

Subject card

Subject name and code	Team Project, PG_00143833						
Field of study	Informatics						
Date of commencement of studies	October 2025		Academic year of realisation of subject			2027/2028	
Education level	Bachelor's studies		Subject group			Obligatory subject group in the field of study Optional subject group	
Mode of study	part-time studies		Mode of delivery			at the university	
Year of study	3		Language of instruction			Polish	
Semester of study	5		ECTS credits			6.0	
Learning profile	academic		Assessment form			credit	
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Mikołaj Czechlewski				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	30.0	0.0	0.0	30
	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	30		0.0		120.0	150
Subject objectives	Students' practical application of the acquired knowledge and skills in the field of cooperation within a team working to create an IT system. As part of the course, students will have the opportunity to plan and implement an IT project based on cooperation tools (version control systems, task trackers) and agile software development methodologies in teams of 3-4 people.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[INFL3_K02] understands the need and appreciates the advantages of teamwork, understands the necessity of systematic work on team IT projects, is ready to work actively in a team	The student understands the need and appreciates the advantages of teamwork, understands the need to systematically work on team IT projects, is ready to actively work in a team	[SK2] presentation/project/paper/report [SK8] observation of student's independent or team work
	[INFL3_U06] is able to design, create, run and test programs using dedicated tools and adequate templates	The student can design, create, run and test programs using dedicated tools and appropriate patterns	[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work
	[INFL3_U04] is able to work in a team of IT specialists, manage his time and make commitments and meet deadlines, communicate using various techniques including dedicated tools	The student is able to work in a team of IT specialists, manage their time and make commitments and meet deadlines, communicate using various techniques, including the use of dedicated tools	[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work
	[INFL3_U09] is able to assess the suitability of programming paradigms and tools for solving problems of various types	The student can assess the usefulness of programming paradigms and tools for solving various types of problems	[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work
	[INFL3_U05] is able to obtain information from literature, the Internet and other sources, integrate it, assess its reliability, make interpretations and draw conclusions and form opinions	The student is able to obtain information from literature, the Internet and other sources, integrate it, assess its credibility, interpret it, draw conclusions and formulate opinions	[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work
	[INFL3_U02] can precisely formulate questions to deepen one's understanding of a given topic or find missing elements of reasoning	The student can precisely formulate questions to deepen one's understanding of a given topic or find missing elements of reasoning	[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work
	[INFL3_K01] knows the limitations of his own knowledge and understands the need for further learning	The student knows the limits of his own knowledge and understands the need for further learning	[SK8] observation of student's independent or team work
	[INFL3_W04] has structured knowledge in the field of software engineering, software specifications, validation and verification, and tools supporting the software development process	The student has structured knowledge in the field of software engineering, software specifications, validation and verification, and tools supporting the software development process	[SW2] presentation/project/paper/report
	[INFL3_K04] understands and appreciates the importance of intellectual honesty in his own and others' actions; acts ethically	The student understands and appreciates the importance of intellectual honesty in one's own and other people's actions; acts ethically	[SK2] presentation/project/paper/report [SK8] observation of student's independent or team work
	[INFL3_K03] is able and ready to formulate opinions on basic IT issues	The student is able and ready to formulate opinions on basic IT issues	[SK2] presentation/project/paper/report [SK8] observation of student's independent or team work
Subject contents	- IT project planning. - Project assumptions, including specification of functional and non-functional requirements. - Formulating the scope of work and the initial product map. - Agreeing on the method of working on the project and production processes. - The course of the IT project. - Working together based on agile software development methodologies. - Reporting on work progress. - Regularly identifying and implementing improvements to the way we work. - Presentation of the final effect of the IT project.		
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	no applicable	
	Supplementary literature	no applicable	
	eResources addresses		

Example issues/ example questions/ tasks being completed	no applicable
Work placement	Not applicable

Document generated electronically. Does not require a seal or signature.