TECHNISCHE HOCHSCHULE LÜBECK

Module: Cooperative Systems and Social Media

Level	Bachelor	**Short Name**	CoSM
Responsible Lecturers	Janneck, Monique, Prof. Dr.		
Department, Facility	Electrical Engineering and Computer Science		
Course of Studies	Information Technology and Design, Bachelor		
Compulsory/elective	Compulsory elective	**ECTS Credit Points**	5
Semester of Studies	5	**Semester Hours per Week**	3
Length (semesters)	1	**Workload (hours)**	150
Frequency	WiSe	**Presence Hours**	45
Teaching Language	German/English	**Self-Study Hours**	105

The following section is filled only if there is **exactly one** module-concluding exam.

Exam Type	Project Work	**Exam Language**	German/English
Exam Length (minutes)		**Exam Grading System**	One-third Grades

Learning Outcomes	Digital cooperation and communication systems are important in both professional and private areas. The course covers important application areas such as Computer-Supported Cooperative Work (CSCW) and Computer-Supported Cooperative Learning (CSCL) as well as social media and applications, online communities, and virtual organizations and networks. Students get to know applications and classifications of cooperation systems as well as relevant design requirements and design principles (e.g. gamification, nudging, group perception and awareness, design criteria for multi-user systems). Participants become familiar with important contributions from other disciplines (including media psychology, network research, economics). They are able use these findings to analyze and design cooperative systems. Through project work students improve their problem-solving skills and their ability to work in a team and put the contents of the module to practical use.
Participation Prerequisites	–

The previous section is filled only if there is **exactly one** module-concluding exam.

Consideration of Gender and Diversity Issues	✔ Use of gender-neutral language (THL standard) ✔ Target group specific adjustment of didactic methods ✔ Making subject diversity visible (female researchers, cultures etc.)
Applicability	Compulsory module in study program Information Technology and Design
Remarks	–

TECHNISCHE HOCHSCHULE LÜBECK

Module Course: Cooperative Systems and Social Media (Lecture)

(of Module: Cooperative Systems and Social Media)

Course Type	Lecture	**Form of Learning**	Presence
Mandatory Attendance	no	**ECTS Credit Points**	2
Participation Limit		**Semester Hours per Week**	2
Group Size		**Workload (hours)**	60
Teaching Language	German/English	**Presence Hours**	30
Study Achievements ("Studienleistung", SL)		**Self-Study Hours**	30
SL Length (minutes)		**SL Grading System**	

The following section is filled only if there is a course-specific exam.

Exam Type		**Exam Language**	
Exam Length (minutes)		**Exam Grading System**	
Learning Outcomes			
Participation Prerequisites			

The previous section is filled only if there is a course-specific exam.

Contents

Fundamentals
- Media psychology fundamentals (Media selection, media theories, effects of media, media literacy)
- Methods (scientific research, data visualization)

Design of cooperative systems
- Design principles for multi-user systems
- Group perception and awareness
- Gamification and nudging
- Algorithms

Application areas
- Computer-Supported Cooperative Work (CSCW)
- Computer-Supported Cooperative Learning (CSCL)
- Digital Economy
- Privacy
- Negative consequences of social media

Literature

Gross, T., Koch, M., & Herczeg, M. (2009). *Computer-supported cooperative work*. München: Oldenbourg.

Grudin, J., & Poltrock, S. (2012). Taxonomy and theory in computer supported cooperative work.

	O'Malley, C. (Ed.). (2012). *Computer supported collaborative learning* (Vol. 128). Springer Science & Business Media. Kapoor, K. K., Tamilmani, K., Rana, N. P., Patil, P., Dwivedi, Y. K., & Nerur, S. (2018). Advances in social media research: Past, present and future. *Information Systems Frontiers*, *20*, 531-558. Giles, D. (2003). *Media psychology*. Routledge.
Remarks	–

Module Course: Cooperative Systems and Social Media (Practical Training)

(of Module: Cooperative Systems and Social Media)

Course Type	Practical Training	**Form of Learning**	Presence
Mandatory Attendance	yes	**ECTS Credit Points**	3
Participation Limit		**Semester Hours per Week**	1
Group Size	12	**Workload (hours)**	90
Teaching Language	German/English	**Presence Hours**	15
Study Achievements ("Studienleistung", SL)		**Self-Study Hours**	75
SL Length (minutes)		**SL Grading System**	Participation

The following section is filled only if there is a course-specific exam.

Exam Type		**Exam Language**	
Exam Length (minutes)		**Exam Grading System**	
Learning Outcomes			
Participation Prerequisites			

The previous section is filled only if there is a course-specific exam.

Contents	During the semester, students work in small groups on a project related to the subject area of the module (e.g. empirical case study, software prototype). This includes planning, implementation, documentation and presentation. They are continually supported in their project work by the lecturer.
Literature	See lecture description
Remarks	–