

Designing Technology – Session I

Kick-Off

20 October 2025

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Industry Partner

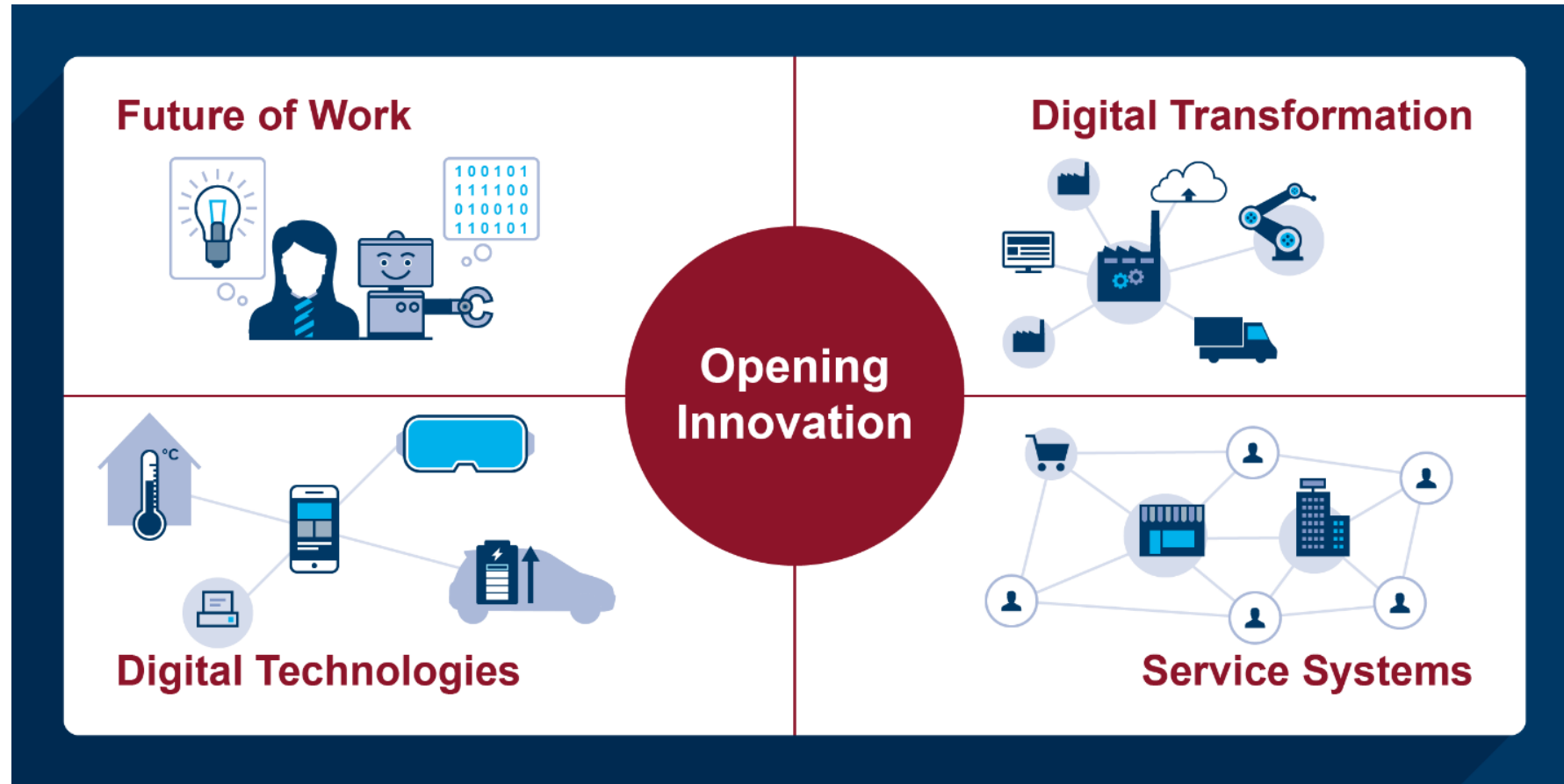
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- 1 Course Organisation**
 - 2 Working Mode during the Course**
 - 3 Q&A**

