Subject card

Subject name and code	Social Aspects of Information Technology, PG_00047732
Field of study	Informatics

Date of commencement of studies	October 2023	Academic year of realisation of subject	2024/2025
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	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. An additional goal is also the development of social competences that affect the efficiency of IT tasks, especially in project teams.

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[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	[SK4] Assessment of communication skills, including language correctness [SK5] Assessment of ability to solve problems that arise in practice [SK1] Assessment of group work skills
	[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	[SW2] Assessment of knowledge contained in presentation [SW3] Assessment of knowledge contained in written work and projects
	[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	[SK4] Assessment of communication skills, including language correctness [SK5] Assessment of ability to solve problems that arise in practice
	[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	[SW1] Assessment of factual knowledge [SW2] Assessment of knowledge contained in presentation
	[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	[SU1] Assessment of task fulfilment [SU4] Assessment of ability to use methods and tools

Subject contents	
	Lecture: • 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 determinating effective entrepreneurship • Rules of project presentation • Ethics principles in computer science Exercises • 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
	attendence at lectures	60.0%	10.0%
	active attendence at exercises	60.0%	40.0%
	final exam / presentation	60.0%	30.0%
	homework	60.0%	20.0%

Recommended reading	Basic literature	Belbin R.M., Twoja rola w zespole, GWP, Gdańsk 2003
		Gellert M., Nowak C., Zespół, GWP, Gdańsk 2008
		Jan van Dijk, Społeczne aspekty nowych mediów, PWN, Warszawa 2010
		Lencioni P., Pięć dysfunkcji pracy zespołowej, MT Biznes sp. z o.o., Warszawa 2011
		Stefaniuk Tomasz , Komunikacja w zespole wirtualnym, Difin, 2014
	Supplementary literature	Jemielniak Dariusz, Życie wirtualnych dzikich, Poltext, Warszawa 2013
		Manual Castells, Społeczeństwo sieci, PWN, Warszawa 2013
		Puszcz Henryk, Dąbrowski Łukasz, Zaborek Michał, Zespoły po polsku. Jak firmy działające na polskim rynku podnoszą swoją efektywność dzięki pracy zespołowej, Wydawnictwo: Onepress, 2011
	eResources addresses	Adresy na platformie eNauczanie: Społeczne aspekty informatyki (niestacjonarne 24/25) - Moodle ID: 45761 https://enauczanie.pg.edu.pl/moodle/course/view.php?id=45761
Example issues/ example questions/ tasks being completed		• 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	

Document generated electronically. Does not require a seal or signature.