

Subject card

Subject name and code	Decision-making Processes in Management (Simulation game), PG_00156006						
Field of study	Management						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2024/2025		
Education level	Master's studies		Subject group		Obligatory subject group in the field of study Subject group related to scientific research in the field of study		
Mode of study	part-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	2		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Marek Kalinowski				
	Teachers		dr Marek Kalinowski				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	12.0	0.0	0.0	0.0	0.0	12
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	12		14.0		24.0	50
Subject objectives	Enabling students to make business decisions in simulated decision-making game conditions for training analytical, negotiation and communication competences						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[ZARZMU2_U04] The student can creatively apply management and quality studies knowledge in professional practice.	He/she can use his/her knowledge in the field of management in simulated conditions of a decision-making game in a way that allows the achievement of game goals	[SU2] presentation/project/paper/report
	[ZARZMU2_W01] The student has an expanded knowledge of the social sciences with particular emphasis on the discipline of management and quality sciences and understands their connections with other social sciences.	In the area of the game universe, it takes actions aimed at attracting, retaining and motivating employees using appropriate tools	[SW2] presentation/project/paper/report
	[ZARZMU2_K06] The student is ready to work in, contribute to or manage groups. Takes the initiative when working in a group. The student can lead and supervise a team.	He/she works in work teams, participates in task distribution processes, interacts with members of other teams, reacts to the actions of antagonistic teams	[SK5] implementation of a problem task
	[ZARZMU2_K05] The student is ready to make an in-depth assessment of phenomena and justify his position through rational, logical and entrepreneurial use of knowledge - basing his assertions and decisions on an in-depth analysis of the information he receives.	He/she is able to correctly analyze the data and estimate the probability of occurrence of specific situations in simulated conditions of a decision-making game and, on this basis, take rational action	[SK8] observation of student's independent or team work
	[ZARZMU2_K03] The student is aware of the need to identify critical complex problems, including economic and social ones, and to plan ways to solve them under changing and unpredictable conditions.	In the course of the game,he/she analyzes the changing conditions related to the labor market, the activity of competition, the availability of resources, the demand for goods, and also manages money	[SK8] observation of student's independent or team work
	[ZARZMU2_U05] The student can correctly select and apply advanced, complex methods and tools used in management and quality studies.	Independently selects tools for analyzing data occurring in the game in order to take effective actions based on the obtained results to achieve a high score in the game	[SU5] implementation of a problem task
Subject contents	1. Presentation of the rules of the game 2. Proper gameplay3. Discussion of the course of the game4. Discussion of decisions made by participants		
Prerequisites and co-requisites	Fundamentals of management, human resource management		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Game Report	51.0%	100.0%
Recommended reading	Basic literature	1. R.W. Griffin, Podstawy zarządzania organizacjami, wyd. 3, PWN, Warszawa 2017. 2. Zarządzanie zasobami ludzkimi, W. Golnau (red.), Cedewu, Warszawa 2010	
	Supplementary literature	1. Zarządzanie kadrami, T. Listwan (red.), C.H Beck, Warszawa 2010	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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