

Valid for 2024.FS

<b>Module Name: Integration</b>	
Module Code	w.BA.XX.3Int-GM-FLEX.XX
Module Description	Students work on an integrative case study. This enables them to integrate, reflect on, and consolidate the specialist knowledge they have acquired to date. In addition, they expand their knowledge in the area of circular economy/sustainability and ESG as part of a business game with an external company and incorporate this into the case study.
Program and Specialization	Business Administration - Specialization in General Management (Flex)
Legal Framework	Academic Regulations BSc dated 29.01.2009, for the degree programs in Business Administration, International Management, Business Information Technology, Business Law, Business Law and Applied Law, first adopted on 12.05.2009
Module Category	<b>Module Type:</b> Compulsory
	<b>Program Phase:</b> Main Study Period
ECTS	6
Organizational Unit	W Abteilung General Management
Module Coordinator	Stefan Schuppisser (sste)
Deputy Module Coordinator	Christa Bosch (bocc)
Prerequisite Knowledge	Modules attended throughout the program
Contribution to Program Learning Goals (Affected by Module)	<ul style="list-style-type: none"> <li>§ Professional Competence</li> <li>§ Methodological Competence</li> <li>§ Social Competence</li> <li>§ Self-Competence</li> </ul>
Contribution to Program Learning Objectives	<ul style="list-style-type: none"> <li>Professional Competence <ul style="list-style-type: none"> <li>§ Knowing and Understanding Content of Theoretical and Practical Relevance</li> <li>§ Apply, Analyze, and Synthesize Content of Theoretical and Practical Relevance</li> <li>§ Evaluate Content of Theoretical and Practical Relevance</li> </ul> </li> <li>Methodological Competence <ul style="list-style-type: none"> <li>§ Problem-Solving &amp; Critical Thinking</li> <li>§ Scientific Methodology</li> <li>§ Work Methods, Techniques, and Procedures</li> <li>§ Information Literacy</li> <li>§ Creativity &amp; Innovation</li> </ul> </li> <li>Social Competence <ul style="list-style-type: none"> <li>§ Written Communication</li> <li>§ Oral Communication</li> <li>§ Teamwork &amp; Conflict Management</li> <li>§ Intercultural Insight &amp; Ability to Change Perspective</li> </ul> </li> <li>Self-Competence <ul style="list-style-type: none"> <li>§ Self-Management &amp; Self-Reflection</li> <li>§ Ethical &amp; Social Responsibility</li> <li>§ Learning &amp; Change</li> </ul> </li> </ul>
Module Learning Objectives	<p>Students...</p> <ul style="list-style-type: none"> <li>§ review and combine the knowledge they have acquired during their studies in the various modules by working on a case study.</li> <li>§ apply the specialist knowledge they have acquired independently, critically, and in a differentiated manner to the case study to develop implementation-oriented solutions to problems.</li> <li>§ present their findings from problem analyses and proposed solutions in a way that is appropriate for the target group.</li> <li>§ self-critically assess their specialist knowledge and close any gaps independently.</li> <li>§ become familiar with the concept of the circular economy/sustainability and ESG as part of a business game and incorporate their findings into the case study.</li> </ul>
Module Content	<ul style="list-style-type: none"> <li>§ Integrative case study</li> <li>§ Business game</li> </ul>
Links to other modules	The content of this module is linked to the following modules:
	w.BA.XX.3AIntBus-FLEX.XX
	w.BA.XX.3AMark-FLEX.XX
	w.BA.XX.3ASM-FLEX.XX
	w.BA.XX.3BWL-BO-FLEX.XX
	w.BA.XX.3EIS-GM-FLEX.XX
	w.BA.XX.3FinAcc-FLEX.XX
	w.BA.XX.3HCM-FLEX.XX
	w.BA.XX.3InE-FLEX.XX

	w.BA.XX.3IntBus-FLEX.XX			
	w.BA.XX.3Komm-FLEX.XX			
	w.BA.XX.3LU-FLEX.XX			
	w.BA.XX.3MAcc-FLEX.XX			
	w.BA.XX.3Mark-FLEX.XX			
	w.BA.XX.3OP-FLEX.XX			
	w.BA.XX.3Skill-FLEX.XX			
	w.BA.XX.3SPM-FLEX.XX			
	w.BA.XX.3Strat-FLEX.XX			
Methods of Instruction	§ Case Studies § Problem-Oriented Teaching § Presentations § Business Game	<b>Social Settings Used:</b> § Individual Work § Group Work		
Digital Resources	None			
Type of Instruction	<b>Classroom Instruction</b>	<b>Guided Self-Study</b>	<b>Autonomous Self-Study</b>	
Large Class	-	-		
Small Class	8 h	64 h		
Group Instruction	-	-		
Practical Work	-	-		
Seminar	12 h	27 h		
<b>Total</b>	<b>20 h</b>	<b>91 h</b>		
Performance Assessment				
<b>End-of-module exam</b>	<b>Form</b>	<b>Length (min.)</b>	<b>Weighting</b>	
-	-	-	-	
<b>Permitted Resources</b>	-			
Others				
	<b>Assessment</b>	<b>Length (min.)</b>	<b>Weighting</b>	
Case study report & presentation	Grade	-	100,00 %	
Preliminary analysis	Pass/Fail	-	-	
Classroom Attendance Requirement	Mandatory Attendance: Other  Compulsory attendance according to the semester program: - SW1 (Kickoff), - SW5 (8:00-15:35) (business game) - SW10 (case study presentation).			
Language of Instruction/Examination	German			
Compulsory Reading	-			
Recommended Reading	-			
Comments	For the performance assessment in group work (case study report and presentation (100%)), a peer evaluation is carried out in which the group members assess the individual work performance of the other group members. The outcome of this peer evaluation can influence the grading of this performance assessment but the final decision lies with the lecturers.  Please note that <b>attendance is compulsory in SW 5 (8:00-15:35 hrs.)</b> , in which students will carry out a business game with an external company.			