Kvalifikationer der indgår i IIM.dk

Oversigt over de kvalifikationer/nøgleord som angives i en censorforespørgsel. Oversigten giver et indtryk de faglige områder som censorkorpset dækker.

Alle censorer har ved deres ansøgning markeret 20 personlige og prioriterede kvalifikationer fra denne liste. Fordeling af censoropgaver foregår via Censor-IT systemet: Når der oprettes en eksamen i systemet, sendes der en forespørgselsformular til 5 censorer udvalgt ud fra 1-3 kvalifikationer. Forespørgslen inkluderer et link til kursusbeskrivelsen eller en uddybende beskrivelse af projektet/specialet ved eksamener baseret på projekt/speciale rapporter. Det er censors ansvar at orientere sig grundigt i beskrivelsen af eksamensopgaven for selv at vurdere hvorvidt man er kvalificeret og egnet til at tage opgaven.

1. AI, chatbots
2. AI, ethics
3. AI, Explainable (XAI)
4. AI, Generative, Large Language Models (GAI/LLM)
5. AI, in an organizational context
6. AI, Machine Learning (AI/ML)
7. AI, strategy
8. Analysis of web and social media
9. Big Data and Big Data Analytics
10. Blockchain
11. Business and IT
12. Business models and understanding
13. Change management
14. Citizen Science Research
15. CoDesign
16. Communication
17. Communication, strategic
18. Computer Supported Cooperative Work (CSCW)
19. Concept development
20. Critical theory, critical design
21. Data Science
22. Data Visualization
23. Democracy and IT
24. Design processes
25. Design research, research for/into/through design
26. Design theory
27. Didactics, pedagogy, learning
28. Digital aesthetics
29. Digital Business Strategy
30. Digital Capabilities
31. Digital citizenship, citizens online

32. Digital culture and society
33. Digital data Ethics
34. Digital data Trust
35. Digital economy
36. Digital transformation
37. Digitalization
38. Diversity and inclusivity
39. Drones
40. E-learning
41. Embodied interaction
42. Enterprise architecture and design
43. Ethnography
44. Evaluation studies
45. Game culture
46. Game development
47. Game psychology
48. Game theory and criticism
49. Gender and queer theory
50. Green technologies (climate technologies, climate IT)
51. Health Informatics
52. Human Computer Interaction (HCI)
53. Human robot interaction
54. Hybrid work
55. Information Infrastructures (II)
56. Information Systems (IS)
57. Infrastructuring
58. Innovation
59. Interaction design
60. IT governance
61. IT in an organizational context
62. IT strategy
63. Kids, youth and IT
64. Knowledge Management (KM)
65. Mobile design and services
66. Narrative
67. Network Theory
68. Online communities
69. Organizational -theory, -change, -development
70. Organizational implementation
71. Organizational post-implementation (benefit realization, -management)
72. Participatory Design
73. Performance design
74. Process Improvement
75. Programming
76. Project management

77. Prototyping
78. Public IT and infrastructure
79. Qualitative methods
80. Quantitative methods
81. Research (Censor has a PhD and is an active researcher)
82. Robots
83. Science and Technology Studies (STS, ANT, SCOT etc.)
84. Security, cybersecurity, IT security
85. Service design
86. Social media
87. Software platforms and ecosystems
88. Software Studies (software art and culture)
89. Sound studies
90. Studium Generale
91. Surveillance society and IT
92. Sustainability (of IT, management of)
93. Systems development
94. Tangible interaction
95. Target audience/group analysis
96. Technology history and philosophy
97. Usability
98. User Experience Design (UX)
99. Virtual Reality, Augmented Reality