Curriculum for the Bachelor Programme in Global Business Informatics at the IT University of Copenhagen

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Contents

Background
Chapter 1 Programme Title and Objectives
Chapter 2 Programme Structure, Content and Programme Language
Chapter 3 General rules and miscellaneous regulation
Chapter 4 Date of Commencement and Transitional Regulations
Appendix

Background

This curriculum for the Bachelor Programme in Global Business Informatics has been drawn up by the Board of Studies at the IT University of Copenhagen (in the following referred to as the Board of Studies ITU). The curriculum has been drawn up in compliance with the current legislation governing bachelor's and master's (Candidatus) programmes at the universities.

Students enrolled in autumn 2024 and forward will study according to the curriculum.

Chapter 1

Programme Title and Objectives

Programme Title

Section 1. A student, who has completed the programme, has the right to use the title *bachelor (BSc) i global virksomhedsinformatik*.

Subsection 2. The title in English is Bachelor of Science (BSc) in Global Business Informatics.

Programme Objectives

Section 2. The purpose of the Bachelor Programme in Global Business Informatics is to provide students with the scientific qualifications to independently analyse and work with design and IT in processes that support the participation of private and public enterprises in the global economy. The process concept is a theoretical, methodological and practical centre which is considered from technical, business and social angles. The programme combines fields within computer science, business and social sciences.

Subsection 2. Bachelors will be able to play an independent reflective role in relation to businesses' work with computer-aided process innovation and organisational implementation of IT in a global context.

Subsection 3. Bachelors are qualified to hold posts in business and industry within project management and facilitation, design and analysis of work processes, drafting of concept and action plans using traditional methods and tools, and to apply for admission to a Master of Science Programme in Information Technology.

Objectives for Learning Output

Section 3. On completion of the programme, the student must have attained the following learning output objectives. The learning output is divided into the categories knowledge, skills and competences, cf. the Danish Qualifications Framework for higher education.

Subsection 2. Knowledge and Understanding

Knowledge

The bachelor must

- have in-depth knowledge of theory, method, practice, and technologies in the fields of natural and social science comprised by the programme
- have knowledge of the multidisciplinary nature of problems in relation to computer-based innovation of processes and the theory of the scientific basis for solving them.

Level of understanding and reflection

The bachelor must

- be able to understand and reflect on different scientific perceptions of process and globalisation concepts as well as their methodological and practical consequences
- be able to understand and reflect on different scientific perceptions of concepts relating to formalisation, classification, analysis and design in process innovation as well as their methodological and practical consequences
- understand current technological trends in relation to process innovation in a historic and global perspective and reflect on changing relations in work practices, gender, subjectivity, culture, green transition and technology in a global context.

Subsection 3. Skills

The bachelor must

- be able to analyse and improve work flows and business processes with regards to key outcomes (e.g., efficiency, resource use) in a global context
- be able to analyse organisations, IT applications and business matters in a global perspective
- be able to apply and reflect on research methods from the fields represented in the programme.
- be able to identify collaboration and coordination requirements in and among virtual and other groups
- be able to use project management models and tools.

Assessment and decision

The bachelor must

- be able to assess information-related problems in intercultural processes and to design new computer-based solutions
- be able to assess the perspectives of different individuals and groups on work and organisational processes and the challenges related to improvement by using IT.
- be able to compare resource requirements of different computational processes.

Presentation

The bachelor must

- be able to present challenges and opportunities related to computer-based process innovation between users, designers and business management in a global context
- be able to express themself in writing as well as verbally on social and technical subjects in multidisciplinary settings with due consideration for different target groups and their professional and cultural backgrounds.

Subsection 4. Competences

Scope

The bachelor must

- be able to use basic knowledge of the relevant process areas in analyses of businesses and organisations with respect to IT-enabled change.
- be able to handle complex and development-related situations in study and work contexts as well as globally.
- be able to design IT-solutions as integral elements of global work and business processes.
- be able to design green socio-technical systems in organisations.
- be able to design and problematize organisational change processes related to digitalization, green transition, and globalization.

Collaboration and responsibility

The bachelor must

- be able to independently initiate collaborative work in professional and multidisciplinary settings in a professional manner
- be able to facilitate collaboration in a global context.

Learning

The bachelor must

- be able to identify their own learning needs and structure their own learning in different work and learning environments.

Chapter 2

Programme Structure, Content and Programme Language

Programme Structure

Section 4. The programme comprises mandatory study activities worth 150 ECTS points, optional study activities worth 15 ECTS points, and a bachelor project worth 15 ECTS points.

Subsection 2. The study activities of the programme are composed of modules. A module comprises one or more study activities and related examinations.

Section 5. Each term comprises three modules: Two courses worth 7.5 ECTS points and one course with a project worth 15 ECTS points, or a large, independent project worth 15 ECTS points.

Subsection 2. The modules appear in the table below. Courses and course descriptions are published in the Course Catalogue on the IT University's website by the Board of Studies in advance of each term.

Term	**15 Project Unit**	**7.5 Course unit**	**7.5 Course unit**
1	Society & Technology	Business Foundations	Introduction to Programming
2	Qualitative Methods & Reflections	IT & Work Design	Database & Information Systems Foundations
3	Enterprise Systems & Platform Ecosystems	Organisational Analysis	Global Project Management
4	Business Process Improvement & Automation	Quantitative Methods & Business Analytics	Critical Data & Ethics
5	IT, Globalisation & Culture	Sustainable IT	Elective
6	Bachelor Project	IT Governance & Enterprise Architecture	Elective

Section 6. The programme's global perspective applies to the academic contents as well as the form of study with global interaction being part of the mandatory study activities.

Study language

Section 7. The programme is conducted in English in the three years of study.

Subsection 2. Students must therefore be able to read texts in English, participate actively in teaching conducted in the English language, and write and present assignments and projects in English.

Subsection 3. Students will be trained in making presentations in oral and written English.

Subsection 4. All examinations will be conducted in English.

Bachelor Project

Section 8. The bachelor project is worth 15 ECTS points and must demonstrate the student's ability to formulate, analyse and process topics within the study programme's subject area.

Subsection 2. The bachelor project is placed on the sixth semester of the programme. The student must have obtained 120 ECTS of the programme before writing the bachelor project.

Subsection 3. The abstract must be written in English or Danish.

Subsection 4. Intended learning outcomes for the bachelor project in Global Business Informatics:

- To define a research problem that relates to the programme.
- To identify, analyse and synthesize academic literature or theory relevant to the research problem.
- To motivate the choice of research method(s) that address the research problem.
- To apply the research method(s) in line with academic standards.
- To discuss the implications of the study for theory or practice.
- To critically reflect upon the study.
- To present the study in a clear and coherent way in line with standards of academic writing.

Subsection 5. Information on examination for bachelor projects can be found in the appendix.

Chapter 3

General Rules and Miscellaneous Regulation

Section 9*.* Furthermore, please refer to the IT University's rules and regulation, appendix to this curriculum.

Chapter 4

Date of Commencement and Transitional Regulations

Section 10. This curriculum comes into force 1 August 2010 and applies to all students admitted to the Bachelor Programme in Global Business Informatics which starts in the autumn

of 2010.

Subsection 2. When a new curriculum is published, or in the event of significant changes to this curriculum, transitional regulations will be set out in the curriculum as appendix.

Revision approved by the Board of Studies 6 September 2023.

Approved by Rector Per Bruun Brockhoff 1 December 2023.