

Subject name:	Innovation in law: Legal Tech, Legal Design and the practice of the digital age
Subject coordinator:	dr. Aczél-Partos Adrienn
Responsible department:	Legal Informatics Education Group
Category of the subject:	written assignment
Position of the subject in the curriculum:	3.
Required preliminary studies:	-
Language of the subject:	Hungarian
Brief subject description:	<p>Innovation in Law: Legaltech, Legal Design and the Practice of the Digital Age aims to provide students with an in-depth understanding of the fundamental elements of legal innovation, in particular in the areas of legaltech and legal design. The course emphasises an understanding of the technological foundations, such as data analytics, artificial intelligence and document automation, and how they can be applied in law.</p> <p>Taking into account the training and output requirements, the course will focus primarily on the area of legal discipline-specific professional knowledge. However, as the subject explores technological solutions and innovative approaches to law in the digital age, it is also closely linked to the optional subjects related to core professional knowledge.</p>
Theoretical knowledge to be acquired:	Upon completion of the course, students will acquire skills and knowledge that will help them to adapt to the legal environment of the digital age and to effectively apply innovative tools and methods in legal practice. As a result, they will be able to improve the quality, efficiency and accessibility of legal services and contribute to legal innovation in general.
Practical knowledge to be acquired:	<ol style="list-style-type: none"> 1. Introduction to Legal Innovation Overview of legaltech and legal design concepts, the evolving role of lawyers in the digital age, and the significance of innovation in legal practice. 2. Technology in Law I – Data and AI Fundamentals of data analytics and artificial intelligence, with emphasis on their application within legal processes. 3. Technology in Law II – Automation Introduction to document automation and related digital tools, exploring efficiency gains and practical use cases in law. 4. Design Thinking in Legal Practice I Core principles of human-centered design and its relevance in solving legal challenges. 5. Design Thinking in Legal Practice II – User Research Methods of user research in legal contexts; understanding client needs to inform service design. 6. Prototyping and Testing I – Innovation Lab Turning legal service ideas into prototypes, testing with users, and iterating based on feedback. 7. Project Work I – Real-world Legal Innovation Launching group projects on real legal problems; ideation, planning, and initial concept development.

	<p>8. Ethics and Technology in Law Legal and ethical issues raised by emerging technologies: privacy, AI ethics, and digital rights.</p> <p>9. Legal Operations and Interdisciplinary Collaboration Managing legal services efficiently and working across disciplines (e.g. tech, design, business).</p> <p>10. Project Work II – Data Privacy and Legal Tech Compliance Further project development; introduction to GDPR and data security requirements in legal innovation.</p> <p>11. Digital Legal Marketing and Client Engagement Using digital tools to build legal brands, communicate effectively with clients, and enhance service visibility.</p> <p>12. Final Session – Project Presentations and Reflection Student-led project presentations and a reflective discussion on skills, challenges, and insights from the course.</p>
List of the most important required literature (2–4 pieces) with bibliographical details	<p>The lectures and exercises.</p> <p>Klára Gellén, Law, Innovation, Competitiveness. Budapest, Wolters Kluwer, 2017. ISBN 9789632956763</p> <p>Books in the Technology Law Textbooks Module.</p>
List of the most important recommended literature (2–4 pieces) with bibliographical details	<p>Gyekiczky Tamás: Legal Systems in the Digital Society - The Digital Society and the Relationship between Legal Systems. Budapest, Wolters Kluwer, 2020. ISBN 9789632959405</p> <p>Ida Engholm: Quick Guide to Design Thinking, Strandberg Publishing, 2021. ISBN 9788792949059</p> <p>Michael Lewrick, Patrick Link, Larry Leifer: Design Thinking Playbook - Mindful Digital Transformation of Teams. Products, Services, Businesses and Ecosystems. John Wiley & Sons Inc., 2018.</p> <p>Omar Hatamleh - Tillesch György: Mastery and Intelligence - Taking Control of Our Destiny in the Age of AI. Budapest, Libri, 2021. ISBN 9789634338291</p>
Applied teaching methods:	During the semester, group work will take place in several practical sessions. Knowledge transfer during individual classes primarily occurs through presentations. To complete the course requirements, students will prepare and submit a group project at the end of the semester.
Form of evaluation	Written assignment (in three-grade system)
Evaluation criteria:	A written test is a form of assessment. The student is required to make a presentation during the semester. 2 absences are allowed, if more than 2 absences are allowed, the student will be refused a signature. They will work in groups for a few sessions and will be awarded points for these assignments, which will be added to their test score and the PPT they have prepared.

Contribution of the subject to the acquisition of competence elements as defined in the Training and Outcome Requirements.	a) knowledge: T8, T9, T12, T17, T18 b) skills: K3, K5, K6, K10, K12, K14, K16, K27, K31, K32 c) attitude: A1, A2, A6, A7, A13, A18 d) autonomy and responsibility: F3, F4, F8
Lecturer(s) involved in the teaching of the subject:	dr. Vági Renátó