



Subject card

Subject name and code	Social Aspects of Information Technology, PG_00047732						
Field of study	Informatics						
Date of commencement of studies	October 2022		Academic year of realisation of subject		2023/2024		
Education level	second-cycle studies		Subject group		Obligatory subject group in the field of study Humanistic-social subject group		
Mode of study	Part-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	4		ECTS credits		2.0		
Learning profile	general academic profile		Assessment form		exam		
Conducting unit	Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Beata Krawczyk-Bryłka				
	Teachers		dr Beata Krawczyk-Bryłka				
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	12.0	15.0	0.0	0.0	0.0	27
	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	27		2.0		21.0	50
Subject objectives	<p>The aim of the course is to develop knowledge of the social aspects of the IT projects, to take responsibility for the development of personal competences and building teams that provide innovative, valuable solutions for the social environment.</p> <p>An additional goal is also the development of social competences that affect the efficiency of IT tasks, especially in project teams.</p>						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K7_U71] is able to apply knowledge from humanistic, social, economic or legal sciences in order to solve problems	Is able to apply knowledge of social aspects of IT, team work, interpersonal communication, conflict resolution, project presentation in the implementation of IT tasks	[SU4] Assessment of ability to use methods and tools [SU1] Assessment of task fulfilment
	[K7_W71] has general knowledge in humanistic, social, economic or legal sciences, including their fundamentals and applications	Has general psychological and social knowledge of the factors affecting the effectiveness of professional activities in the IT industry	[SW2] Assessment of knowledge contained in presentation [SW1] Assessment of factual knowledge
	[K7_K03] is ready to meet social obligations, inspire and organise activities for the social environment, initiate actions for the public interest, think and act in an entrepreneurial way	Is aware and ready to take responsibility for the consequences of the solutions provided for the social environment, is ready to act in a creative way, taking into account ethical principles	[SK5] Assessment of ability to solve problems that arise in practice [SK4] Assessment of communication skills, including language correctness
	[K7_W07] Knows and understands, to an increased extent, the general principles of creating and developing forms of individual entrepreneurship.	Knows the individual and social factors determining the creative operation and effectiveness of individual business in the IT industry	[SW3] Assessment of knowledge contained in written work and projects [SW2] Assessment of knowledge contained in presentation
	[K7_K71] is able to explain the need to apply knowledge from humanistic, social, economic or legal sciences in order to function in a social environment	He can explain the importance of the principles of cooperation, personal development, interpersonal communication and ethical rules in the social environment of the IT industry	[SK1] Assessment of group work skills [SK5] Assessment of ability to solve problems that arise in practice [SK4] Assessment of communication skills, including language correctness
Subject contents	Lecture: <ul style="list-style-type: none"> • Characteristics of the information society and the role of IT specialists in its creation • Interpersonal communication in the IT relationships • Teams in the information society • Virtual team building, global teams • IT competencies • Factors determining effective entrepreneurship • Rules of project presentation • Ethics principles in computer science Exercises <ul style="list-style-type: none"> • Interpersonal communication styles • Teamwork rules • Roles in the IT team • Conflict resolution methods • Trust in IT • Creativity, changes, innovation 		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	homework	60.0%	20.0%
	final exam / presentation	60.0%	30.0%
	active attendance at exercises	60.0%	40.0%
	attendance at lectures	60.0%	10.0%

Recommended reading	Basic literature	<p>Belbin R.M., Twoja rola w zespole, GWP, Gdańsk 2003</p> <p>Gellert M., Nowak C., Zespół, GWP, Gdańsk 2008</p> <p>Jan van Dijk, Społeczne aspekty nowych mediów, PWN, Warszawa 2010</p> <p>Lencioni P., Pięć dysfunkcji pracy zespołowej, MT Biznes sp. z o.o., Warszawa 2011</p> <p>Stefaniuk Tomasz , Komunikacja w zespole wirtualnym, Difin, 2014</p>
	Supplementary literature	<p>Jemielniak Dariusz, Życie wirtualnych dzikich, Poltext, Warszawa 2013</p> <p>Manual Castells, Społeczeństwo sieci, PWN, Warszawa 2013</p> <p>Puszcz Henryk, Dąbrowski Łukasz, Zaborek Michał, Zespoły po polsku. Jak firmy działające na polskim rynku podnoszą swoją efektywność dzięki pracy zespołowej, Wydawnictwo: Onepress, 2011</p>
	eResources addresses	<p>Adresy na platformie eNauczanie:</p> <p>Społeczne Aspekty Informatyki - studia niestacjonarne 2023/24 - Moodle ID: 37891</p> <p>https://enauczanie.pg.edu.pl/moodle/course/view.php?id=37891</p>
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> • What conflict resolution methods can be used in a given situation? • What are the rules of teamwork that determine the project's effectiveness / innovation? • What is the difference between cooperation in a traditional and virtual team? • Which of the ethical principles of the IT sector are the most important in the implemented project? • How can you use your competences to increase team efficiency? 	
Work placement	Not applicable	