

UČNI NAČRT PREDMETA / COURSE SYLLABUS

Predmet:	Ravnanje podjetja z informacijami in znanjem
Course title:	Dealing with Information and Knowledge in Organisation

Študijski program in stopnja Study programme and level	Študijska smer Study field	Letnik Academic year	Semester Semester
Računalništvo in spletne tehnologije, visokošolski strokovni študijski program prve stopnje	-	Drugi ali tretji	Četrty ali šesti
Computer Science and Web Technologies, first cycle Professional Study Programme	-	Second or third	Fourth or sixth

Vrsta predmeta / Course type Izbirni / Elective

Univerzitetna koda predmeta / University course code: 2-RST-VS-IP-RPIZ-2016-10-01

Predavanja Lectures	Seminar Seminar	Vaje Tutorial	Klinične vaje work	Druge oblike študija	Samost. delo Individ. work	ECTS
30	-	45	-	-	105	6

Nosilec predmeta / Lecturer:

Jeziki / Languages: **Predavanja / Lectures:** Slovenski / Slovenian, Angleški / English
Vaje / Tutorial: Slovenski / Slovenian, Angleški / English

Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:
Študent/študentka mora pred pristopom k izpitu pripraviti in zagovarjati seminarsko nalogo.

Prerequisites:
Prior to the exam, student has to prepare and present seminar work.

Vsebina:

- Definicija informacije, znanja.
- Topologija znanja in upravljanja z znanjem v poslovnem, podjetniškem kontekstu.
- Prepoznavanje in identifikacija tehnologij, ki so uporabne za zajemanje/pridobivanje, organiziranje, distribuiranje in deljenje znanja v podjetju, organizaciji.
- Razumevanje strategije upravljanja z

Content (Syllabus outline):

- Definition of information, knowledge.
- Topology of knowledge and knowledge management in business, corporate context.
- Recognition and identification technologies that are useful for capturing / acquiring, organizing, distributing and sharing knowledge within the company, the organisation.
- Understand the strategies of knowledge

znanjem, prepoznavanje glavnih zahtev in elementov za načrtovanje arhitekture za upravljanje znanja v podjetju, organizaciji.

management, identify key elements and requirements for the design of architecture for knowledge management in the enterprise, organisation.

Temeljni literatura in viri / Readings:

- DAVENPORT, THOMAS in PRUSAK, LAURENCE (1998) *Working Knowledge*. Harvard Business School Press.
- ASHOK, JASHAPARA (2004) *Knowledge management: An integrated approach*. Prentice Hall.

Cilji in kompetence:

Učna enota prispeva k razvoju naslednjih splošnih in predmetno-specifičnih kompetenc:

Splošne kompetence:

- poznavanje in razumevanje procesov, ki jih je mogoče informacijsko podpreti z uporabo spletnih tehnologij, ter sposobnost za njihovo analizo, sintezo in predvidevanje rešitev ter njihovih posledic
- zmožnost skupinskega dela v vseh fazah razvoja spletnih in mobilnih rešitev
- poznavanje pomena kakovosti in prizadevanje za kakovost strokovnega dela skozi avtonomnost, samoiniciativnost, (samo)kritičnost, (samo)refleksivnost in (samo) evalviranje v strokovnem delu
- poznavanje in razumevanje interakcij med informacijsko komunikacijsko tehnologijo in posameznikom
- sposobnost fleksibilne uporabe znanja v praksi

Predmetno-specifične kompetence:

- delovanje v vlogah, kot so svetovalci za uporabnost, informacijski arhitekti, oblikovalci interakcij in raziskovalci za uporabniške študije
- načrtovanje uporabniške izkušnje
- sposobnost sodelovanja v projektih za izdelavo spletnih strani in aplikacij
- veščine za zasnovo uporabniške izkušnje

Objectives and competences:

The instructional unit contributes to the development of the following general and subject-specific competences:

General competences:

- familiarity with and understanding of processes allowing information-aided use of web technologies, and the ability to analyse and synthesize them as well as predict solutions and their consequences
- ability to operate within a team during all phases of development of web and mobile solutions
- familiarity with the importance of quality, striving to maintain the quality of professional work through practicing autonomous behaviour, showing initiative, as well as through (self-)criticism, (self-)reflection and (self-)evaluation
- familiarity and understanding of interactions existing between the information and communication technology and the individual
- ability to use the acquired knowledge in practice in a flexible manner

Subject-specific competences:

- participation in the role of usability advisors, information architects, interaction designers, and user study researchers
- user experience design
- ability to participate in web design and application development projects
- skills for user experience design

Predvideni študijski rezultati:

Znanje in razumevanje:

Študent/študentka:

- razume pomen in aktivnosti upravljanja z informacijami
- pozna primerna orodja in tehnologije za upravljanje z informacijami
- razume teoretične osnove glede zapisa in upravljanja z znanjem
- pozna primerna orodja in tehnologije za upravljanje z znanjem
- pridobi vpogled in sposobnosti za upravljanje znanja v podjetju, organizaciji
- pridobi vpogled in sposobnosti za upravljanje znanja med organizacijami

Intended learning outcomes:

Knowledge and understanding:

The student:

- understands the meaning and activities related to information management
- knows suitable tools and technologies for information management
- understands theoretical basics of recording and knowledge management
- knows suitable tools and technologies for knowledge management
- acquire insight into capabilities of knowledge management within a company, organisation
- acquire insight into capabilities of knowledge management between organisations

Metode poučevanja in učenja:

- *predavanja* z aktivno udeležbo študentov (razlaga, diskusija, vprašanja, primeri, reševanje problemov)
- *vaje*, okrogla miza, možganska nevihta, delo na primerih
- *vaje v računalniški učilnici*: pri teh vajah bodo študentje spoznali nekaj najaktualnejših programskih orodij za upravljanje z znanjem
- *seminarska naloga*, ki jo bodo študentje pripravili v manjših skupinah. Vključeval bo realni problem, ki ga bodo morali študentje v celoti rešiti z metodami, spoznanimi na predavanjih in vajah

Learning and teaching methods:

- *lectures* with active student participation (explanation, discussion, questions, examples, problem solving)
- *tutorials*, round table, brainstorming, case work
- *tutorials in computer science classroom*: they will allow the students to become familiar with certain state-of-the-art software types for knowledge management
- *seminar work* prepared by students working in small groups. It will include a real-life problem, which will have to be solved entirely through the help of methods they became familiar with during lectures and tutorials

Delež (v %) /

Weight (in %)

Načini ocenjevanja:**Assessment:**

Način (pisni izpit, ustno izpraševanje, naloge, projekt):

Type (examination, oral, coursework, project):

- pisni izpit
- zagovor seminarske naloge

50
50

- written exam
- presentation of seminar work