**Project – Based Learning (PBL)**

**Template**

Project-Based Learning is a teaching method in which students gain knowledge and skills by working for an extended period of time to investigate and respond to an engaging and complex question, problem or challenge

**PBL code name: C12\_S2\_6**

* **PBL title: New ideas, technologies, models and approaches**



**Project Idea**

The company / organization’s Board of Directors has the need of a document outlining the state-of-art of the sector and a looking-forward one-page strategy. In order to maximize the task has asked that more than one company expert will draft a short paper. In this way it will be possible (maybe) collect different, multiple visions and opinions. A common sector / area / segment has to be chosen to properly carry out the activity.

The BoD ask for a description of company’s scenario uncertainties, the level of uncertainty, planned strategies to deal with them including upskilling and reskilling activities (what contents, what methodologies, target groups)

Participants to the PBL can elaborate a thought starting from these assumptions “*Organisational Development (OD) models are included in management theory and practice to a large extent focus on people side of change. Depending on the type of organisational change intended, initiatives may be designed directly at individuals in order to secure specific behavioural change, or they may be directed at a group or organisational level. The OD models are defined as ‘‘A set*

*of behavioural science-based theories, values, strategies, and techniques aimed at the planned change of organisational work setting for the purpose of enhancing individual development and improving organisational performance, through the alteration of organizational members’ on-the-job behaviours*.’’ (Porras & Robertson, 1992).

*through a series of ongoing improvisations, alterations or adaptations, sufficient modifications are performed over time that fundamental changes (metamorphosis) are achieved (*Orlikowski, 1996).



**Driving Question(s)**

*Projects should be framed by challenging and open-ended question(s)*

1. What are the criteria to identify the uncertainties / opportunities in given company’s sector?
2. Is it possible to outline creative answers to uncertainty?
3. What are the relations between (the definition of a) uncertainty, creativity and EntreComp skills’ system?



**Objectives**

*Please describe and list the objectives here*

* *To elaborate a document explaining the concept of organisation’s scenario and perspective in relation to changes, alterations and uncertainties with an example*
* *To illustrate briefly the MULTIPLE CRITERIA DECISION ANALYSIS, proposing a link with change management and exploring connections with the concept of “alterations”*



**Tasks**

*What task(s) / requirements should the students complete?*

* *A two page document ( 4000 characters, eventually + graphics, pictures, table diagrams) dealing with uncertainties scenario in the organisation*
* *An approach to manage uncertainties related to internal and external factors (for example the complexity of IT evolution, unpredictability of environmental circumstances, social events etc.)*



**Notes**

*This is where students can record their ideas and research as they gather the information needed to complete their project*

*….*



**Project Plan**

*After research, this is where students will write down the plan for their project*

*….*