University of Gdańsk

Subject card

Subject name and code	Simulations and Management Games, PG_00199661						
Field of study	International Economic Relations						
Date of commencement of studies	October 2026		Academic year of realisation of subject		2027/2028		
Education level	Master's studies		Subject group		Obligatory subject group in the field of study Optional subject group Subject group related to scientific research in the field of study		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	4		ECTS credits		4.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Department of Macroeconomics -> Faculty of Economics -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Andrzej Poszewiecki				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	15.0	0.0	35.0	0.0	65
	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	65		0.0		35.0	100
Subject objectives	The aim of the course is to provide the knowledge and skills necessary to design, conduct and discuss a simple management game.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[MSGMU2_U02] can observe, evaluate and critically analyse the causes and course of processes and phenomena taking place in the open economy; can formulate his/her own opinions on the subject, interpret statistical data and economic indicators necessary in this respect, and also forecast economic processes and phenomena using advanced methods and tools applied in economic sciences	The student analyzes and interprets business game results, formulating forecasts and conclusions about market activities of enterprises.	[SU2] presentation/project/paper/ report
	[MSGMU2_W09] has a knowledge of selected areas of the functioning of a modern enterprise in the national and international environment; understands the conditions, principles and consequences of decisions taken in its structures aiming at the development, and the dependencies among enterprises on the international market	The student understands the relationships between decisions made in the game and enterprise development in an international environment.	[SW2] presentation/project/paper/ report
	[MSGMU2_W13] has an in-depth knowledge of methods and tools for describing economic phenomena, including data acquisition techniques, which make it possible to describe and analyse economic entities functioning on the international market as well as processes and phenomena occurring in them and between them, and also those supporting decision-making processes	The student applies data analysis methods in business games to make strategic decisions.	[SW2] presentation/project/paper/ report
	[MSGMU2_K04] is ready to think and act in an entrepreneurial manner; adapts to new situations and conditions; undertakes challenges of creative thinking; acquires resilience to failures; assesses risks and threats and finds ways of counteracting their effects	The student makes decisions in business simulations, demonstrating entrepreneurship and risk assessment.	[SK2] presentation/project/paper/ report
	[MSGMU2_K06] is ready to independently identify, diagnose and responsibly resolve dilemmas and alternative solutions related to his/her profession and the development of professional achievements	The student diagnoses decision-making problems in business games and proposes responsible strategic solutions.	[SK2] presentation/project/paper/ report
	[MSGMU2_U14] has a thorough ability to prepare specialist oral presentations on economic and social issues, using specialist theoretical approaches, the principles of collecting data from various sources, their description and interpretation, and drawing conclusions on the basis of scientific literature; can prepare and lead a debate	The student prepares specialist presentations summarizing business simulation results and conducts debates on strategies used in the game. The assumptions and progress of the project are discussed during consultations.	[SU2] presentation/project/paper/ report

<table>
<tr><td>Subject contents</td><td>I. Managerial games and simulations as a form of employee training1. Origin of management games2. Areas of using games and simulations in the enterprise3. Objectives of the tools used4. Classification of management games5. Effectiveness of using management games6. Constructing games and managerial simulationsII. Games, simulations and managerial cases - a practical approach1. Functioning of teams in the process of change - BRIDGES simulation game.Quality of communication. Teamwork. Conflicts in the team. Emotions in the team. Team leaders. Emotional aspects of change. The role of the leader when introducing change. Communication in the change process. Conflict resolution styles. Emotional control. Team and group. Group roles. The impact of individual roles on team effectiveness.2. Ability to plan and analyze evaluation criteria - BUILDING A TOWER exerciseGoal analysis. The importance of action perception. The importance of time. Leading a small group of people. Learning from mistakes.

In order to expand on the concepts discussed during lectures, students may make use of consultations</td></tr>
<tr><td>Prerequisites and co-requisites</td><td>No requirements</td></tr>
<tr><td>Assessment methods and criteria</td><td><table><tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr><tr><td>project</td><td>51.0%</td><td>100.0%</td></tr></table></td></tr>
<tr><td>Recommended reading</td><td><table><tr><td>Basic literature</td><td>A. Poszewiecki, W. Bizon, P. Kulawczuk [red.], Symulacje menedżerskie i studia przypadków. Szkolenia biznesowe w oparciu o symulacje menedżerskie i studia przypadków - najlepsze praktyki, Wydawnictwo Uniwersytetu Gdańskiego, Gdańsk 2012.
J. Koziński, M. Przybyła, W. Wudarzewski, Gry i ćwiczenia kierownicze, Wydawnictwo Akademii Ekonomicznej we Wrocławiu, Wrocław 1991.
M. Lesz, Ekonomiczne gry decyzyjne, PWE, Warszawa 1979.</td></tr><tr><td>Supplementary literature</td><td>W. Bizon, Developing entrepreneurial attitudes with innovative knowledge transfer tools - example of Case Simulator project, [w:] W. Bizon, A. Poszewiecki [red.], Innovative Tools For Facilitated Transfer Of Entrepreneurial Skills And Knowledge, Wydawnictwo Uniwersytetu Gdańskiego, Gdańsk 2013.
W. Bizon, Methods of measuring the efficiency of education based on modern forms of knowledge transfer, [w:] W. Bizon, A. Poszewiecki [red.], Innovative Tools For Facilitated Transfer Of Entrepreneurial Skills And Knowledge, Wydawnictwo Uniwersytetu Gdańskiego, Gdańsk 2013.
J. Gajda, Prognozowanie i symulacja a decyzje gospodarcze, Wydawnictwo C.H. Beck, Warszawa 2001.</td></tr><tr><td>eResources addresses</td><td></td></tr></table></td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td></td></tr>
<tr><td>Work placement</td><td>Not applicable</td></tr>
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