

Technical, Economic and Societal Evaluation of IT-products

Programme course

6 credits

Teknisk, ekonomisk och samhällelig utvärdering av
IT-produkter

TDDC34

Valid from: 2019 Spring semester

Determined by

Board of Studies for Computer Science and
Media Technology

Date determined

2018-08-31

Main field of study

Information Technology, Computer Science and Engineering, Computer Science

Course level

Second cycle

Advancement level

A1X

Course offered for

- Master's Programme in Computer Science
- Computer Science and Engineering, M Sc in Engineering
- Information Technology, M Sc in Engineering
- Computer Science and Software Engineering, M Sc in Engineering
- Industrial Engineering and Management - International, M Sc in Engineering
- Industrial Engineering and Management, M Sc in Engineering

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

Introduction to programming datastructures and algorithms, computer science, at least 45 credits. Basic course in industrial economics..

Intended learning outcomes

The aim of this course is to provide a holistic perspective on models and methods to analyze and evaluate new technology and its alternatives as well as its economical and socio- technical effects. After the course, students should be well equipped to take part in discussions about how to evaluate and analyze the impact and possibilities of new IT ventures.

Course content

This course takes you through theories and techniques to evaluate and analyze IT-ventures and/or innovative IT-based applications from a socio-technical perspective. Based on current trends, we focus on the importance, the impacts and the potential effects of existing technology. The ambitious is to show how evaluations models can be used to analyze the effects of new technology for users, enterprises, organizations and the society as a whole, as well as the incentives needed to realize the latent utility of technology.

A project report is developed during this course. In the report students analyze and evaluate the economic, organizational as well as the technical aspects, effects and consequences of the implementation and use of state of the art IT-ventures.

The participants' projects, their literature searches, and the exchange of knowledge between the workgroups form a central part of this course. The role of the teachers is to give an overview of the areas involved, to give support and supervision to produce a god project, and to organize the course in a manner that support the students' learning process.

Course literature:

Teaching and working methods

The course contains lectures and seminars – in the classroom and a project. The seminars are related to the literature in use and are conducted by participants. Most of the teaching is concentrated into 4-hour modules where we mix lectures, seminars, and discussions of literature.

A project report is developed during this course. In the project students analyze and evaluate the economic, organizational as well as the technical aspects, effects and consequences of the implementation and use of state of the art IT ventures. The results of the project are presented in a final seminary .The interaction between workgroups during the final seminary form central parts of the course.

Examination

UPG2	Project	U, 3, 4, 5	3 credits
UPG3	Seminars	U, G	3 credits

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för ekonomisk och industriell utveckling

Director of Studies or equivalent

Johan Holtström

Examiner

Alf Westelius

Course website and other links

<http://www.iei.liu.se/indek/utbildning/ekonomiska-informationssystem/technical-economical-and-societal-evaluation-of-it-products?l=sv>

Education components

Preliminary scheduled hours: 48 h

Recommended self-study hours: 112 h

Course literature

Fastställs senare

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.