

2019.FS

Module Name: Integration	
Module Code	w.BA.XX.2Int-BF.XX
Module Description	Students work in groups under the supervision of their instructors. They take part in a banking game and acquire in-depth knowledge of strategic issues by working on case studies from the field of banking and finance.
Program and Specialization	Business Administration - Banking and Finance
Legal Framework	Academic Regulations BSc dated 29.01.2009, Appendix to the Academic Regulations for the degree programs in Business Administration, Business Information Technology, and Business Law, first adopted on 12.05.2009
Module Category	Module Type: Compulsory
	Program Phase: Main Study Period
ECTS	6
Organizational Unit	W Institut für Wealth & Asset Management
Module Coordinator	Christoph Kley (kley)
Deputy Module Coordinator	Hans Brunner (brnh)
Prerequisite Knowledge	Content of first-year studies as well as the main study period modules completed to date. Previous knowledge and professional experience in the financial sector.
Contribution to Program Learning Goals (Affected by Module)	<ul style="list-style-type: none"> § Professional Competence § Methodological Competence § Social Competence § Self-Competence
Contribution to Program Learning Objectives	<ul style="list-style-type: none"> Professional Competence <ul style="list-style-type: none"> § Knowing and Understanding Content of Theoretical and Practical Relevance § Apply, Analyze, and Synthesize Content of Theoretical and Practical Relevance § Evaluate Content of Theoretical and Practical Relevance Methodological Competence <ul style="list-style-type: none"> § Problem-Solving & Critical Thinking § Scientific Methodology § Work Methods, Techniques, and Procedures § Information Literacy § Creativity & Innovation Social Competence <ul style="list-style-type: none"> § Written Communication § Oral Communication § Teamwork & Conflict Management § Intercultural Insight & Ability to Change Perspective Self-Competence <ul style="list-style-type: none"> § Self-Management & Self-Reflection § Ethical & Social Responsibility § Learning & Change
Module Learning Objectives	<p>Students...</p> <ul style="list-style-type: none"> § make tactical and strategic decisions as part of the banking game (simulation exercise on banking management decision-making). § develop solutions using an appropriate language and format (case studies: executive-level presentations).
Module Content	<ul style="list-style-type: none"> § Working on the banking game in groups of 4-6 students § Working on strategic issues in the form of case studies related to banking and finance (group work)
Links to other modules	-
Methods of Instruction	<ul style="list-style-type: none"> § Lecture § Case Studies § Project Work § Literature Review § Discussion § Presentation § Group project § Simulation
	Social Settings Used:
	<ul style="list-style-type: none"> § Individual Work § Group Work
Digital Resources	<ul style="list-style-type: none"> § Reader § Case Studies (with Key)

Type of Instruction	Classroom Instruction	Guided Self-Study	Autonomous Self-Study
Large Class	7 h	-	
Small Class	42 h	62 h	
Group Instruction	-	-	
Practical Work	-	-	
Seminar	-	-	
Total	49 h	62 h	
Performance Assessment			
End-of-module exam	Form	Length (min.)	Weighting
-	-	-	-
Permitted Resources	-		
Others			
	Assessment	Length (min.)	Weighting
Written Assignment	Grade	-	10,00%
Written Assignment	Grade	-	10,00%
Talk/oral presentation	Grade	20	10,00%
Written Assignment	Grade	-	10,00%
Talk/oral presentation	Grade	30	10,00%
Written Assignment	Grade	-	10,00%
Written Assignment	Grade	-	10,00%
Written Assignment	Grade	-	10,00%
Written Assignment	Grade	-	10,00%
Talk/oral presentation	Grade	30	10,00%
Classroom Attendance Requirement	Attendance required on simulation days and for interim and final presentation of Harvard cases.		
Language of Instruction/Examination	German		
Compulsory Reading	Banking game handbook, case study documentation (Harvard cases)		
Recommended Reading	-		
Comments	The requirements and weighting of individual performance assessments will be specified and explained in greater detail at the start of the module.		