Collective Intelligence and Project Management

SCHOOL
IAE School of Management

CAMPUS
Saint-Serge

LEVEL
2nd year Master's degree

OPEN TO EXCHANGE STUDENTS
Yes

SEMESTER
Spring (S2)

> **Degree course:** International Human Resource Management
> **Teaching unit:** UE 2-5 Cultural Management
> **Course language:** English
> **Duration (hours):** 20
> **ECTS:** 3
> **Teacher(s):** Frédérique Chédotel and Anne Decourcelle

> **Assessment:**
- [x] Continuous assessment
- [ ] Final exam

> **Teaching methods:**
- [x] Lecture course — 20 hours
- [ ] Tutorial course — hours
- [x] Practical work — 20 hours
- [ ] Case study
- [x] Project

COURSE DESCRİPTİON

Introduction of the collective project challenge.
Part 1: ideation (Frédérique Chédotel): -Collective creativity workshop (2 hours), -Proaction café (2 hours), -Online resources about collective intelligence (2 hours). Deliverable: project idea
Part 2: project definition (Anne Decourcelle): -Setting up a project (3 hours), -Preparing the deliverables (3 hours), -Finalizing the project definition (3 hours). Deliverable: Project definition report
Part 3: project feedback (Frédérique Chédotel): -Retrospective workshop: return of experience and pitch preparation (3 hours). Deliverables: retrospective template and pitch (3 hours)
Final Jury (2 hours) (Frédérique Chédotel & Anne Decourcelle)

Teaching methods: Group supervised project: with the help and the management methods provided by the courses, the IHRM students have to deal with a challenge - to define and pitch a project.

Assessment: Average of two scores: Written presentation: project definition and retrospective + Oral presentation: project definition and retrospective.

OBJECTİVES

Students will practice and learn different simple methods to develop two abilities:
- Their collective intelligence, ie. ability to work collectively (creativity, workshop, co-creation).
- Their project management skills
These methods will be helpful in a multicultural context and/or to develop innovative HRM or organizational projects.

PREREQUİSİTES

None

SELECTİVE BİBLIOGRAPHY

Gray, D., Brown, S., & Macanufo, J. (2010). Gamestorming: A playbook for innovators, rulebreakers, and changemakers. " O'Reilly Media, Inc.".
Lévy, P., & Bononno, R. (1997). Collective intelligence: Mankind's emerging world in cyberspace. Perseus books.
Website: http://www.ottoscharmer.com/
Wysocki, R. K. (2011). Effective project management: traditional, agile, extreme. John Wiley & Sons.