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Our research focus at Wi1

Topics and perspectives

www.wi1.rw.fau.de



Wi1 Team

Who are the people of Wi1



Wi1 Team



Prof. Dr. Kathrin M. Möslin

Chair



Prof. Dr. Angela Roth

Co-Chair



Monika Hanisch

Office Management / General
Questions



Nina Lugmair

Research associates



Joni Riihimäki

Research associates



Timon Sengewald

Research associates



Dr. Natalie Breutner

Research associates



Dr. Sascha Julian Oks

Research associates



Eike Trost

Strategische Partnerschaften



Janik Wadlinger

Strategische Partnerschaften



Matthäus Wilga

Research associates



Layla Hajjam-Demir

Research associates



Tizian Kernstock

Research associates



Spyridon Georg Koustas

Research associates



Timucin Yapar

Research associates



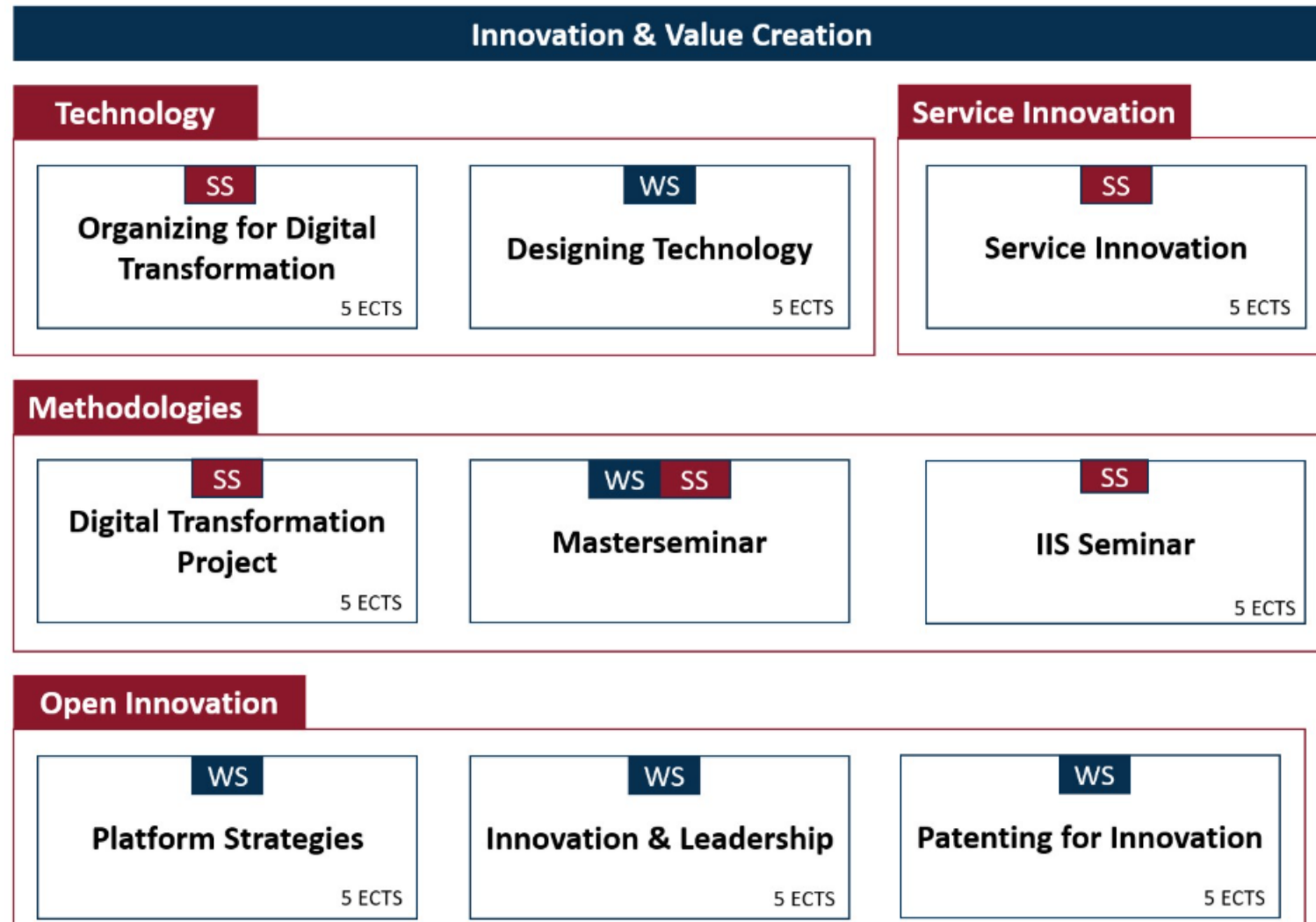
Larisa Zaburdaeva

FAUconnect, Central Research
Institutions, Emerging Fields
Initiative (EFI)

