INF3280 - Development of IT competence in organisations

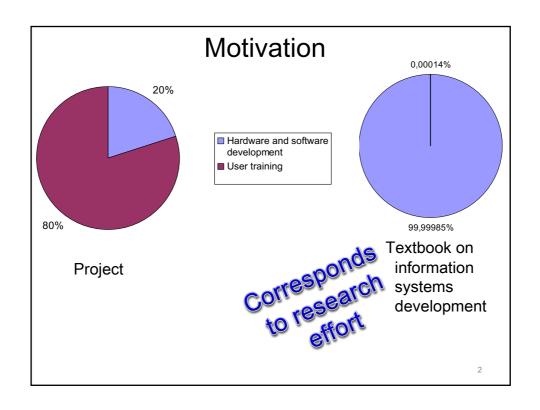
Welcome!



10 ECTS credits Builds on basic informatics competence

MemeCenter.com

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Poor training, user documentation and support → Dissatisfaction

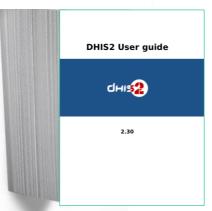


10 THINGS YOU SHOULDN'T DO WHEN DEALING WITH END USERS

3

Technical Communication

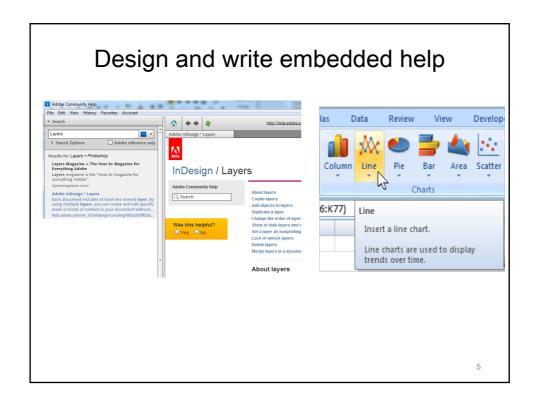
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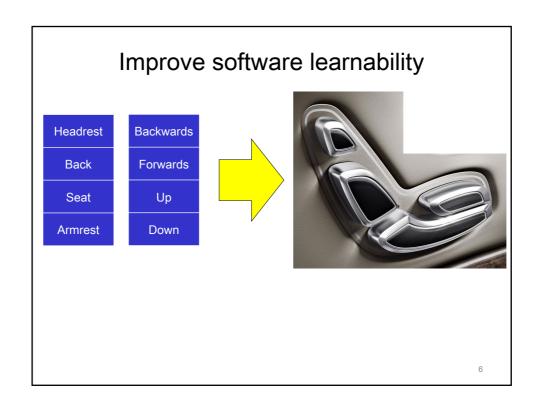


DHIS2 documentation - User guide - 546 pages



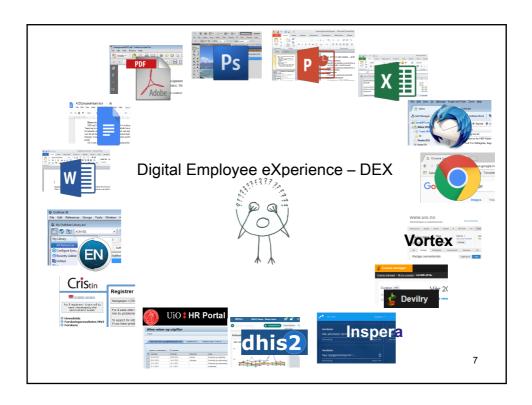












User trainer

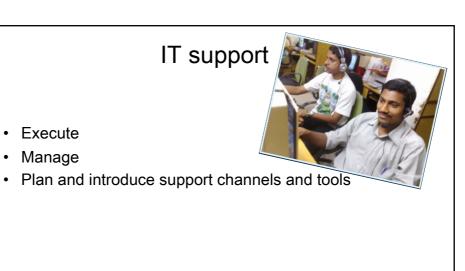
- 1. Plan
- 2. Execute
- 3. Evaluate

Manage









Execute Manage

Basis for Master thesis Job





IT user competence at 4 levels 1. Skill 2. Understanding 3. Problem solving competence 4. Organised superusers and support personnel helping users and ...

You must read the complete version

Assignment 1-2

A pair of students

Select one topic which

- · users would see as useful for some purpose
- has some novel functionality / data structure
- · creates some challenges of understanding





Topics for Assignment 1-2

Too large

OK

· An office application · Automated back-ups

- A comprehensive database
- Advanced page numbering
- Table of contents
- Mail filters
- · Bibliography
- · Graphs in spread sheets
- Upload media files to internet sites
- · Advanced searches
- An app or utility program with one main functionality

Too small or trivial

- · Sending e-mails
- Formatting text with button choices
- Summarising columns in spreadsheets
- Converting a file to pdfformat
- Setting the alarm on a phone
- A simple phone app

13

Assignment 1: Module for Understanding

- 1. Introduction
 - a. Usefulness of the learning objectives
 - b. Explanation of new functionality and data structure
- 2. Practical hands-on exercises
 - a. Exercise 1: follow instructions
 - b. Exercises 2 and 3: somewhat different from the instructions
- 3. Summary
 - a. Multiple choice question on new functionality / data structure
 - b. Discuss functionality / data structure and confront misconceptions
 - c. Discuss usefulness

Assignment 2: Module for Problem solving

- 1. Introduction
 - a. Usefulness of problem solving method
 - b. Presentation of problem solving method
- 2. Practical hands-on exercise
 - a. Exercise requiring problem solving
 - . Summary
 - a. Discuss problem solving approach





Assignment 1

Learning objective

Able to Create training material for understanding and Conduct training

Deliverables

Written

 Document + Learning material Submit on Devilry 22 February

Oral

Train the class in the tutoring sessions (øvingsgrupper)
 10-15 minutes

During the period 25 February – 8 March

15

Assignment 2

Learning objective

Able to Create training material for problem solving and Conduct training

Written deliverables – Learning material

- 1. Revised material from Assignment 2
- 2. Material for Module for Problem Solving: Presentation and Exercise

Submit on Devilry 8 March

Oral

Train the tutor group(øvingsgrupper)

Max 30 minutes
During the period 11-22 March





Assignment 3 – groups of 3-4 students

Learning objective

Evaluate **organised** efforts for improving IT competence in organisations

Examples

A training programme

User documentation or material for learning

User interface and help functions in a program

A user support department

Organised or informal super-users

A user support list or blog

Empirical study

Written report

Deadline 16 May – No extension due to Exam 31 May Maximum 7000 words

40% of the course marks



