MSc Digital Innovation & Management

	Critical and innovative thinking	Collaboration and management	Design and programming	Digital literacy and flexibility	Sustainability and ethics
Description of skills	Identify stakeholder needs, desires, and contexts. Know how to address issues with IT-technology and create desirable, feasible, and viable solutions in a scientific way. Ability to critically reflect on solutions and their implications.	Build the right business model, products, IT strategies and governance processes to develop a viable business or accelerate an existing business. Ability to productively work with people from diverse backgrounds, disciplines, and contexts.	Design high quality digital services, experiences, platforms, hardware and software technologies fitting for the task, the users, and the context. Know what coding is and implies, and/or ability to code.	Effectively make sense of information technologies to identify, evaluate, and create content and successfully communicate information and ideas. Ability to adapt swiftly to rapidly shifting trends in a changing ecosystem.	Aware of the potential and challenges of digitalization for humans, organizations, societies, and nature. Demonstrate social and societal responsibility, creativity and originality to ensure sustainable and secure IT solutions.
Programme-specific skills	Understand of the role of IT in organisations from critical and strategic perspectives. Analyse and improve processes and information flows in organisations. Employ academic literacy to evaluate policy in any related domain.	Define and manage organisational change, especially in projects involving IT. Assess and communicate the consequences of choosing different methods for accomplishing goals in organisations. Act as a translator, collaborator, or facilitator in interdisciplinary IT-development projects.	Write and analyse code in a programming language. Recognise the role of legacy software in organisations. Have knowledge of software and system maintenance and repair processes. Design and use data visualisation methods for decision-making in organisations.	Translate and facilitate between technical experts and other parts of the organization. Have knowledge of tools for IT project management. Provide critical reflection on the role of data and IT in organisation settings for diverse stakeholders. Use computational literacy to analyse, explain, and solve complex problems.	Critically assess the consequences of IT use for organizations and societies. Reflect on changing relations in work practices with regards to gender, race, ethnicity in a global context. Translate between social concerns and organizational policies/strategies.

Working as a researcher, chief information officer, R&D manager, process manager, consultant, product owner or in related professions in the public or private sector.

Pursing a PhD in a related field (Science and Technology Studies, Information Systems, Sociology, Anthropology, Business Administration, Organizational Studies, etc.)

IT UNIVERSITY OF COPENHAGEN