Research Projects at Wi1

What we work on



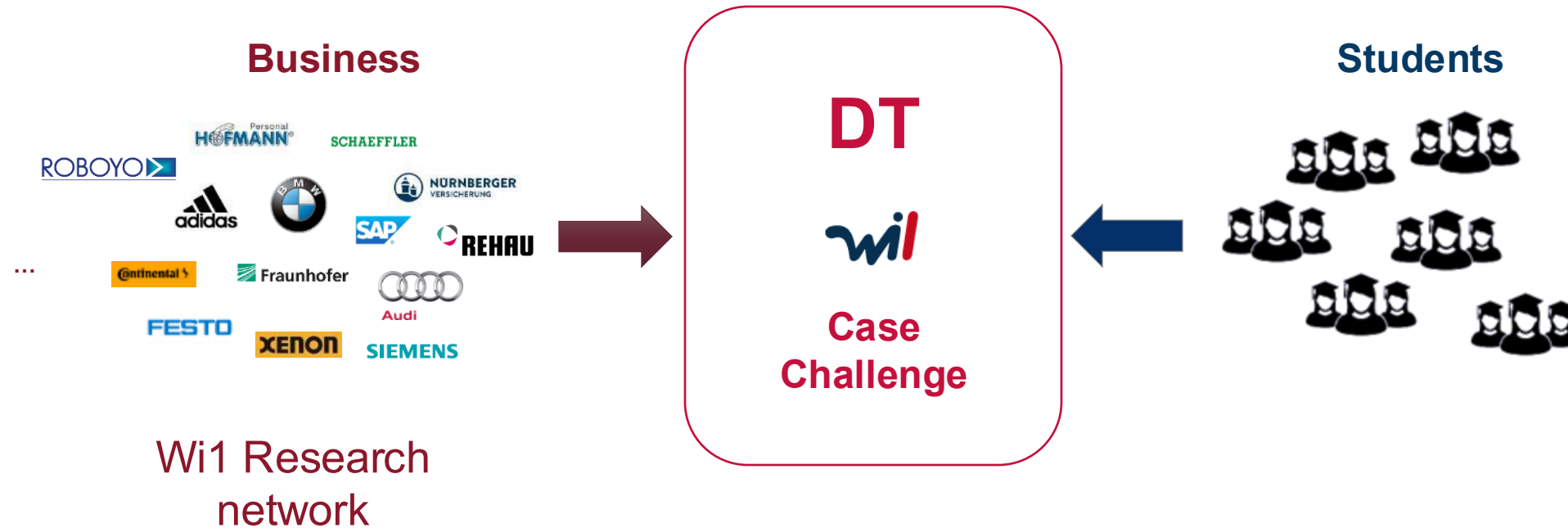




- Systems Thinking
- Cybernetics
- Resource Analytics
