

Global Virtual Teams “App” Project

Introduction:

This project is designed to enable students at the participating universities (**Koblenz University of Applied Sciences** in Germany and the **University of Tirana** in Albania) to work collaboratively in global virtual teams. Students from Germany are enrolled in the elective “International Experience” (B 25), and students from the University of Tirana are enrolled in the Management Information Systems (MIS-IE3). Each team will be asked to conduct research, design, and develop a pitch for an “app” that addresses a problem at a business/organization (including one or more team members’ current place of employment), or at your respective universities or/surrounding community. (Note: parking apps are “off limits” as they have been overdone at this point.) All teams that complete the project will receive a “virtual project completion badge”, which they can showcase on their resumes. Representatives from leading global tech companies will also be helping to select the top-performing team for the project. Having these credentials will be particularly helpful in light of the high demand for skills in cross-cultural communication, teamwork, leadership, “app” design and prototyping, and other technology skills that can be demonstrated through the project.

Phases of the Project

Phase 1 – Digital Onboarding (6–12 October 2025)

Deliverables

- Each student joins their assigned global team via OLAT and accesses the team workspace.
- Each team member completes their OLAT profile and uploads a short self-introduction video.
- All students complete the 16personalities test and upload results to OLAT.
- Team availability is shared on OLAT.
- Each team holds an internal introductory exchange asynchronously via OLAT messaging or video updates.

Phase 2 – Virtual Get-Together Phase (13–19 October 2025)

Deliverables

- First team video conference held via Zoom (recorded).
- Personality test results, team strengths, weaknesses, and collaboration preferences are discussed.
- Meeting agenda, minutes, and recording uploaded to OLAT.
- First team dynamics and task distribution reflection.

Phase 3 – Team Contract Phase (20–26 October 2025)

Deliverables

- Drafting and uploading of the Team Contract.
- Roles, responsibilities, meeting rules, communication expectations, and strategies for conflict resolution are defined.
- Optional: Upload the initial version of the Project Plan.
- Designation of Task/Subtask Leaders within the team.
- Upload the contract and documentation to OLAT.

Phase 4 – Ideating Phase (27 October – 2 November 2025)

Deliverables

- Identify a relevant problem at a university, workplace, or community.
- Define the app idea: purpose, features, target market.
- Conduct competitor research and outline your app's unique positioning.
- Ongoing documentation and resource exchange via OLAT.

Phase 5 – Market Research & Prototyping Phase (3–9 November 2025)

Deliverables

- Create a visual prototype/mock-up of the app.
- Test the app with at least four target users and collect structured feedback.
- Refine your app idea and prototype based on user feedback.
- Conduct a virtual feedback session (Task 6) following the Fiber Tower model.
- Upload the recording and individual write-up to OLAT.

Phase 6 – Final Pitch Presentation Week (10–16 November 2025)

Deliverables

- Create a 7–10 minute pitch video, using tools like Zoom, Keynote, Prezi, or PowerPoint.
- Presentation must include: the problem, the user, the app design and functionality, differentiators, and user feedback improvements.
- Upload a video to YouTube as unlisted/public and share the link on OLAT.
- Peer voting for the strongest pitch opens.

Phase 7 – Evaluation Phase (17–20 November 2025)

Deliverables

- Submit peer evaluations via CATME.
- Engage in a debrief session with your team (recommended).
- Each student completes their Final Reflection and uploads it to the university platform, OLAT.

20 November – Grading Day

- Final evaluation of deliverables, peer feedback, and team contributions completed.

21 November – Celebration Day

- A virtual get-together to celebrate the conclusion of the Global Virtual Teams App Project and recognize outstanding work.

Phase	Date	Tasks
Phase 1 – Digital Onboarding	6–12 October 25	<ul style="list-style-type: none"> - Join the team via OLAT and access the workspace - Complete OLAT profile and upload intro video - Complete 16personalities test and upload results - Share availability on OLAT - Internal asynchronous team exchange via OLAT
Phase 2 – Virtual Get-Together	13–19 October 25	<ul style="list-style-type: none"> - Hold first Zoom video conference (recorded) - Discuss personality test results, strengths, weaknesses, and collaboration preferences - Upload meeting agenda, minutes, and recording to OLAT - Reflect on initial team dynamics and task distribution
Phase 3 – Team Contract	20–26 October 25	<ul style="list-style-type: none"> - Draft and upload Team Contract - Define roles, responsibilities, communication, and conflict resolution strategies - Optionally upload the initial Project Plan - Assign Task/Subtask Leaders - Upload all documentation to OLAT
Phase 4 – Ideating	27 October – 02 November 25	<ul style="list-style-type: none"> - Identify a relevant problem to address - Define app idea: purpose, features, target market - Conduct competitor research and define app positioning - Document and exchange resources on OLAT
Phase 5 – Market Research & Prototyping	03–09 November 25	<ul style="list-style-type: none"> - Create a visual prototype/mock-up of the app - Test the app with at least four users and gather feedback - Refine the app based on user feedback - Conduct virtual feedback session (Fiber Tower model) - Upload recording and individual write-up to OLAT
Phase 6 – Final Pitch Presentation	10–16 November 25	<ul style="list-style-type: none"> - Create a 7–10 min pitch video using presentation tools - Include all required content in the video - Upload a video to YouTube and share on OLAT - Peer voting for the best pitch opens
Phase 7 – Evaluation	17–20 November 25	<ul style="list-style-type: none"> - Submit peer evaluations via CATME - Team debrief session (recommended) - Submit Final Reflection via OLAT
Grading Day	20 November 2025	- Final evaluation of deliverables and team contributions
Celebration Day	21 November 2025	- Virtual event to celebrate project conclusion

