

Technological development animator

Structure of the "Technological Development Animator" study programme

1. Characteristics of the study programme:

1.1 Name of the study programme: "TECHNOLOGICAL DEVELOPMENT ANIMATOR"

1.2 Aim of studies: To provide knowledge, skills and training for technological development tasks in order to get better-trained personnel ready to work as technological development animators in different environments.

1.3 Target group: Degree graduates, managers and employees willing to change or upgrade their qualifications, unemployed graduates, teachers, trainers, decision-makers, people willing to work as a technological development animator.

1.4 Entry requirements: Higher education studies at Master's or bachelor's level in engineering or similar subject areas.

1.5 Learning Outcomes and Competences: Attitudes & Transferable Skills Knowledge-based skills Autonomous learner Creativity Communication skills Assertiveness Generate ideas Flexibility Leadership attitudes Negotiation Motivation Forming teams and lead teamwork Create partnerships Research, analysis and solution Implementation and development Evaluation of different technologies Management of projects, products, technologies, as well as investment and finance Creation, promotion, implementation and support. Consultancy in technological analysis, management and development Civil and commercial law and EU legislation

1.6 Number of ECTS credits: 201

1.7 Requirements for a diploma/certificate: All required assessments fulfilled

1.8 Grading scale: ECTS grade % of successful students normally achieving the grade

Comments: A10 B25 C30 D25 E10 FX--- Fail --- Fail --- Fail --- considerable further work required

2. Curriculum

2.1 Curriculum structure: Module ECTS

Subject Code	Name Code	Name ETC	STA	1	Economic Growth	5TA	1.1TA	1.2	Regional Development	Infrastructure & Economic Development	23	TA2	Management of Innovation Systems and Technological Development	6TA	2.1TA	2.2	Innovation Systems	Key Issues of Technical Development	33	TA3	Creating a Technological Development Animator	6TA	3.1TA	3.2TA	3.3	Project Management	Creative Thinking and Acting	Financial Engineering	22	TA4	Civil and Commercial Law	3TA	4.1TA	4.2	Civil and Commercial Law EU Legislation and Programme Policies	21	Total	20
2.2 Module characteristics:		Code	Module name	ECTS	Learning Outcomes and Competencies	Content	Overview	TA1	Economic Growth	5	The student will get basic knowledge of theories and applications in the field of regional development in order to describe structure and characteristics of a region as well as a good understanding of infrastructure-based issues in order to analyse the conditions for economic development in a region	The driving force in structural transformation and the companies' competitiveness with emphasis on technical aspects on structural transformation and its impact on the competitiveness. The logistic coordination of roads, airports, harbours and railways are in a region. The importance of the geographic location on a region's trade and industry	TA2	Management of Innovation Systems and Technological Development	6	The student will be familiar with different technological development trends and driving forces in order to understand how these issues will influence the conditions for economic development in a region and how a technological animator can facilitate the conditions for economic growth. Public innovation policy and innovation strategies in different kinds of companies. The importance of innovations in a growing economy. Innovation driven regional growth. Different incubator initiatives and their consequences. Different models for technological transfer and possible actions to take to facilitate that technological transfer takes place. Economic growth through technological transfer.	TA3	Creating a Technological Development Animator	6	The students will be familiar with models and routines for project management in order to be able to develop their own working routines and ways to cooperate with others. Students will be able to generate business ideas, present them and win support for them. The students will be familiar with methods of investment appraisal and corporate financing. Models for managing projects. Creative problem solving. Dealing with conflicts, stress and personal effectiveness. How to write applications to the EU. Identifying, initiating and assessing ideas. Definition of consultancy and consultant. Methods of consulting. Consultancy process. Traditional methods of investment appraisal. The discounted cash flow approach. Economic lifecycle and chain investments. An overview of corporate financing. The lease or buy decision.	TA4	Civil and Commercial Law	3	The students will be given a general introduction to law and the legal system plus basic knowledge in the main area of property law in order to be able to solve simple legal matters in the work place and decide when judicial expertise is needed as well as follow and understand more complicated legal reasoning and be familiar with the policies for different EU programmes. Legal source material, how to find it and how to use it. Contract law. Buyers rights. Buying on credit. Labour law. Non-material rights. EU law. EU policies for programmes on scientific, social, structural, regional, economic, agricultural and monetary development. EU directives on commerce, industry, employment, flow of goods, capital and workforce.	Total:	20	http://animatorzy.utp.edu.pl/en/images/technological%20animator%20en.ppt											