.</td>
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<td>• Reflecting and gathering: In the concluding part, the wealth of shared knowledge and experience will be documented in a wiki designed and collated by the students. The students will practice reflecting on and evaluating of their own as well as the group’s creative process.</td>
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<tr>
<th>Literature and Study Materials</th>
<th>Books and reading material will be made available at the beginning of the course.</th>
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| Assessment | Students will be evaluated on their contribution to the collective learning process and on their personal reflection of it. There will be formative assessment in terms of peer feedback during the sharing sessions. Students will learn to practice giving and receiving constructive feedback. For the final evaluation, all students will be asked to write an individual reflection on their learning process. |

The overall mark will consist of: t.b.a.

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<th>Special Information</th>
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### Background (Created by students in 2010)

#### Creativity

1. Level of Creativity
2. Expressing And Sharing Creativity
3. Creativity In Design
4. Stimulating Creativity

#### Project Management

1. History and Theories of Project Management
2. ProjectManagementInChangingEnvironments
3. Reaching maximum client satisfaction in a design process
4. New Theories And Practice In Project Management
5. InfluencingEfficiency (Motivation)

#### Teamwork
1. Team Composition
2. Teambuilding
3. Leadership and Teams
4. Conflicts In Teams

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- WebChanges - recent topic changes in this web
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- WebStatistics - listing popular topics and top contributors
- WebPreferences - preferences of this web

HistoryArchive

Tags: Creativity, Project Management, Teamwork

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wiki text | More topic actions

Topic revision: r52 - 26 Sep 2012 - 12:03:44 - KeesNauta

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- BScEWI
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  - Personal
  - Sandbox
  - System

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