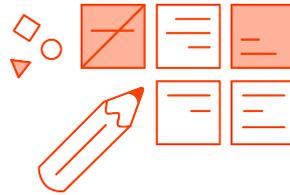# DIGITAL TECHNOLOGIES

HYPER ISLAND

Hyper Island believes in lifelong learning and designing learning experiences for your needs. We empower individuals and organisations to learn, adapt and lead in a world of constant change. We are a creative business school with consulting services.

IN THIS BOOKLET...

THE MODULE

THE ACTIVITIES

RESOURCES

THE MODULE

Computing is getting embedded in our homes, in our cars, and our work,... every industry from agriculture to medicine, from autonomous cars to autonomous drones, from personalised retailers to personalised banking, are all being transformed. If one thinks about the sheer computing power that is getting distributed and how the technology is being used to collect data and create the rich experiences throughout our life it is pretty stunning. The world is becoming a computer. That's the opportunity.

Satya Nadella, CEO of Microsoft - [Keynote Ignite May 2018](#)

CONTEXT

As digital technologies continue to disrupt every element of our lives, the effect that they have on the business world is massive. The birth and death rate of companies increases as old, established, slow corporations are ousted by young, agile startups. In this highly-connected, culturally- fragmented, ever-changing world, *what do businesses need to do to survive and thrive? What do modern businesses look like? What should they look like in the future?*

PURPOSE

In this module, you'll get to enhance your strategic understanding of the opportunities, challenges and complexities of the use of digital technologies for your clients, consumers and organisation. You'll explore how current and emerging technology trends can guide you in the design of technology prototypes that solve real-world issues.

LEARNING OUTCOMES

During the module and after completing the assignments you should aim to reach the following:

K1	Critically evaluate recent and emerging technology trends and consider their potential disruptive impacts.
K2	Develop digital solutions to a given project, considering how businesses and individuals may be affected.
C2	Create and evaluate high level technology prototypes for solutions to a range of open ended problems and situations.
P1	Discuss the impact, ethical issues and trade-offs of digital technology and formulate responsible strategies for projects.
T2	Be able to discuss technical ideas with specialists and communicate them clearly to non-specialist audiences.

K= Knowledge & Understanding   C= Cognitive & Intellectual Skills   P= Practical & Professional Skills   T= Key Transferable Skills

How would you know you have achieved the above? What would you say, do and think?
Share with someone

MODULE LEADER

You will be coached through the module by your Module Leader.

Jonathan Briggs
Co-Founder & Academic Director
jonathan.briggs@hyperisland.com
Linkedin

Jonathan was one of the Founders of Hyper Island and is Academic Director in Singapore.

