

Subject card

Subject name and code	Team Project, PG_00204442						
Field of study	Informatics						
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		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	3		ECTS credits		2.0		
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	15.0	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		0.0		35.0	50
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		
	[INFMU2_U07] is able to work in a team and manage the work of projects that are long-term in nature, is able to manage his/her time and make commitments and meet deadlines, communicate using various techniques including dedicated tools		The student understands and appreciates the importance of intellectual honesty in one's own and other people's actions; acts ethically		[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work		
	[INFMU2_K04] is ready to recognize the importance of knowledge in solving cognitive and practical problems and to seek expert advice in the event of difficulties in solving a problem independently		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		
	[INFMU2_U10] is able to determine the directions of further learning and implement the process of self-education, and motivate others in this regard		The student understands and appreciates the importance of intellectual honesty in one's own and other people's actions; acts ethically		[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work		

Subject contents	1. IT project planning.		
	2. Project assumptions, including specification of functional and non-functional requirements.		
	3. Formulating the scope of work and the initial product map.		
	4. Agreeing on the method of working on the project and production processes.		
	5. The course of the IT project.		
	6. Working together based on agile software development methodologies.		
	7. Reporting on work progress.		
	8. Regularly identifying and implementing improvements to the way we work.		
	9. 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		
	Supplementary literature		
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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