



Subject card

Subject name and code	Simulation Game, PG_00049708						
Field of study	Management						
Date of commencement of studies	October 2022	Academic year of realisation of subject			2024/2025		
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	Faculty of Management and Economics						
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Grzegorz Zieliński					
	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_W13] has a basic knowledge of the development of forms of individual and organisational entrepreneurship	has basic knowledge about the creation and development of forms of entrepreneurship related to starting a new enterprise			[SW2] Assessment of knowledge contained in presentation		
	[K6_U09] uses theoretical knowledge to design solutions for managing the organization's resources	uses theoretical knowledge in practical management of enterprise resources			[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	knows the methods and tools that allow for the presentation and evaluation of company results			[SW2] Assessment of knowledge contained in presentation		
	[K6_U14] collaborates and works in teams, including international teams, taking on different roles in them	can cooperate in groups and work in teams, taking on different roles in business management simulations			[SK2] Assessment of progress of work		
	[K6_K04] participates in the preparation and implementation of various organisational projects, with particular emphasis on cultural specificities	participates in the preparation and implementation of the project of organizing and launching a new enterprise			[SK5] Assessment of ability to solve problems that arise in practice		
Subject contents	Introduction to the simulator.Starting your own virtual business.Making a basic decision - market environment mission - Stage 1Making fundamental decisions - creating a sales network, defining target markets, product range, marketing plan, production capacity, etc. - Stage 2Simulation of individual quarters of the gameEnd of the game - summary. Analysis and evaluation of the actions taken by companies.						
Prerequisites and co-requisites							
Assessment methods and criteria	Subject passing criteria	Passing threshold			Percentage of the final grade		
	Simulation	60.0%			100.0%		
Recommended reading	Basic literature	Manual and materials for the simulation game Marketplace, 2025					

	Supplementary literature	Glinka B., Pasieczny J., Tworzenie przedsiębiorstwa. Szanse realizacja, rozwój, Wyd Uniwersytetu Warszawskiego 2015 Warner M., Witzel M., Zarządzanie organizacją wirtualną. Oficyna Ekonomiczna PWP. Warszawa 2005.
	eResources addresses	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed	Develop enterprise concepts Guide the company through the first quarters of its operation Conduct negotiations with the investor	
Work placement	Not applicable	

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