

Digital Transformation Project / Practicum

# Elevate your skills with practical, ethical digital innovation strategies





## Develop key skills for leading ethical digital transformation

Gain the tools to design and implement responsible digital innovation strategies.

To participate in this module, learners must have successfully completed the Digital Transformation module and earned at least 30 ECTS. This course centres on creating and managing digital innovation projects, incorporating advanced models for text, image, audio, video and data production. It prioritises ethical practices in digital development and explores the responsibilities associated with synthetic media, preparing learners to handle contemporary digital challenges thoughtfully and effectively.

### Learning objectives

After completing this hands-on project module, learners will be able to:

**Synthesise** knowledge from core areas of the programme to propose, develop, and evaluate a significant digital transformation project for a specific industry or business.

**Apply** project management principles to plan, execute, and deliver a practicum.

**Analyse** the current state, identify opportunities for digital innovation, propose a transformation strategy, and outline the steps for implementation.

**Demonstrate** professional communication skills by presenting and defending their project outcomes.

**Reflect** on the ethical implications and sustainability of their project within a global and societal context.

## Criteria — are you eligible?

- **Language proficiency:** Minimum B2 English proficiency, or 2 years' work or education in an English-speaking environment. IELTS: 6.0; TOEFL PBT: 600; TOEFL CBT: 200; TOEFL iBT: 100. Alternatively, proficiency may be assessed via a test or interview.
- **Education:** Relevant EQF Level 6 qualification required in a relevant field including but not limited to: computer science, IT, engineering, maths, business, or economics. Without this you will have an interview and assessment to evaluate certifications, qualifications or professional experience.  
[\\*EQF levels explained](#)
- **Residency:** This EU co-funded programme is open to all [EU27](#), EEA, UK and Ukrainian nationals with a passport or valid ID from one of these countries.

### Digital Transformation Project

## A vital element of the Digital4Business network

This project gives learners hands-on experience and in-depth knowledge of problem-solving abilities, project management skills, and learn to apply emerging technologies.

With guidance from both industry professionals and academic mentors, students benefit from a well-rounded experience that prepares them for leadership roles in the evolving digital landscape.

## Experience cutting-edge learning with digital transformation techniques

This fully online course leverages modern teaching approaches tailored to digital transformation. The learning structure includes live interactive lectures, self-paced independent study, and hands-on lab work. Tutors guide students through advanced problem-solving, gamified learning experiences, and flipped classroom models.

Students will create a digital transformation plan and deliver a comprehensive research report, paired with a software-based artefact. Continuous assessments ensure progress, with the project proposal contributing 30% and the final report and artefact making up 70% of the total grade.

### Time commitment

- Classroom and demonstrations: 12 hours
- Practical work/tutorials: 12 hours
- Independent learning: 226 hours
- Total: 250 hours

### Credit points

- 10 ECTS

# Full course content

**The Digital Transformation Project / Practicum** is a 10 ECTS module delivered over 2 hours per week for 12 weeks — 1 hour of live classes and 1 hours of asynchronous study with provided materials, with a significant component of independent study. The schedule of topics to be addressed each week is outlined below:

- **Introduction and Project Proposal Development**
  - Overview of module objectives, expectations, and project proposal guidelines.
- **Research Methodologies**
  - Techniques for conducting a literature review and selecting appropriate research methodologies.
- **Project Management for Digital Projects**
  - Applying principles from "Risk & Change Management in Digital Environments" to plan digital projects.
- **Ethical Considerations and Sustainability in Digital Projects**
  - Insights from "Data Governance and Ethics" on incorporating ethical practices and sustainability.
- **Core Area Integration into Practicum Development**
  - Integration of the core area of specialisation into project development. Namely: Data Science for Business, AI for Business, Cybersecurity for Business, and/or Cloud Computing for Business.
- **Project Development Workshop**
  - Hands-on session to develop and refine projects with peer and instructor feedback.

- **Project Presentation and Communication Skills**
  - Enhancing communication skills for presenting complex projects.
- **Project Evaluation and Reflection**
  - Evaluating projects based on set criteria and reflecting on learning outcomes and future research directions.
- **Project Showcase and Viva**
  - Final presentation of projects to an audience, including a viva voce examination.

# Thank You!

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