- Dynamic Capabilities

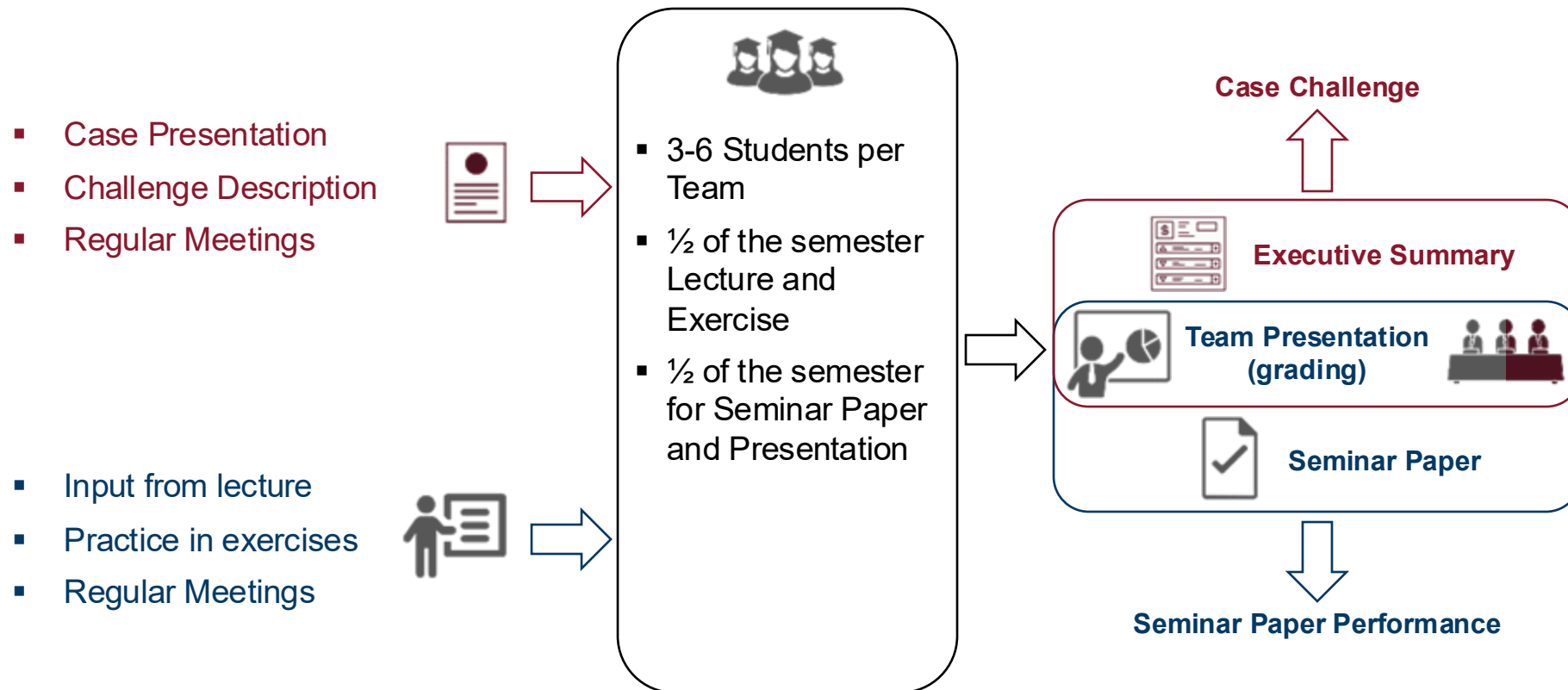
- Design Thinking
- Heuristic Search
- Evolutionary Models
- Project Management

