

<b>Module Code:</b>	BUS581
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<b>Module Title:</b>	Financial Technology and Innovation
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<b>Level:</b>	5	<b>Credit Value:</b>	20
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<b>Cost Centre(s):</b>	GAMG	<u>JACS3</u> code:	N212
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<b>Faculty:</b>	Social & Life Sciences	<b>Module Leader:</b>	tbc
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Scheduled learning and teaching hours	30 hrs
Guided independent study	170 hrs
Placement	0 hrs
<b>Module duration (total hours)</b>	<b>200 hrs</b>

BSc (Hons) Financial Technology Management	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BSc (Hons) Computer Game Design & Enterprise	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BSc (Hons) Computer Game Design & Enterprise (with Industrial Placement)	<input checked="" type="checkbox"/>	<input type="checkbox"/>

<b>Pre-requisites</b>
None

**Office use only**

Initial approval: 29/06/2018

Version no:1

With effect from: 24/09/2018

Date and details of revision: Approved as a shared module in UG Computing revalidation, approved 28/11/18 for Sep 19

Version no:2

## Module Aims

Several governments over the world have placed Financial technology (FinTech) and innovation at the heart of their economic development strategies. This module aims to equip students with the key concepts of FinTech and the drivers behind it. Through this module, students will learn and understand how financial technology and innovation create business values. By the end of the module students should have the knowledge of concepts and logics on using Python and APIs for business purposes. They will also be able to identify business opportunities and to suggest corresponding financial technology and innovative solutions.

## Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Assess how financial technology and innovation is impacting on businesses and the drivers behind this.	KS1	KS5
		KS3	KS6
		KS4	
2	Apply the concepts and logics on using Python and APIs for business purposes	KS1	KS5
		KS3	KS6
		KS4	
3	Design, evaluate and implement different operational plans to commercialise innovation and technology project.	KS1	KS5
		KS3	KS6
		KS4	
4	Evaluate the use of financial technology and suggest innovative solutions for creating business value.	KS1	KS5
		KS3	KS6
		KS4	KS10

## Transferable skills and other attributes

- ability to collaborate and plan
- contribute proactively
- display data effectively using a variety of methods
- study, writing, IT skills
- communication skills
- meeting objectives

**Derogations**

None

**Assessment:**

Indicative Assessment Tasks:

**Indicative Assessment:**

This assessment contains two components. Component 1 requires students to undertake a piece of research to assess emerging technologies in Finance. Component 2 requires students to identify business opportunities according to their findings from component 1 and then to suggest corresponding financial technology and innovation solutions.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1 ,2, 3, 4	Report	100%	N/A	4000

**Learning and Teaching Strategies:**

According to the learning outcomes, lectures will allow concepts, theories and principles to be outlined. Tutorials and activity-based sessions will provide further use of real world business examples in applying relevant concepts, theories and principles into practice. In addition, students will be encouraged to undertake self-directed study and further research on selected topics to acquire additional perspectives which will provide them with a deeper understanding of the topics covered.

**Syllabus outline:**

1. The concepts and driving forces of Financial Technology (FinTech)
2. Innovation and business opportunities
3. Idea generation theories and techniques
4. Creating business value by using technologies
5. Programming with Python
6. Application Programming Interface (API) in practice
7. Technology adoption and implementation
8. Technology life cycles
9. Innovation commercialisation and project management

**Indicative Bibliography:****Essential reading**

Chishti, S. and Janos, B. (2016) The FINTECH Book: The Financial Technology Handbook for Investors, Entrepreneurs and Visionaries, John Wiley & Sons.

**Other indicative reading**

Sironi, P (2016) Fintech Innovation - From Robo-advisors to Goal Based Investing and Gamification, 1st edition, John Wiley & Sons.

Dempsey, R. (2015) Python Business Intelligence Cookbook, 1st edition, Packt Publishing Ltd.

William, J. (2016) FinTech: The Beginner's Guide To Financial Technology, CreateSpace Independent Publishing Platform.

Leong, K and Sung, A. (2018) FinTech (Financial Technology): What is it and how to use technologies to create business value in FinTech way, International Journal of Innovation, Management and Technology, 9(2).

Leong, K and Sung, A. (2017). FinTech in Europe and it's challenges, International Accountant, 94, p12-13.

**Journals:**

International Journal of Innovation Management

International Journal of Business Innovation and Research

Industrial Marketing Management

Harvard Business Review

MIS Quarterly

**Websites:**

[www.managers.org.uk](http://www.managers.org.uk)

[www.python.org](http://www.python.org)