



## Subject card

Subject name and code	Simulation Game, PG_00049708						
Field of study	Management						
Date of commencement of studies	October 2020	Academic year of realisation of subject	2022/2023				
Education level	first-cycle 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	Full-time studies	Mode of delivery	at the university				
Year of study	3	Language of instruction	English				
Semester of study	6	ECTS credits	2.0				
Learning profile	general academic profile	Assessment form	assessment				
Conducting unit	Katedra Inżynierii Zarządzania i Jakości -> Faculty of Management and Economics						
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Grzegorz Zieliński					
	Teachers	dr inż. Grzegorz Zieliński					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	30.0	0.0	0.0	0.0	30
	E-learning hours included: 0.0						
Simulation Game BiM 2022/2023 - Moodle ID: 29186 <a href="https://enauczanie.pg.edu.pl/moodle/course/view.php?id=29186">https://enauczanie.pg.edu.pl/moodle/course/view.php?id=29186</a>							
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	4.0	16.0	50		
Subject objectives	The aim of the course is to learn the general principles of business. With the number of tools you can move into the realm of the educational process of e-learning.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K6_U14] collaborates and works in teams, including international teams, taking on different roles in them	The learning strategy is to gradually build the business and gradually introduce new issues. Business activities such as cash flow planning, value creation in product design, production scheduling, profitability analysis, and strategic planning and management require repetitive exercise in order to set them into the natural thinking of the players. Students know how to define and advanced tools called command and control processes in the company, In the realities of the game can express the brand development strategies, knows how to formulate and implement strategies for distribution, formulate and implement strategies for production and quality, Working in a team to carry out tasks in different areas of the company	[SK2] Assessment of progress of work
	[K6_U09] uses theoretical knowledge to design solutions for managing the organization's resources	The learning strategy is to gradually build the business and gradually introduce new issues. Business activities such as cash flow planning, value creation in product design, production scheduling, profitability analysis, and strategic planning and management require repetitive exercise in order to set them into the natural thinking of the players. Students know how to define and advanced tools called command and control processes in the company, In the realities of the game can express the brand development strategies, knows how to formulate and implement strategies for distribution, formulate and implement strategies for production and quality, Working in a team to carry out tasks in different areas of the company	[SU2] Assessment of ability to analyse information
	[K6_W07] knows statistical and IT methods and tools that enable to obtain and present data on the organisation's resources	The learning strategy is to gradually build the business and gradually introduce new issues. Business activities such as cash flow planning, value creation in product design, production scheduling, profitability analysis, and strategic planning and management require repetitive exercise in order to set them into the natural thinking of the players. Students know how to define and advanced tools called command and control processes in the company, In the realities of the game can express the brand development strategies, knows how to formulate and implement strategies for distribution, formulate and implement strategies for production and quality, Working in a team to carry out tasks in different areas of the company	[SW2] Assessment of knowledge contained in presentation

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Subject contents	<p>Introduction to the simulator. Starting your own virtual business. Adopting a basic decision - mission market environment - Stage 1 Take fundamental decisions - creating sales networks, identify target markets, product mix, marketing plan, production capacity, etc. - Stage 2 Gameplay - make current decisions - Stage 3 and 4 Gameplay - make current decisions - Stage 5 and 6 Gameplay - make current decisions - Stage 7 and 8 Gameplay - make current decisions - Stage 9 and 10 Gameplay - make current decisions - Stage 11 and 12 End of the game - a summary. Analysis and evaluation of actions taken companies.</p>									
Prerequisites and co-requisites	The ability to determine the mission and strategic goals, branding, scheduling, design, manufacturing process.									
Assessment methods and criteria	<table border="1"> <thead> <tr> <th>Subject passing criteria</th> <th>Passing threshold</th> <th>Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td>Simulation</td> <td>60.0%</td> <td>100.0%</td> </tr> </tbody> </table>	Subject passing criteria	Passing threshold	Percentage of the final grade	Simulation	60.0%	100.0%			
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Example issues/ example questions/ tasks being completed	Introduce a probabilistic definition of risk									
Work placement	Not applicable									