MGA 675 (6 ECTS, 120h), Spring 2022

Instructor: Dr. Panagiotis Kosmas (pk.kosmas@idmaster.eu)

Contact Details: All email communication regarding this course should be sent to pk.kosmas@idmaster.eu. Special online "office hours" will be set up for group and individual mentoring and those will be conducted through google hangout/chat.

Course objectives: The main purpose is to expand the depth and breadth of your academic learning in your particular area of interest, within the field of interaction design and Human-Computer Interaction. It is an opportunity for you to receive experience in applying theories learned in the class to specific experiences in the community and work world.

Course content: The course covers all the critical aspects concerning the project life cycle and workplace learning. Addresses skills required for project delivery and further development. Soft skills such as:
- Communication skills
- Interpersonal skills
- Problem solving skills
- Teamwork skills
- Analytical skills
- Strong work ethic
- Organizational skills
- Leadership skills
- Initiative

Learning Outcomes: By the end of the internship you should have:
- Linked academic theory to practice;
- Applied your knowledge, skills, experience to a work environment;
- Acquired new learning through challenging and meaningful activities;
- Reflected on the content and process of the learning experience;

- Advocated for your own learning in alignment with internship goals;
- Demonstrated professional skills in the workplace;
- Built and maintained positive professional relationships;
- Demonstrated awareness of community and/or organizational issues;
- Identified, clarified and/or confirmed professional direction as it relates to your academic studies and future career path;
- Developed self-understanding, self-discipline, maturity and confidence; and
- Developed strong networking/mentoring relationships.

Workload: Expected independent work hours for this course: 120 hours of professional work as an intern.
I would suggest the following division of independent work
- 16h to work on the internship plan
- 80h for the internship and fill in the diaries
- 24h to work on the final report.

Assessment:
- Submission of an internship plan, accepted by the hosting institution and by the internship supervisor (Practice lecturer).
- Delivery of an Internship assessment provided by the host institution and a reflection diary by the intern student
- Submission of an Internship report, accepted by the hosting institution and by the internship supervisor.

Quotation is distributed as follows:
30% Internship plan
20% Internship assessment
50% Internship report

Technology needed to perform this course: Basic knowledge of computers and a desire to learn how to use some basic drawing/UI prototyping tools

Synchronous activities: The delivery of the course will be primarily asynchronous with discussions taking place mainly through the google classroom platform. In addition, though, there will be set times for short synchronous sessions (either text chat or voice chat through google hangouts). In each session, we will discuss acquired knowledge, provide feedback and/or mentor students. The times and days of these synchronous sessions will be decided and announced early in the semester.

Required Textbook: There is no required literature.

The pedagogical script for this course:

Sessions	Tasks/assignments	Deadline
Session 1 - 2 (02/02 - 01/03)	Submission of an internship plan, accepted by the hosting institution and by the internship supervisor (Practice lecturer). The plan should include the set of activities you will work as an intern: title, timeline, and description of activities.	February 20th 2022
Session 3 - 7 (02/03 - 05/05)	Implement the internship plan	May 5th 2022
Session 6-7 (27/04-11/05)	Delivery of an Internship assessment provided by host institution	May 11th 2022
Session 7 (21/4 - 11/05)	Submission of an Internship report	May 15th 2022