Course Outline



General Concept

How it works



The Syllabus

All you need to know about the course



Chair of Information Systems -
Innovation & Value Creation



Friedrich-Alexander-Universität
Fachbereich Wirtschafts- und
Sozialwissenschaften | WiSo

Designing Technology (DT)

Module 57074

Winter Term 25/26

Syllabus

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www.wi1.fau.de | Lange Gasse 20, 90403 Nürnberg

Case Partner:



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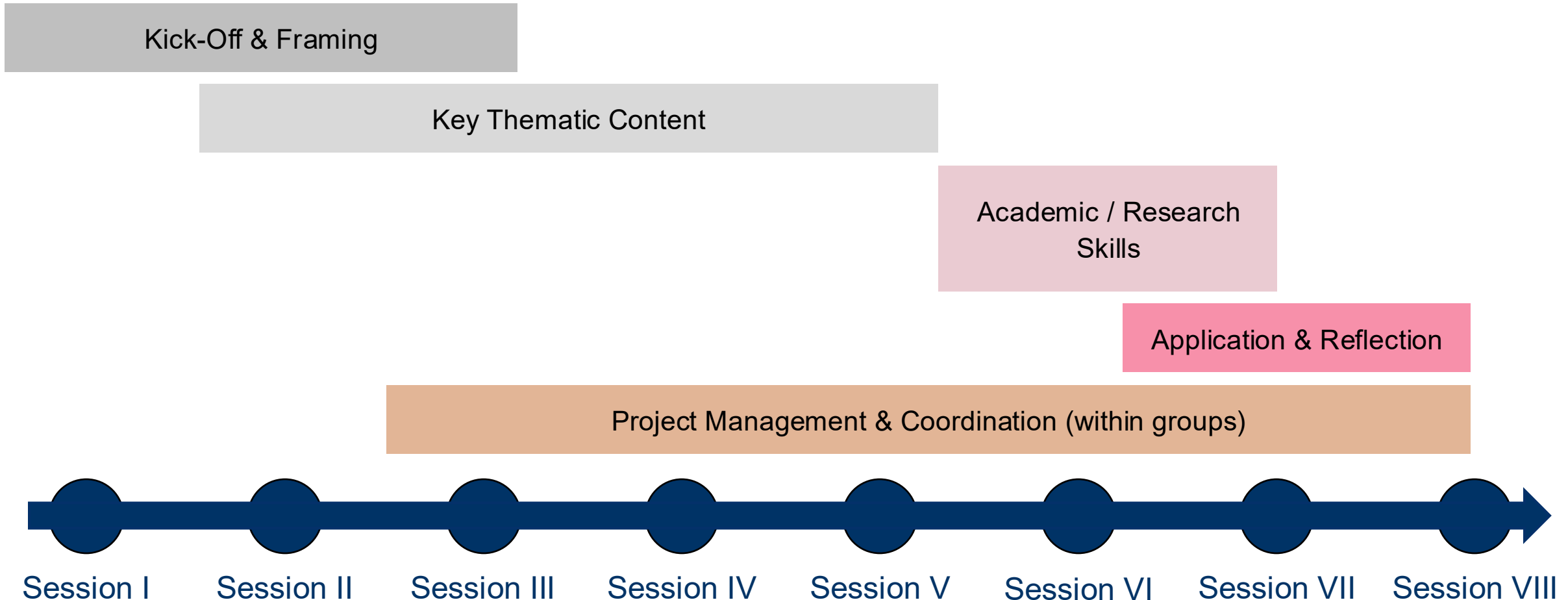
Course Schedule

