

Subject card

Subject name and code	The Application of Serious Games in Management, PG_00163472						
Field of study	Finance and Accounting, Information Science and Econometrics, Management						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2024/2025		
Education level	postgraduate studies		Subject group				
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	1		ECTS credits		1.0		
Learning profile	academic		Assessment form				
Conducting unit	Faculty of Management						
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	15.0	0.0	0.0	0.0	0.0	15
	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	15		10.0		20.0	45
Subject objectives	Providing students with knowledge about the use of games in areas related to the organization 's activities and the ability to develop training games						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[ZARZMU2_W14] The student has a structured, expanded detailed knowledge of the selected specialty in the field of management.	The student has extended knowledge of the use and development of serious games	[SW1] oral statement/ conversation/discussion
	[FiRMU2_U06] The student creatively uses the acquired knowledge in various scopes and forms to solve problems in finance and accounting that arise in business practice. The student knows the limitations of the usefulness of the applied knowledge.	The student demonstrates creativity in identifying elements of game mechanics and composing game systems that are a simplified simulation of selected problems related to running a business	[SU2] presentation/project/paper/ report
	[FiRMU2_K02] Cooperation: - the student can harmoniously interact and work in a group, assuming various roles in the group, including leadership and supervision of the group, - can agree with the group on goals and division of tasks, - is open-minded, respecting the differences of other team members.	The student is able to create training game projects in cooperation with other students and present the results of the team's work	[SK2] presentation/project/paper/ report
	[IiEMU2_W03] The student has an in-depth knowledge of man as a subject who creates economic structures and institutions.	The student has extended knowledge of the expectations of users of training games, both trainers and participants of the games, and of the solutions that can be used	[SW1] oral statement/ conversation/discussion
	[IiEMU2_K04] The student can work in a team, co-create it, effectively manage and supervise it; efficiently adapts his behavior and conduct to his role in it; is ready to take responsibility for the team and bear the consequences; understands the necessity of systematicity and consistency in action; is open to other team members and critical of himself.	The student is able to create training game projects in cooperation with other students and present the results of the team's work	[SK2] presentation/project/paper/ report
	[ZARZMU2_U04] The student can creatively apply management and quality studies knowledge in professional practice.	Based on the acquired knowledge in the field of management sciences, the student is able to create simple training games illustrating selected problems in the field of business	[SU2] presentation/project/paper/ report
	[FiRMU2_W03] The student has an expanded knowledge of man as an entity that creates economic structures and the motives of his actions.	The student has extended knowledge of the expectations of users of training games, both trainers and participants of the games, and of the solutions that can be used	[SW1] oral statement/ conversation/discussion
	[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.	The student is able to create training game projects in cooperation with other students and present the results of the team's work	[SK2] presentation/project/paper/ report
	[IiEMU2_U03] The student is able to identify, to an in-depth degree, the institutional-legal and social constraints on the functioning of economic structures and institutions and reflect them in modeling, forecasting and optimization.	The student is able to identify significant limitations of the functioning of an organization and reflect them in models such as decision-making games	[SU2] presentation/project/paper/ report
Subject contents	1. The essence of games and "serious games" 2. Serious games - historical overview 3. Advantages and disadvantages of using serious games 4. Types of serious games 5. Rules for the use of serious games 6. Principles of designing serious games 7. Entities that create and use serious games		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Project	51.0%	100.0%

Recommended reading	Basic literature	1. M. Łączyński, Gry szkoleniowe. HRtraining, Warszawa 2013 2. A. Balcerak, J. Woźniak, Szkoleniowe metody symulacyjne, GWP, Gdańsk 2014
	Supplementary literature	1. The Strategic Management Virtual Game Method In Business Education, red. Aleksandra Gawęł, Maciej Pietrzykowski, IUSatTAX, Warszawa 2014
	eResources addresses	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed		
Work placement	Not applicable	

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