Zurich University
of Applied Sciences

School of
Management and Law

Valid for 2024.FS

Module Name: Legal Tech		
Module Code	w.BA.XX.3LeTec-BL.XX	
Module Description	Digitalization has been advancing in giant steps and has also reached the legal industry. Regulations are being translated into code, documents are being automated, machine learning is being used to analyze large volumes of documents, chatbots and decentralized solutions on the blockchain are being developed, and digital processes are being implemented. Business models and the way legal services are brokered are also changing. More and more companies are now hiring lawyers with IT know-how or computer scientists with legal know-how as so-called legal engineers to develop such solutions in teams of lawyers and software developers. Many tasks are being automated and commercialized, while a new ecosystem consisting of law firms, technology entrepreneurs, academics, and other professionals is emerging. The module - open to students of Business Information Technology and Business Law - combines the worlds of law, business, and technology. In this interdisciplinary setting, participants can contribute their own professional knowledge. Participants will have the opportunity to work with the relevant tools themselves and explore the existing technical possibilities (e.g., image recognition or evaluating natural language, for example in court decisions). They will be able to delve deeper into the technology used in the field of legal tech and, at the same time, take the first steps towards creating their own solutions and applications. The module will provide ample space to discuss potential opportunities and challenges associated with disruptive technological change. Furthermore, experts from well-known relevant companies will provide practical insights.	
Program and Specialization	Business Law	
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	**Module Type:** Compulsory	**Program Phase:** Main Study Period
ECTS	3	
Organizational Unit	W Zentrum für Unternehmensrecht	
Module Coordinator	Philip Hanke (hakk)	
Deputy Module Coordinator	-	
Prerequisite Knowledge	**No** prior technical or statistical knowledge is required for students to participate successfully.	
Contribution to Program Learning Goals (Affected by Module)	§ Professional Competence § Methodological Competence § Social Competence § Self-Competence	
Contribution to Program Learning Objectives	Professional Competence § 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 § Problem-Solving & Critical Thinking § Scientific Methodology § Work Methods, Techniques, and Procedures § Information Literacy § Creativity & Innovation Social Competence § Written Communication § Oral Communication § Teamwork & Conflict Management § Intercultural Insight & Ability to Change Perspective Self-Competence § Self-Management & Self-Reflection § Ethical & Social Responsibility § Learning & Change	
Module Learning Objectives	Students... § know the main features of legal-tech approaches and are able to relate them to each other. § can structure legal regulations as decision trees and represent them in a programming language.	

	§ Can identify key quantitative methods of data-driven legal analysis and apply them in interdisciplinary teams. § can identify areas of law where there are currently no legal tech solutions and design and evaluate a business case for a new product.
Module Content	§ From law to code. An introduction to programming with Python § Machine learning in the cloud and chatbots § Document automation § The blockchain and smart contracts § legal tech products and new business models
Links to other modules	-

Methods of Instruction		**Social Settings Used:**
	§ Lecture § Interactive Instruction § Application Tasks § Case Studies § Exercises § Problem-Oriented Teaching § Project Work § Explorative Learning	§ Individual Work § Pair Work § Group Work
Digital Resources	§ Software § Online documentation	

Type of Instruction	**Classroom Instruction**	**Guided Self-Study**	**Autonomous Self-Study**
Large Class	28 h	28 h	
Small Class	-	-	
Group Instruction	-	-	
Practical Work	-	-	
Seminar	-	-	
Total	**28 h**	**28 h**	**34 h**

Performance Assessment

End-of-module exam	**Form**	**Length (min.)**	**Weighting**
-	-	-	-
Permitted Resources	-		

Others	**Assessment**	**Length (min.)**	**Weighting**
Submission of several short assignments throughout the semester	Grade	-	40,00 %
Meeting the attendance requirement	Pass/Fail	-	-
Presentation	Grade	-	20,00 %
Project assignment	Grade	-	40,00 %

Classroom Attendance Requirement	Mandatory Attendance: 80%
Language of Instruction/Examination	German
Compulsory Reading	-
Recommended Reading	-
Comments	-