Sessions and exam deadlines



Session	Date	Time
Session I <i>Course Kick-Off & Case Introduction</i>	20.10.25	13:15 – 14:30
Session II <i>Innovation, Digital Transformation & Resilience</i>	27.10.25	13:15 – 14:45 15:00 – 16:30
Session III <i>Problem Framing & Research Project Management</i>	05.11.25	11:30 – 13:00
Session IV <i>Theoretical & Technological Foundations</i>	10.11.25	13:15 – 14:45 15:00 – 16:30
Session V <i>Governance, Trust & Risk in Innovation Networks</i>	17.11.25	13:15 – 14:45 15:00 – 16:30
Session VI <i>Writing & Presenting Research Projects</i>	26.11.25	11:30 – 13:00
Session VII <i>Mid-Term-Presentation</i>	08.12.25	10:00 – 13:00
Session VIII <i>Final Presentation of Research Project</i>	11.02.26	12:00 – 15:00
Hand-In for Written Assignment	27.02.26	23:55

This Course has a Lecture-guided Format with a Project-based Application of Learnings



Examination:

The course grade will be determined based on the following mode of evaluation:

- Research Project (50%) (partly team work) (70742)
 - Written Assignment (50%) (partly team work) (70741)
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These measures are
independent of the group size.

Scope of the paper

- The length of the paper should be between 20-30 pages, which is measured by word count. This corresponds to 6,500-10,000 words.
- Templates are on the website
- In addition, we have a whole “how to write seminar papers” session

Scope of the presentation

- The duration of the presentation should be within 30 min +/- 3 min. We suggest around 15 min presentation of the business case and 15 min demonstration (Mock-Up)
- The presenters should have more or less equal length of speaking time
- In the last session we focus on presentation skills and “how to present in business”

Plagiarism is a serious offence!

Designing Technology



What is plagiarism?

- Plagiarism is the unauthorized use or close imitation of the language and thoughts of another author and the representation thereof as one's own original work

There is a zero tolerance policy for plagiarism!

- Each assignment will be checked for plagiarism using a variety of methods
- Any case of plagiarism will be reported to the board of examiners

Consequences of plagiarism

- The final grade will be a 5.0
- The paper containing suspected plagiarism will be forwarded to the board of examiners, who will decide about further consequences. Plagiarism is a serious offence that can lead to severe consequences like a removal from the register of students