His passions are helping learners to explore digital through prototyping, data and experimentation and guiding organisations in their digital transformation journeys.
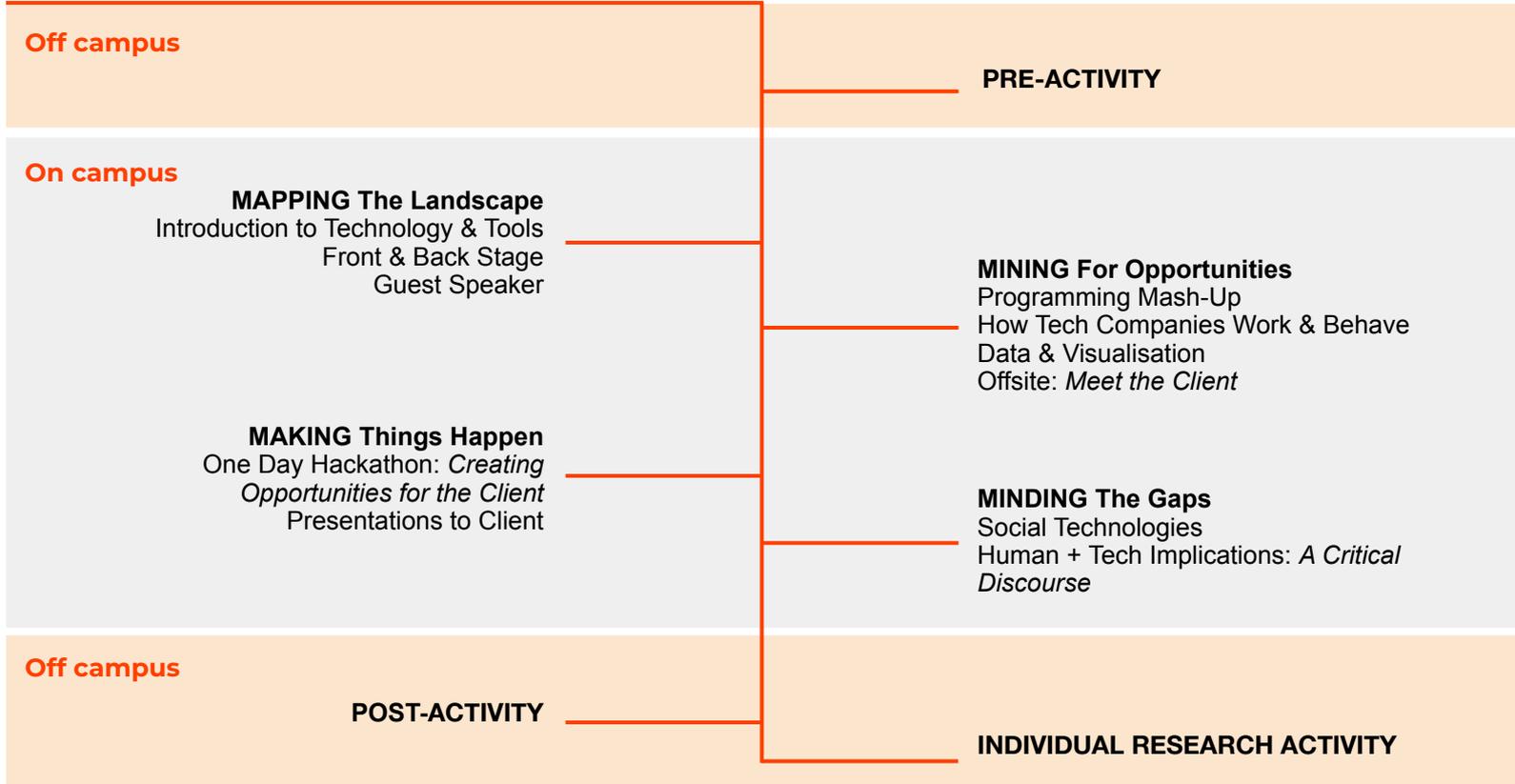
He has worked for clients across Europe and Asia including recent work for Visa, Axa, Standard Chartered Bank, DBS, Guardian Health & Beauty.

Jonathan has been a member of Unilever's Digital Advisory Board for over 8 years.

Formerly a full professor at Kingston University, and currently a professor at Teeside University, he combines his role at Hyper Island with teaching for Nanyang Business School at Asia's #1 university, NTU.

SCHEDULE

Off campus

PRE-ACTIVITY

On campus

MAPPING The Landscape
Introduction to Technology & Tools
Front & Back Stage
Guest Speaker

MINING For Opportunities
Programming Mash-Up
How Tech Companies Work & Behave
Data & Visualisation
Offsite: *Meet the Client*

MAKING Things Happen
One Day Hackathon: *Creating Opportunities for the Client*
Presentations to Client

MINDING The Gaps
Social Technologies
Human + Tech Implications: *A Critical Discourse*

Off campus

POST-ACTIVITY

INDIVIDUAL RESEARCH ACTIVITY

$ FULL COURSE FEES

S$4,815 w/GST (S$4,500)

@ SAY HELLO

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GOT QUESTIONS?

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