



MALTA UNIVERSITY CONSULTING

**EXPRESSION OF INTEREST FOR IN-HOUSE TRAINING COURSE:
IDEAS AND INNOVATION
in the
ICT/Digital Gaming Sectors
(16 hours)**

Aim and contents of course: To acquire a deeper understanding of theoretical and practical aspects related to creativity and idea generation, opportunity evaluation, and innovation management, with particular focus on the ICT / digital gaming sector

Course outline: The course is split into four parts as follows:

1. Introduction to creativity and idea generation
2. Application of CPS (Creative Problem Solving)
3. Analysing the feasibility of ideas and opportunities
4. Managing innovation in organisations

Learning outcomes: By the end of this course, participants will be able to:

- Define organisational creativity and innovation
- Explain the importance of creativity and innovation for organisational survival, growth and success
- Apply the CPS technique
- Analyse ideas and opportunities related to the ICT/ digital gaming sector
- Design and implement innovation management strategies in ICT/ digital gaming organisations

Delivery style: Lectures and interactive workshops to be delivered at the place of work

Course Tutors:

- Professor Sandra Dingli
- Dr Leonie Baldacchino
- Dr Margaret Mangion
- Ms Shirley Pulis Xerxen

Brief bio data for each academic is available at: <http://www.um.edu.mt/create/staff>

Certification: Participants who attend at least 80% of the sessions will be awarded a Certificate of Attendance issued by Malta University Consulting Ltd.

For further information kindly contact: Malta University Consulting Ltd, Robert Mifsud Bonnici Street, Lija.

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