- Link for the final registration until
24th October, 13:15 PM

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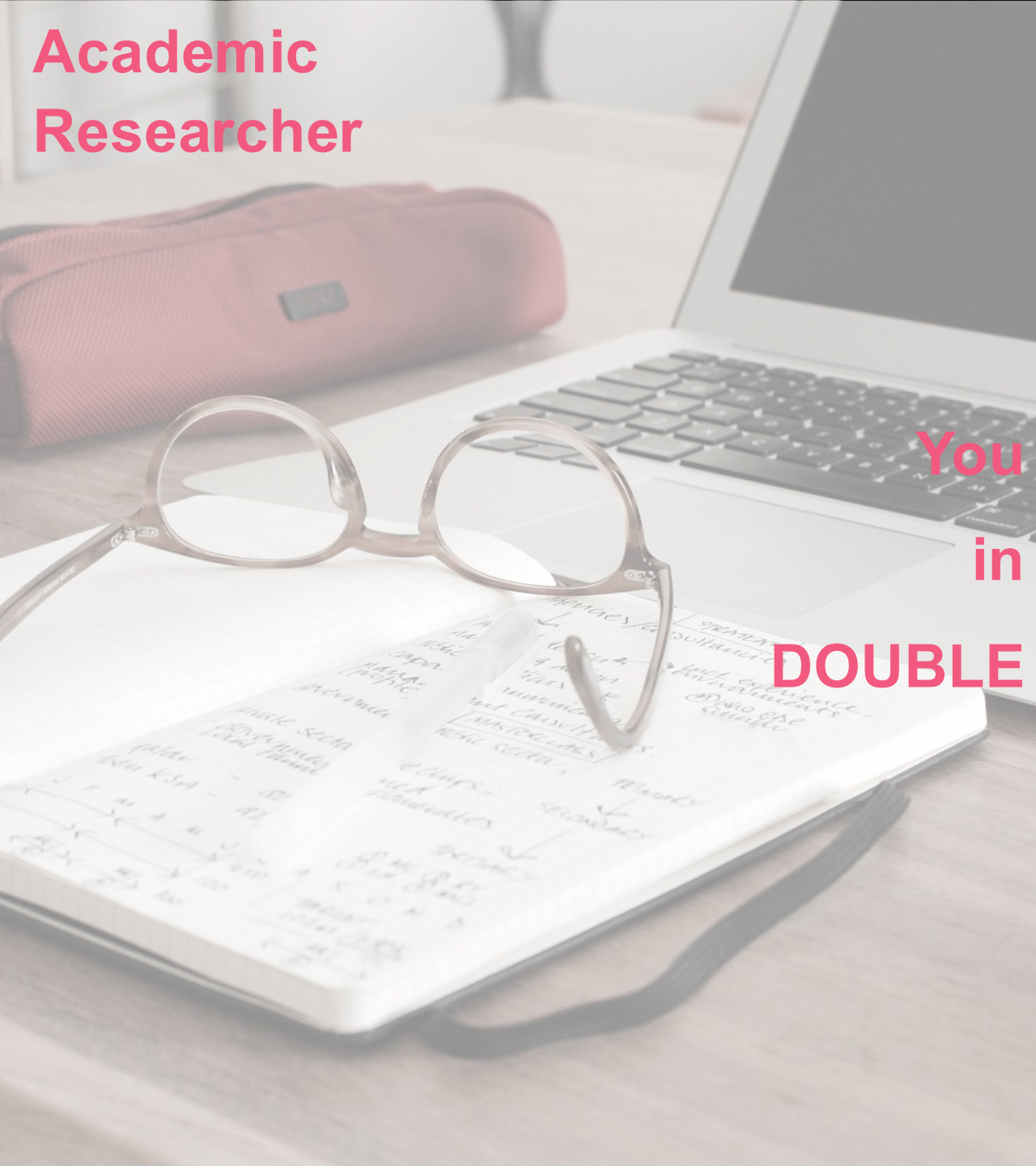
- Students organise themselves in teams by registering for the groups on StudOn (3-6 students per group) after session 2
- We have 2 teams for each of the 3 use cases. Choice is up to you and follows a first-come, first-served manner.
- Please ensure that each team has a diverse background. e.g., focus on business, IT, informatics, PM

1 Course Organisation

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3 Q&A

**Academic
Researcher**



**You are
in a
DOUBLE**

**Developer for
Businesses**

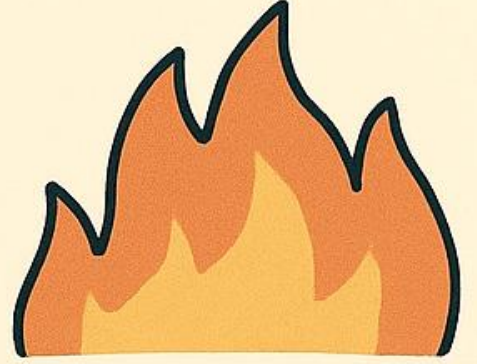
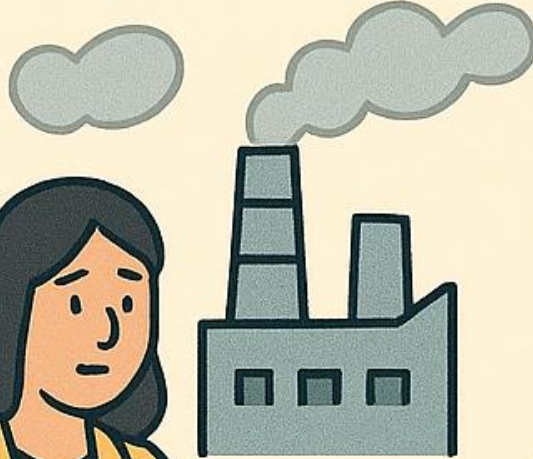
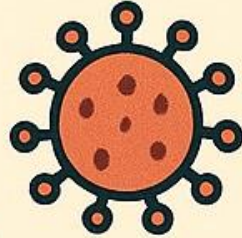


