## Specialised Elective Module
(Offered by the Faculty of Applied Natural Sciences and Cultural Studies)

### Applied Training Exercise and Analysis Management (ATE)

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<tr>
<th>Course Information</th>
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<td>Language of instruction: English</td>
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<tr>
<td>Lecturers and Task Assessors Prof. Dr. Markus Bresinsky and Florian von Reusner</td>
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<td>5 CTS —&gt; workload 150h</td>
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<td>module duration: 1 Semester</td>
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<td>dates and main workload: focused on the implementation of the simulation game itself (SoSe Mai; WiSe November)</td>
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<td>max. Number of Participants: 20</td>
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### Type of examination/Requirements for the award of credit points

- Participation in the preparation, implementation and follow-up of the exercise
- student research project (Term Paper)

### Entry requirements

Students must have a basic understanding of project management, virtual collaboration, scenario thinking, international organisations and simulation games. It is highly recommended to have participated in one simulation game as a participant (e.g. GLOBE through Applied Leadership and Management I. or II.).

### Content

- Providing an overview of virtual communication and collaboration and digital work environment
- Extended basics and practical experience on selected aspects such as management, leadership, situational awareness, human factors, agile project management and problem-oriented learning.
- Scientific and practical basics of virtual and distributed communication and collaboration with roles, dynamics and processes in teams
- practical application: of leadership and management of (virtual) teams, especially in dynamic and complex stress situations by planning, organizing, executing and analysing the practical exercise, stakeholder management, real life support and IT infrastructure of presentations and discussions
- Application of IT hard- and software, as well as information and knowledge management
- Building understanding of analysis and research Skills in an interdisciplinary context
- Analysis of critical situations and development of alternative courses of action

### A. Preparation and execution of the exercise

- Scenario development and scripting
- Development of role plays and scripts
- Schedule and milestone plan
- IT, Facility Management and Real Life Support
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- Creation of info readers, accompanying material and marketing
- Briefing of experts, participants and stakeholders
- Project management

B. Exercise run
- Control and monitoring of the exercise
- Project and task management in virtual and real teams within the exercise scenario
- Distinguished visitors, technical experts and stakeholder management
- Update, feedback and backbriefing

C. Training analysis, evaluation and feedback
- Analysis and evaluation of team performance and project results within the training scenario
- Evaluation of exercises and feedback
- Documentation and reporting

Learning Objectives
The aim of the course is to coach and mentor students to develop, implement and evaluate a multinational exercise in a virtual collaborative environment that trains specific management and leadership skills in a holistic solution scenario and deepens their understanding of professional expertise in multidisciplinary development projects.

The course provides in-depth knowledge in a subject area that includes a critical understanding of theories and principles in that subject area. It also aims at advanced skills that demonstrate mastery and innovation required to solve complex and unpredictable problems in a specialized field. It trains the management of complex technical or professional projects and takes responsibility for decisions in unpredictable work contexts. Finally, it teaches responsibility for managing the professional development of individuals and groups.

Participants are assigned to one of two teams: I. Team Exercise Analysis and II. Team Exercise Management (see below) with specific tasks and roles.

I. Team Exercise Analysis
- to carry out analyses and evaluations
- to support the training management and the training participant
- to give feedback and create assessment reports

II. Team Exercise Management
- Project management and team leadership
- Development of a scenario, training objective, scripts, role play and analysis concept for the exercise
- to manage IT support and infrastructure
- Preparation, introduction and coaching of the training participants and the analysis team
- Support and communication with experts and stakeholders

Professional competence
- Planning, organization and execution of a simulated real scenario of a multinational organization
- Information and knowledge management
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- Application of practical professional requirements to presentation, discussion and IT tools
- Multidisciplinary analysis and research
- Organisational and entrepreneurial thinking and acting
- Students learn the scientific and practical basics of virtual and distributed communication and collaboration;
- Experiencing and applying (agile) project management methodological expertise

- Management and leadership of interdisciplinary and international teams
- Interaction of Human-Technology Organization
- Situational awareness
- Development of Best Practices and scenario thinking
- Learning of different representation structures and analysis techniques and their presentation
- Experience and learn international management through experience-oriented exercises and topic presentations
- Development of alternative explanations and solutions for conflict situations

Social Competence

- Training and education of real working environment
- Social communication and interaction in interdisciplinary and intercultural teams
- Critical self-reflection
- Management and solution finding in a dynamic and complex environment
- Uncertainty tolerance
- Discussion competence
- Students develop synergies in teamwork
- Students gain alternatives for dealing with conflict situations
- Students are able to collaborate in an interdisciplinary and cooperative manner.
- Students are able to work cooperatively in groups and create coherent presentations and briefings.
- Giving and receiving feedback
- Finding and implementing roles in the team

Educational Resources

Simulation Game, Blackboard, Seminar-style tuition with group work, case studies, practical applications and Information and Communication Technology (Software e.g. Adobe Connect, MOODLE, Outlook, Trello, Slack or else)

Literature

Compulsory Literature

Benkhoff, Birgit; Engelien, Martin; Meißner, Klaus; Richter, Peter (Hg.) (2011): Erfolg beim Management virtueller Organisationen. Durch Frühwarnung Risiken vermeiden. Stuttgart: Kohlhammer.

Recommended literature
Senge., P.M., Die fünfte Disziplin, Stuttgart 1996.