

Liverpool John Moores University

Title: Management Simulation and Personal Development Portfolio
Status: Definitive
Code: **4600FTKHM** (118793)
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool Business School
Teaching School/Faculty: Liverpool Business School

Team	Leader
Maureen Royce	Y

Academic Level: OTH **Credit Value:** 24.00 **Total Delivered Hours:** 36.00

Total Learning Hours: 240 **Private Study:** 204

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	24.000
Seminar	12.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	Business S		50.0	
Report	Personal D		50.0	

Aims

On successful completion of this module, students should be able to:

- 1. Identify areas for current and future personal development through the completion of a Learning Log during business simulation and through self-reflective exercises within the Personal Development Portfolio*
- 2. Demonstrate a critical awareness of the practical issues that arise in the world of work*
- 3. Critically evaluate personal strengths and weaknesses through the completion of*

an E-portfolio

4. Critique own leadership style and understand impact on performance of leadership styles, power, influence and conflict resolution

5. Analyse social interaction and team working skills and identify areas for current and future development

Learning Outcomes

After completing the module the student should be able to:

- 1 Identify areas for current and future personal development through the completion of a Learning Log during business simulation and through self-reflective exercises within the Personal Development Portfolio
- 2 Demonstrate a critical awareness of the practical issues that arise in the world of work
- 3 Critically evaluate personal strengths and weaknesses through the completion of an E-portfolio
- 4 Critique own leadership style and understand impact on performance of leadership styles, power, influence and conflict resolution
- 5 Analyse social interaction and team working skills and identify areas for current and future development

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Business Simulation	1	2	3	4	5
Results an Personal Development Portfolio	1	2	3	4	5

Outline Syllabus

1. Business Simulation

- *Role assignment (Board of Directors, Management Board, HR Manager, QA Manager, Risk Management Manager, Marketing Manager, ICT Manager, etc)*
- *Research for role play to solve an organisational problem*
- *Task sharing and goal accomplishment (Meeting agenda, presentations, board discussions, decision-making, etc)*
- *Communication and persuasion*
- *Self-reflection*
- *Personal development*

2. Learning Log

- *Transferable Skills Audit*
- *Transferable Skills Acquisition*
- *Learning Log completion detailing skill acquisition*
- *Overview of Management Experience*

- *Key lessons learned*

3. *Personal Development*

- *Learning Style*
- *Management Style*
- *Problem Solving; decision-making*
- *Interpersonal Skills Development*
- *Time Management Skills*

4. *Self-reflection*

- *Personal Background, personality, values, beliefs*
- *Cultural Background, values, beliefs*
- *SWOT analysis*
- *Identification of areas of strength and areas for development*
- *Development plans*

5. *The Future*

- *Personal Development Objectives*
- *Networking*
- *Continuing Professional Development*

Learning Activities

Student learning will be assessed by individual E-portfolio completion, completion of business simulation exercise and learning logs.

References

Course Material	Book
Author	Peter Honey
Publishing Year	2006
Title	Personal Development Plans
Subtitle	
Edition	
Publisher	Peter Honey
ISBN	

Course Material	Book
Author	Alan, Garth Rhodes, David Young
Publishing Year	2009
Title	Getting Started with University-Level Work Based Learning
Subtitle	
Edition	

Publisher	Libri
ISBN	

Course Material	Book
Author	Ian Cunningham, Graham Dawes, Ben Bennett
Publishing Year	2004
Title	The Handbook of Work-Based Learning
Subtitle	
Edition	
Publisher	Gower
ISBN	

Notes

Providing the context for application of theories and concepts to the workplace, the management simulation will take the form of participation in a business game where learners will apply the knowledge they have gained to resolve a workplace problem incorporating role play. Students will assess their skill acquisition across the programme and prepare a Personal Development E-Portfolio which they can use subsequently to aid career choice and continuing professional development. Learners will complete Learning Logs as they progress to facilitate recording of skill acquisition. The module will also contain a series of Guest Lectures by Managers from various industry and service sectors.