Grade Breakdown:

Personal profile with picture created & mini videos exchanged on OLAT	20 points
Personality Assessment conducted, uploaded and discussed	20 points
Meeting Agenda posted via OLAT for a minimum of four meetings	20 points
Meeting Minutes posted via OLAT for a minimum of four meetings	20 points
Meeting Recordings posted via OLAT for a minimum of four meetings	20 points
Team Contract shared, discussed, revised and signed by all	40 points
Virtual Feedback Session conducted, recorded and uploaded	30 points
Peer Evaluation (CATME) conducted after submitting pitch presentation	40 points
Peer Evaluation Results	40 points
Active Engagement/Participation in Project	40 points
Final Presentation	100 points
Vote Submitted for Strongest App Pitch	10 points
Possible points/ grade scale (*refer to your class's respective grading scale for how to interpret these points)	400 points *)

Project Engagement Expectations:

In order to meet the learning objectives and professional development goals of the project, it is essential that all team members are actively engaged in the project from start until finish. Active engagement means:

- Being prepared for and actively participating in each required team meeting.
- Being responsive (i.e., responding within at least 48 hours during the school week) to team communication via OLAT and other communication channels established by the team.
- Fulfilling all assigned roles/responsibilities for the project.

As part of the Team Contract, teams are expected to clearly outline strategies that will be taken by the team to engage all of its members in the project as well as consequences for noncompliance of the project engagement and other team expectations and to enforce these expectations accordingly.

In extreme cases (if a team member is not adequately engaged in the project, despite the team's best efforts to involve them) the team may request, with instructor approval, for that team member to be removed from the team. Students that are removed from their teams would have to complete the remainder of the project on their own. Their grade for earlier parts of the project may also be reevaluated following an investigation of their contribution.

Course Specific Requirements:

In addition to the tasks outlined above students will also be required to complete the following “course-specific” tasks in order to meet the learning objectives of their particular course. The timeframe and grade breakdown for these additional requirements will be provided by the instructor of the respective course.

International Competence (B 25: International Experience):

Final Debriefing: You will be asked to discuss your learning of team dynamics, team leadership and your personal development through the Global Virtual Teams “App” project experience. You will be asked to make specific connections to the course content and your CATME Peer Evaluation results as well as the virtual feedback session in supporting your arguments. Additional details on the debriefing are available on OLAT.

Digital Transformation and Its Impact on People, Teams, and Systems (MIS-IE3):

Pre-Project Reflection: At the beginning of this course on digital transformation, students will complete a reflection on how digital change has impacted their roles or industries, particularly regarding people, teams, and systems. Reflect on your experience working within or leading teams through technological changes. Identify your strengths and weaknesses when it comes to adapting to new systems and leading digital initiatives.

Additionally, students will outline their approach to managing or supporting digital transformation processes within teams. How do you plan to lead or contribute in a context where technological disruption is constant? As part of this reflection, students are encouraged to develop specific professional development goals related to embracing digital tools, improving team collaboration in virtual environments, and optimizing systems for better performance. These goals will serve as touchpoints throughout the semester to assess your growth in navigating digital transformation.

Final reflection: In the final reflection, you will discuss the impact of digital transformation on team dynamics, leadership, and system integration. Drawing from your course experiences and project involvement, examine how your understanding of digital tools and technologies has evolved. How has this shift affected your ability to lead or collaborate with teams?

You will be asked to connect your insights to specific course materials, while also incorporating outside research where applicable. Additionally, you will analyze your progress based on the personal development goals set during the pre-project reflection, emphasizing how you have grown in managing or contributing to digital transformation efforts.

Details of this final reflection will be made available on the course platform.

Key Contacts:

- Jens Andreas Faulstich, M.A., faulstich@hs-koblenz.de
- Tea Tavanxhiu, PhD(c), tea.tavanxhiu@unitir.edu.al