

MGT730 Innovation by Design

School: School of Business and Creative Industries

2026 | Session 7

UniSC Sunshine Coast

**BLENDED
LEARNING**

Most of your course is on campus but you may be able to do some components of this course online.

Online

ONLINE

You can do this course without coming onto campus, unless your program has specified a mandatory onsite requirement.

Please go to unisc.edu.au for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1. Description

Digital disruption is the reality for many global enterprises, raising the question: How can human centred innovation address the changing needs of business and society? To be competitive requires a keen understanding of the principles underlying creativity and innovation. This course aims to assist you to develop digital literacy, creativity, and develop innovative approaches for effective problem solving. Real world challenges are incorporated and through design-based thinking, you will examine processes for creatively increasing business and customer value and links to Sustainable Development Goals (SDGs).

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – Interactive online learning activities.	2hrs	Week 1	6 times
Tutorial/Workshop 1 – Scheduled face to face workshops.	3hrs	Week 1	6 times
Information session – Assessment task information and Q&A sessions	1hr	Refer to Format	2 times
ONLINE			
Learning materials – Interactive online learning activities.	2hrs	Week 1	6 times
Tutorial/Workshop 1 – Scheduled online workshops	3hrs	Week 1	6 times
Information session – Assessment task information and Q&A session	1hr	Refer to Format	2 times

1.3. Course Topics

Principles of innovation and sustainable development goals

Human-centred innovation

Design thinking in action

Process innovation

Design thinking and wicked problems

Translating creativity into innovation

Design thinking for technological innovation

Value creation through design thinking

Exploiting open innovation and social networks

Entrepreneurs and design thinking

Disruptive innovation in a digital age for social sustainability

Design thinking to improve technology forecasting

2. What level is this course?

700 Level (Specialised)

Demonstrating a specialised body of knowledge and set of skills for professional practice or further learning. Advanced application of knowledge and skills in unfamiliar contexts.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES	GRADUATE QUALITIES MAPPING	PROFESSIONAL STANDARD MAPPING *
On successful completion of this course, you should be able to...	Completing these tasks successfully will contribute to you becoming...	Association to Advance Collegiate Schools of Business
1 Apply disciplinary knowledge and problem solving to present and share relevant information using digital formats.	Knowledgeable	PC1, PC1.3
2 Demonstrate critical and creative thinking to identify and solve business problems and arrive at innovative solutions.	Creative and critical thinker	PC3, PC3.1
3 Demonstrate an appreciation of the need to embrace, respect and manage diversity and foster inclusivity in a business context.	Ethical	PC3.1, PC5.1
4 Demonstrate an awareness and appreciation of the need to take a sustainable approach to innovation	Sustainability-focussed	PC4.1

* Competencies by Professional Body

CODE	COMPETENCY
ASSOCIATION TO ADVANCE COLLEGIATE SCHOOLS OF BUSINESS	
PC1	Communication
PC1.3	Digital Literacy

CODE	COMPETENCY
PC3	Creative and Critical Thinking
PC3.1	Problem Solving
PC4.1	Social Responsibility and Sustainability
PC5.1	Diversity

5. Am I eligible to enrol in this course?

Refer to the [UniSC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

Enrolled in any PGRD Program

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

Not applicable

5.4. Specific assumed prior knowledge and skills (where applicable)

Management Experience.

5.5. Microcredential Information

Not applicable

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

6.2. Details of early feedback on progress

Prior to submission, feedback from teaching staff and peers can be received in workshops.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Artefact - Creative	Individual	50%	Equivalent of 2000 words (+ / - 10%)	Week 3	Online Assignment Submission with plagiarism check
All	2	Artefact - Creative	Individual	50%	Approx 3000 words	Week 7	Online Assignment Submission with plagiarism check

All - Assessment Task 1: Digital Artefact

GOAL:	To use an innovative format to stimulate and present innovative ideas generation focused on real-world problem/opportunity.		
PRODUCT:	Artefact - Creative		
AUTHORSHIP STATEMENT:			
FORMAT:	Digital artefact		
CRITERIA:	No.		Learning Outcome assessed
	1	Evaluate and reflect on human centred approaches to generate innovative ideas to address real world challenges.	3
	2	Demonstrate knowledge of digital communication and problem solving to creatively present, share and communicate in a business context (incorporating structure, logic, flow, depth and breadth of content)	1
	3	Linking relevant SDG to demonstrate an awareness of sustainability and innovation in design	4
	4	Apply critical and creativity to develop innovative solutions to business problems	2
GENERIC SKILLS:	Communication, Problem solving, Information literacy		

All - Assessment Task 2: Design thinking in action

GOAL:	To apply design thinking to a wicked problem, link to SDGs, identify issues and innovative solutions and apply theory to practice.		
PRODUCT:	Artefact - Creative		
AUTHORSHIP STATEMENT:			
FORMAT:	Creative presentation		
CRITERIA:	No.		Learning Outcome assessed
	1	Apply disciplinary knowledge and problem solving to present and share relevant information using an innovative digital format.	1
	2	Apply critical and creative thinking and take an entrepreneurial approach to the steps of design thinking to explore a wicked problem and link this to the SDGs	2
	3	Demonstrate an awareness and appreciation of the need to take a socially responsible and sustainable approach to innovation using design thinking	4
GENERIC SKILLS:	Communication, Problem solving, Organisation, Information literacy		

7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Student workload is calculated at 12.5 learning hours per one unit.

8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Canvas site— Please log in as soon as possible.

8.1. Prescribed text(s) or course reader

There are no required/recommended resources for this course.

8.2. Specific requirements

N/A

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the health and safety risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the [online induction training for students](#), and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

10.2. Assessment: Additional Requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:

- (a) The final mark is in the percentage range 47% to 49.4%; and
- (b) The course is graded using the Standard Grading scale

10.3. Assessment: Submission penalties

Late submissions may be penalised up to and including the following maximum percentage of the assessment task's identified value, with weekdays and weekends included in the calculation of days late:

- (a) One day: deduct 5%;
- (b) Two days: deduct 10%;
- (c) Three days: deduct 20%;
- (d) Four days: deduct 40%;
- (e) Five days: deduct 60%;
- (f) Six days: deduct 80%;
- (g) Seven days: A result of zero is awarded for the assessment task.

The following penalties will apply for a late submission for an online examination:

Less than 15 minutes: No penalty
From 15 minutes to 30 minutes: 20% penalty
More than 30 minutes: 100% penalty

10.4. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit <https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

10.5. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The [Student Charter](#) sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

10.6. General Enquiries

For course-specific questions, contact your teaching staff or Course Coordinator.

For other enquiries or to access support, please contact Student Central:

- [UniSC Student Central](#)
- [UniSC Adelaide Student Central](#)