uc3m Universidad Carlos III de Madrid

Vicerrectorado de Estudios Apoyo a la docencia y gestión del grado

COURSE: DESIGN AND PROJECT PLANNING

GROUP: 1	YEAR: 2020-21	TERM: 2

	WEEKLY PLANNING							
	S		classroom)	WEEKLY PROGRAMMING FOR STUDENT				
W E E K	E S I O N	DESCRIPTION		(computer classroom, audio-visual	DESCRIPCIÓN	CLASS HOURS	HOMEWORK HOURS (Max. Estim. 3,25h)	
1	1	Introduction. Thomas kilman test. Analiys. Group formation.		Classroom	Análisis of results	1,5	3,25	
2	2	Non Violent Comunication. Bases.		Classroom	Reflection about the experiencie and enforcement.	1,5	3,25	
3	3	Job enterview. Verbal and non verbal communication.		Classroom	Cover letter	1,5	3,25	
4	4	Chart personal and professional proficiency. Indiv/group DAFO		Classroom	Analysis DAFO. Professional enforcements review. Speech cover letter.	1,5	3,25	
5	5	Organize effectively ("GTD", 1/3/5 list, etc). Procrastination.		Classroom	Practice and reflection of methods.	1,5	3,25	
6	6	Creativity techniques. Morphological analysis and analogies.		Classroom	Rol play Communication/Creativity.	1,5	3,25	
7	7	Main types of proyects management. History management proyects.		Classroom	Practical analysis.	1,5	3,25	
8	8	Entrepreneur CAM. Gran conditions. Market analysis.		Classroom	Reading	1,5	3,25	
9	9	Financial planning. "B" Company. Competitions-auctions. Start UP. "M	UN" UC3M	Classroom	Reading	1,5	3,25	
10	10	Entrepreneurship for success keys.		Classroom	Financial plan design	1,5	3,25	
11	11	Personal skills. Leadership. Emotional intelligence.		Classroom	Reflection and experiencie "CNV" Rosenber	1,5	3,25	
12	12	Team management. Types of communication.		Classroom	Reflection organization methods practiced.	1,5	3,25	

13	13	Proyects management. "Agile" on practice.		Classroom	Presentation video 2 mins.	1,5	3,25
14	14	Time management. Experiences.		Classroom	Group dynamic. Balance course	1,5	3,25
					Subtotal 1	21	46
				Total	1 (Hours of class plus student homework)	6	7
15		Tutorials, handing in, etc				1,8	7
					Subtotal 2	9	9
		Total 2 (Hours of class plus student homework)					9
тот	TOTAL (Maximun 75 horas)						5

uc3m Universidad Carlos III de Madrid

Vicerrectorado de Estudios Apoyo a la docencia y gestión del grado

COURSE: DESIGN AND PROJECT PLANNING		
GROUPS: 2 / 3 / 90 /902	YEAR: 2020-21	TERM: 2

			WEEKLY	PLANNING			
s	s		TEACHING (mark X)	SPECIAL ROOM FOR SESION (computer classroom,	WEEKLY PROGRAMMING FOR STUDENT		
E M A N A	E S I Ó N	DESCRIPTION	SEMINARS		DESCRIPCIÓN	CLASS HOURS	HOMEWORK HOURS (Max. Estim. 3,25h)
1	1	Presentation. A personal goal to fulfill during the course. Project Design Canvas. Creativity. Generation of creative ideas. Organization of work teams. Gamified game How much do you know about planning?			Presentation. A personal goal to fulfill during the course. Project Design Canvas. Creativity. Generation of creative ideas. Organization of work teams. Gamified game How much do you know about planning?	1,5	3,25
2	2	The work idea. Definition of the work ideas. Focusing the problem. Design Thinking. Agile proposals for the design of social projects. Work scheme on Design Thinking. Creative Process Guide for Design Thinking. Daily User Task.			The work idea. Definition of the work ideas. Focusing the problem. Design Thinking. Agile proposals for the design of social projects. Work scheme on Design Thinking. Creative Process Guide for Design Thinking. Daily User Task.	1,5	3,25

			WEEKLY	PLANNING			
S	S E S I DESCRIPTIO		TEACHING (mark X)	SPECIAL ROOM FOR SESION (computer classroom,	WEEKLY PROGRAMMING FOR STUDENT		
E M A N A		DESCRIPTION	SEMINARS		DESCRIPCIÓN	CLASS HOURS	HOMEWORK HOURS (Max. Estim. 3,25h)
3	3	Context and analysis. Analysis of determined social contexts. Analysis of reality. Exchange Assumptions and Agents Involved Files. Definition Change Object. Model of the 10 questions. Empathy Map. Person Map. SWOT + MAREA analysis. Map causes and effects			Context and analysis. Analysis of determined social contexts. Analysis of reality. Exchange Assumptions and Agents Involved Files. Definition Change Object. Model of the 10 questions. Empathy Map. Person Map. SWOT + MAREA analysis. Map causes and effects	1,5	3,25
4	4	The reason for our project. Fundamentation and justification of project proposals. PANEL OF EXPERTS			The reason for our project. Fundamentation and justification of project proposals. PANEL OF EXPERTS	1,5	3,25
5	5	Goals. Definition of change objectives. Why defining objectives. Objectives Plan.			Goals. Definition of change objectives. Why defining objectives. Objectives Plan.	1,5	3,25
6	6	Methodology for action. Methodology. Principles and methodological criteria.			Methodology for action. Methodology. Principles and methodological criteria.	1,5	3,25
7	7	Resources for the project. Human, material and technical needed resources for the development of the action.			Resources for the project. Human, material and technical needed resources for the development of the action.	1,5	3,25
8	8	Actions. Lines and Schedule of actions.			Actions. Lines and Schedule of actions.	1,5	3,25
9	9	Evaluation. Monitoring systems and impact evaluation.			Evaluation. Monitoring systems and impact evaluation.	1,5	3,25
10	10	Prototyping, testing and validation			Prototyping, testing and validation	1,5	3,25
11	11	Visibility of actions. How social networks can help us improve of	our idea		Visibility of actions. How social networks car	1,5	3,25
12	12	Logical framework for impostors. Coherence of the proposal in relation to the impact.			Logical framework for impostors. Coherence of the proposal in relation to the impact.	1,5	3,25
13	13	Budget and project funds.			Budget and project funds.	1,5	3,25

			WEEKLY	PLANNING				
S	S	S E S DESCRIPTION Ó N	TEACHING (mark X)	SPECIAL ROOM FOR SESION (computer classroom, audio-visual classroom)	WEEKLY PROGRAMMING FOR STUDENT			
E M A N A	E S I Ó		SEMINARS		DESCRIPCIÓN	CLASS HOURS	HOMEWORK HOURS (Max. Estim. 3,25h)	
14	14	Presenting a project. How to present proposals in a new and innovative way.			Presenting a project. How to present proposals in a new and innovative way.	1,5	3,25	
					Subtotal 1	21	46	
					Total 1 (Hours of class plus student homework)	6	7	
15		Tutorials, handing in, etc				1,8	7	
					Subtotal 2	9	9	
	Total 2 (Hours of class plus student homework)						9	
TOTAL (Maximun 75 horas)							5	