



Subject card

Subject name and code	Simulation Game, PG_00049708						
Field of study	Management						
Date of commencement of studies	October 2021	Academic year of realisation of subject			2023/2024		
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	Department of Industrial Management -> Faculty of Management and Economics						
Name and surname of lecturer (lecturers)	Subject supervisor						
	Teachers						
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						
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_K04] participates in the preparation and implementation of various organisational projects, with particular emphasis on cultural specificities		
	[K6_W13] has a basic knowledge of the development of forms of individual and organisational entrepreneurship		
	[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

	Course outcome	Subject outcome	Method of verification
	[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
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	Subject passing criteria	Passing threshold	Percentage of the final grade
	Simulation	60.0%	100.0%
Recommended reading	Basic literature	Essentials of Strategic Management, Author: Arthur A. Thompson and John Gamble 2008; marketplace-simulation.com	
	Supplementary literature	Warner M., Witzel M., Zarządzanie organizacją wirtualną. Oficyna Ekonomiczna PWP. Warszawa 2005.	
	eResources addresses		
Example issues/ example questions/ tasks being completed	Introduce a probabilistic definition of risk		
Work placement	Not applicable		