



*Pioneering Socioeconomic Solutions
& Development*

Module Code: IE 18

Module Title: The Art of Visualisation & Curiosity

Faculty: Postgraduate Resilience Economy

1-Level: 9 Semester: Three

Credits: 10

2- First year of presentation: 2024

3- Pre-requisite or co-requisite modules:

1.0 Allocation of study and teaching hours

Student hours allocation	Student Hours	Staff hours
Lectures (Taking Discussion Notes, Participation in Visits and Active Contribution)	10	50
Practical classes/ Presentations/ Inspiration Labs (Module Project & Presentation)	35	20
Self-directed study, Set reading etc. (Student case studies)	15	_____
Assignments – preparation and writing	15	10
Examination (Open Book) – Assessment	25	20
TOTAL	100	100

2.0 Brief description of aims and content

The module focus on visualisation and curiosity which are both important keys for any Inspiration Economy project. The students would learn how visualise and to develop their curiosity through ‘learning by doing’. The module expects all the students would explore how to design a curious life through choosing the paths of ‘what’ and ‘why’ followed by ‘how’ to design curiosity. Curiosity anatomy and psychology are discussed. The students would get acquainted with the formula of: Curiosity + Focus = Visualisation. Curiosity anatomy and psychology are discussed to give importance of ‘why we should design and live a curious life?’. Then, ‘what is the importance of a curious life to creating a differentiate inspiration economy outcome?’ i.e. How would curiosity differ when we try to find the ‘right problem’ or ‘right solution’?

3.0 Learning Outcomes

The students of this module will have acquired the following learning and experience:

- ✓ Critically Understand why it is important in inspiration economy to visualize and be curios to establish ‘inspiring models’
- ✓ Evaluate when and how: Inspiration Economy Models are created through visualization or curiosity.
- ✓ How to test the role of visualization and curiosity in addressing the different communities & organizational situations.
- ✓ Effectively illustrate visualization and curiosity in real-life situation.
- ✓ Apply critical thinking in analyses and syntheses of the visualization and curiosity in the different Inspiration Economy projects.



4.0 Cognitive/Intellectual skills/Application of Knowledge

Having successfully completed all the modules of resilience economy, students should be able to:

- ✓ see opportunities inside contemporary and future challenges, using lots of positive psychology techniques;
- ✓ Solve, Develop, Improve life and livelihoods conditions in the communities, whether in urban or rural areas.
- ✓ Specialise in eliminating poverty, improving equality, and empower the vulnerable.
- ✓ Work on creating participatory community programs in collaboration with government and NGOs.
- ✓ Identify opportunities and work on improving of fostering collective strategies to maximise the successes from the management of change efforts.
- ✓ work with the employees to improve the culture of the organisation and adapt to new conditions or ensure the transition or transformation to the new state.

5.0 General Transferable Skills

Having successfully completed all the modules of Resilience economy programme, students should be able to:

- ✓ Identify, or exploit opportunities around the problem and then to analyse them to develop short- and long-term solutions.
- ✓ Be Unique in research, and creativity, besides can work with diversified teams.
- ✓ Demonstrate profound knowledge in the field of Resilience Economy and its related practice while applying its relevant theoretical and practical frameworks.
- ✓ To synthesise and critically evaluate with empathy challenges, problems, ideas, opportunities and observations from multiple sources and from different perspectives, i.e. with holistic thinking, in order to develop coherent and evidence-based arguments.
- ✓ Creatively and systematically address complex socioeconomic issues and develop practical and innovative solutions.

6.0 Indicative Content

- ✓ Introduction to the techniques of visualisation and curiosity
- ✓ Reviewing how Inspiration Economy Models are influenced by visualization and curiosity
- ✓ Experimenting with visualisation and curiosity in the field
- ✓ Researching how can Inspiration Economy Experts utilize curiosity and visualize current 'live models'
- ✓ Creating Models for Curiosity-driven Project Outcomes

7.0 Learning and Teaching Strategy

<i>Month</i>	<i>Date</i>	<i>Topics covered</i>	<i>CILOs</i>	<i>Teaching Method</i>	<i>Assessment</i>
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1	Sep	Introduction to the techniques of visualisation and curiosity	1,2	Lecture/ Discussion	Active Participation
2	Oct	Reviewing how Inspiration Economy Models are influenced by visualization and curiosity	1,2,3	Lecture/ Case Studies, Students Presentations & Discussion	Assignment #1
3	Nov	Experimenting with visualisation and curiosity in the field	2,3,4	Lecture/ Discussion/ Projects/ Case Study	Case #1 Inception of Module Project
4	Dec	Researching how can Inspiration Economy Experts utilize curiosity and visualize current 'live models'	3,4,5,6	Research Analysis Application	Research & Active Participation
5	Jan	Creating Models for Curiosity-driven Project Outcomes	2	Lecture/ Students Presentations, Discussion	Project Continuation
Jan			Open Book Exam		

8.0 Assessment Strategy

- Taking Discussion Notes,
- Participation in Visits and Active Contribution
- Assignments
- Students Case Studies
- Module Project & Presentation
- Final (Open Book Exam)

9.0 Assessment Pattern

Components	Weighting (%)	Learning objectives covered
In-module assessment:	30%	
Taking Discussion Notes, Participation in Visits and Active Contribution		1,2,3,4,5,6
Assignments		
Students Case Studies		
Final assessment:	70%	
Module Project & Presentation	45%	
Final Assessment (Open Book Exam)	25%	1,2,3,4,5



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10.0 Strategy for feedback and student support during module

Each Presentation is marked, marks post on the module Web on the University Postgraduate Online Campus Platform, with immediate feedback (direct contact with the student or contact through the online modules platform); Specimen examination papers and solutions available.

11.0 Indicative Resources

Besides the international references in the relevance to the module, the following are the IIEP published research:

Book of Reference No 1

Buheji, M (2019) *Designing a Curious Life*, AuthorHouse, UK.
ISBN- 9781728386171

Book of Reference No 2

Buheji, M. (2018) *Re-Inventing Our Lives, A Handbook for Socio-Economic "Problem-Solving"*, AuthorHouse, UK. ISBN- 978-1-5462-9840-3.

Paper References

- Buheji, M (2020) *Optimising the 'Economics of Curiosity' for Better Future Foresight. Tracking how Curiosity Can Solve Future Socio-Economic Challenges.* American Journal of Economics, 10(1): 21-28.
- Buheji, M (2019) *Enhancing Human Capacity. Curiosity as an Example,* International Journal of Inspiration & Resilience Economy 2019, 3(1): 0-0
- Buheji, M (2019) *Shaping Future Type of Poverty - The Foresight of Future Socio-economic Problems & Solutions - Taking Poverty as a Context- Beyond 2030,* American Journal of Economics, 9(3): 106-117.
- Buheji, M (2020) *'Visualising Resilient Communities'*, Authorhouse Publishing, UK. (Published in Feb).
- ISBN 978-1-7283-9928-7.
- Buheji, M (2019) *Influence of visualised reflection on 'solving socio-economic problems' - a case from youth economy forums,* Int. J. Innovation and Learning, 25 (1), pp. 1-16.

12.0 Other resources used (e.g. e-Learning, field visits, periodicals, software, etc.):

- a) Additional required materials will be provided throughout this module in a soft copy.
- b) Field Visits will be arranged based on students availability in the Morning or Afternoon to certain entities that have managed to bring solutions for complex problems, or have a problem that needs to be investigated.



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- c) Case Studies of both Resilience and similar concepts that lead to love models creation that influenced the socio-economy.