

Liverpool John Moores University

Title: Management Simulation and Personal Development Portfolio
Status: Definitive
Code: **7503DBSMGS** (119366)
Version Start Date: 01-08-2012

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

Team	Leader
Alistair Beere	Y

Academic Level: FHEQ7 **Credit Value:** 15.00 **Total Delivered Hours:** 36.00

Total Learning Hours: 150 **Private Study:** 114

Delivery Options

Course typically offered: Runs Twice - S1 & S2

Component	Contact Hours
Lecture	24.000
Tutorial	12.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	AS1	Business Simulation Results and Learning Logs	50.0	
Portfolio	AS2	Personal Development Portfolio	50.0	

Aims

To provide a framework from which students can critically analyse the issues involved in applied management practice through a business simulation
To outline a developmental plan tailored to their own needs detailing current and future action points
To contextualise the role of managers in achieving organisational strategic objectives
To provide a system of analysis that can be used by business people in their future careers

To potentially identify issues for further research to form the basis of the research dissertation

Learning Outcomes

After completing the module the student should be able to:

- LO1 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
- LO2 Demonstrate a critical awareness of the practical issues that arise in the world of work
- LO3 Critically evaluate personal strengths and weaknesses through the completion of an E-portfolio
- LO4 Critique own leadership style and understand impact on performance of leadership styles, power, influence and conflict resolution
- LO5 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 & Logs	LO 1	LO 2	LO 4	LO 5	
Personal Development Portfolio	LO 1	LO 2	LO 3	LO 4	LO 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

Students will undertake a business simulation practical exercise and prepare a Learning Log to identify skills acquired. Students will participate in management role plays which will give them practical experience of representing business areas within their remit. They will be required to undertake research to facilitate their role, to present their findings and to use persuasion and communication skills to aid competition.

Classes will take place in traditional lecture format with built-in group and individual work to aid self-reflection and personal development planning.

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	Ian Cunningham, Graham Dawes, Ben Bennett
Publishing Year	2004

Title	The Handbook of Work-Based Learning
Subtitle	
Edition	
Publisher	Gower
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	

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.