

Course Title: **Team Facilitation for Information Technology Projects**

Course Code: **ENSE882**

Descriptor Start Date: **01/01/2022**

POINTS: **15.00**

LEVEL: **8**

PREREQUISITE/S: **None**

COREQUISITE/S: **None**

RESTRICTION/S: **None**

## LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

**Total learning hours: 150**

## PRESCRIPTOR

Explores through reflective practice the experiential facilitation skills and techniques appropriate to information technology projects and provides a person-centred framework (philosophy and methodology) for group facilitation. Focuses on developing team leadership skills, cultural capacity and the ability to facilitate a group to meet its purpose. Introduces process guidance and the attitudes, personal qualities and presence that distinguishes a person-centred facilitator.

## LEARNING OUTCOMES

1. Demonstrate advanced understanding of effective team facilitation theory and practice.
2. Critically analyse the impact of process selection on project and team effectiveness
3. Critically reflect on cultural awareness needs.
4. Describe team facilitation models and approaches in information technology projects.
5. Demonstrate capability to facilitate teams within a multi-cultural and multistakeholder environment.

**Disclaimer: Course descriptors may be amended between teaching periods/semesters**

## CONTENT

The role of the facilitator

- Person centred and other group facilitation frameworks
- Purpose, alignment and culture
- Team facilitation processes
- Mātauranga Māori (the Māori world, the Māori world view and Māori knowledge)
- Multi-cultural and multi-stakeholder engagement
- Facilitating global online teams

## LEARNING & TEACHING STRATEGIES

Delivered in workshops with experiential, student-led and reflective team work. Guest lectures from practicing group facilitators from various companies to contextualise teaching. All workshops and learning supported with readings and web-based materials.

## ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Workshop Plan	20.00	1-4
Facilitated Workshop	40.00	5
Reflective Report	40.00	1-4

### Grade Map

#### MAP1

A+ A A- Pass with Distinction  
B+ B B- Pass with Merit  
C+ C C- Pass  
D Fail

### Overall requirement/s to pass the course:

To pass a course, students must attempt all assignments, and achieve a minimum overall grade of C-

## LEARNING RESOURCES

There are no prescribed texts; a list of recommended texts and resources will be given to students at the outset of the paper.

**For further information, contact:** Te Ara Auaha - Faculty of Design & Creative Technologies

**Principal Programme:** AK1339, Master of Information Technology Project Management

**Related Programme/s:** ICE1  
INEXCH1  
SABRD1

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