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| 5.0 credits | 30.0 h + 0.0 h | 1q |
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| Teacher(s) : | Fouss François ; |
| Language : | Français |
| Place of the course | Mons |
| Prerequisites : | Basics in computer sciences and in IT management |
| Main themes : | <p>Information and communication technologies play an increasingly crucial role in the evolution of th organizations and significantly affect their practices and lifestyles. This course will focus on the discovery of emerging technologies and practices such as, non-exhaustively : Bring your own devices, Cloud computing, Crowdsourcing, E-business, Gamification, Social networks, Social collaboration, Software as a Service, Telecommuting, Web 2.0, Web 3.0, etc.</p> <p>These emerging technologies and practices will be put in context while their impacts on the lifestyle of the organizations will be analyzed.</p> |
| Aims : | <p>At the end of this course, the student is able to :</p> <ul style="list-style-type: none"> * Identify the main emerging technologies and practices in the service of an organization as well as the changes they induce (changes in the tools, and organizational, view and strategic changes) ; * Analyze the policy of an organization for managing emerging technologies and practices ; * Analyze the impact of emerging technologies and practices on the lifestyle of an organization ; * Propose a critical judgment on the benefits and limitations of emerging technologies and practices within an organization. <p><i>The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".</i></p> |
| Cycle and year of study : | <p>> Master [120] in Business engineering > Master [120] in Business Engineering</p> |
| Faculty or entity in charge: | BLSM |