

DESCRIPTION OF ELECTIVE COURSE

Name of the school :	Academic Year:
Haute école de	2024-2025
gestion, Genève	

FIRST PART: DESCRIPTION OF MODULE		
1. Domain	Business and Services	
2. Department	International Business Management	
3.Course name	Business Agility for Digital Transformation	
4. Code	31002	
5. Type of education 6. Number of ECTS Credits	× X Bachelor Master MAS DAS / CAS / single days 5	
7. Prerequisites		
8. Teaching language	English □ Other : ×	

9. Objectives	About agility Agility is a concept that is very often refeered to (in the corporate world, in the media, etc.) but not always implemented or used in a way that it's full potential to create Business Value and Organisational Efficiency is captured .
	Why this course The purpose of this course is to learn how to use different aspects of business agility to ensure successful digital transformations.
	What we will learn We will learn how to design and develop an inovative product according to the agile mindset, and how to manage it from both an organizational and individual standpoint, studying different management styles and different cultural environments. We will also learn how to manage system-change , psychological and social defenses against new ways of working, how to influence the organisation's culture and adress "wicked problems" in the context of Agile Digital Transformations.
	 How we will proceed The learning will be based on a mix of theory, interactive discussions, and exercises, and will have a strong component of teamwork. We will tackle those changes by: Including the five pillars of digital transformation: technical aspects, customer experiences, positioning on the market, processes, and people in our studies and exercises Focusing on two frameworks: Scrum® and Kanban® to articulate our work Explore and Discover the psychological dynamics of change, leadership and management, at individual, group and organisational level. Understanding underlying drivers of organisational culture, behavior values and belief systems. Learnign how to use tools and methods to tap into collective intelligence, retrive knowledge that is out of awareness, and harness the value of the full human experience of work.

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10. Contents (General themes and descriptions, the accurate content may change)	 General themes are: Introduction with first steps for business analysis and project management Business agility: definitions, principles, and frameworks A perpetually changing business environment driven by digital innovation and how to manage such changes Organizational alignment to ensure digital transformation Management styles Practise including AI components like GPT and LLM to deliver faster an innovative product Psychology of Roles & organisational dynamics Socio-anlytical methods and associative unconscious Psychology of change, transition & resistance Organisational Culture and organisaitonal development
11. Evaluation	 The grading of the module shall be based on: Exam: 30% Report and presentation on an agile organization – 30% MCQ - 20% Organisational & Culture Change Initiaitve Design. Group workshop - 20 %
12. Remediation/repetition	Compulsory remediation if the module grade is between 3.5 and 3.9 / 6. When subject to a remediation, only the grade of the remedial exam will be taken into account (maximum grade 4.0). A repeated module cannot benefit from a remedial exam. No remediation
13. Coordinator / main instructor	Lead: Vincent Bertin Support lecturer: Victor Svensson

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14. Level	Basic module Advanced module ⊠ Specialized module Other:
15. Characteristics	Module is mandatory (which could lead to final dismissal from the program, cf. art.15, al.1, « Statut des étudiant-e-s bachelor »)
16. Туре	Main module Module linked to main module Optional module Other:
17. Time organization	Image: Module over 1 semesterModule over 2 semestersSpring semesterImage: Module over 2 semestersSpring semesterImage: Module over 2 semestersOther