ROLE

VALUE NETWORKS FOR RESILIENCE



**ECONOMIC
DOWNTURN**



**SUPPLY
CHAIN
DISRUPTION**



PANDEMIC



Project Resikomp

Strengthening the resilience of value creation networks through competence pooling

ResiKomp is a project that aims to strengthen the resilience of value networks in sectors like automotive and IT by enabling rapid access to critical skills during crises. Using digital competence pools, companies can identify key expertise, simulate disruptions with AI, and share resources across networks, fostering collaboration, trust, and effective crisis response.



What is Co-creation?

What chatbots have to say

ChatGPT

Co-creation is a **collaborative process** where **multiple stakeholders**—like customers, employees, citizens, or partners—actively contribute to the **design, development, or improvement** of products, services, or solutions. Instead of being passive recipients, they become **creative** participants.

Perplexity.ai

Co-creation is a **collaborative process** in which **multiple stakeholders**—such as companies, customers, employees, partners, or even citizens—**work together** to develop new products, services, solutions, or ideas. The core principle is that value is generated not just by the organization alone, but through the **active involvement** and **input of external participants** throughout the entire development process

Consensus

Co-creation is a **collaborative process** where **multiple stakeholders**, such as customers, employees, or community members, **actively participate** in creating or improving products, services, or experiences. This approach **leverages the collective expertise** and **insights** of these parties to enhance outcomes across various fields, including marketing, public health, and education.

What is Resilience?

What chatbots have to say

ChatGPT

Resilience is the **ability to adapt, recover, and grow stronger** in the face of challenges, setbacks, or change. It involves **maintaining** a positive mindset, emotional stability, and problem-solving capacity under stress, allowing individuals or systems to **bounce back** from difficulties while **learning and improving** from the experience.

Consensus

Resilience involves the **capacity to withstand, recover, and grow** from challenges, rather than simply returning to a previous state. It is **not a fixed trait** but a multifaceted, evolving process **shaped by interactions** between individuals and their environments, encompassing biological, psychological, social, and systemic factors. Definitions emphasize positive adaptation in the face of adversity, the ability to "bounce back," and, in some contexts, transformation or growth following hardship.

Perplexity.ai

Resilience is the **ability to adapt and recover** from adversity, stress, trauma, or challenging situations in a timely and effective manner. It involves maintaining or quickly regaining one's physical, mental, and emotional stability despite difficulties. Resilience is not about avoiding pain or stress but about **facing hardships** with flexibility, strength, and a positive outlook, often **becoming stronger** and more resourceful through the experience. It includes **coping strategies**, social support, and a constructive perception of stress, allowing individuals or systems to bounce back while preserving core functions and growth.

There are 2 Teams for each of the 3 Use-Cases

Overview of use cases

1 Simulation & Risk Awareness

Case 1A

Digital Crisis Simulation Tool

Case 1B

Governance of Crisis Simulations



2 Shared Knowledge & Resource Platforms

Case 2A

Design of a Collaborative Information Hub

Case 2B

Incentives for Sharing Information Across Companies



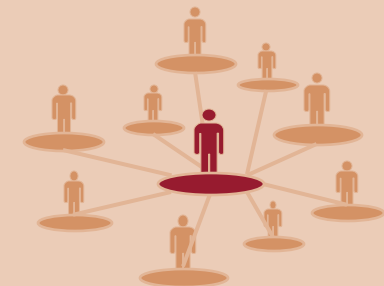
3 Human-Centred Collaboration

Case 3A

AI-based Support for Crisis Knowledge Transfer

Case 3B

Organizational Training & Crisis Preparedness



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Q&A



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Thank you for your attention!



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