



Subject card

Subject name and code	Licensing of Software, PG_00058847						
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 Subject group related to scientific research in the field of study		
Mode of study	Part-time studies	Mode of delivery			at the university		
Year of study	2	Language of instruction			Polish		
Semester of study	3	ECTS credits			4.0		
Learning profile	general academic profile	Assessment form			exam		
Conducting unit	Department of Computer Architecture -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Tomasz Boiński					
	Teachers	dr inż. Tomasz Boiński					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	12.0	0.0	0.0	0.0	15.0	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	10.0		63.0	100	
Subject objectives	The aim of the course is to familiarize students with the trends in team processing, mechanisms for teamwork computer support and the mechanisms of sharing of effects of teamwork.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K7_U11] can manage team work	Student knows the tasks of the team leader Student can create teams containing complementary members Student can assess the team quality	[SU1] Assessment of task fulfilment
	[K7_W06] Knows and understands, to an increased extent, the basic processes taking place in the life cycle of devices, facilities and technical systems.	Student describes and uses objects during team processing	[SW1] Assessment of factual knowledge
	[K7_W03] Knows and understands, to an increased extent, the construction and operating principles of components and systems related to the field of study, including theories, methods and complex relationships between them and selected specific issues - appropriate for the curriculum.	Student understands relations between software licenses and between different aspects of team processing	[SW1] Assessment of factual knowledge
	[K7_U43] can apply information technologies in market economy and information society conditions as well as algorithmize and computerize cognitive and decision-making processes in other areas of knowledge	Student uses proper software license adequate to the business model chosen for the application	[SU1] Assessment of task fulfilment
[K7_U07] can apply advanced methods of process and function support, specific to the field of study	Student uses agent systems for realization of complex processes. Student uses crowdsourcing methods for realization of IT tasks.	[SU1] Assessment of task fulfilment	
Subject contents	<ol style="list-style-type: none"> 1. Introduction to subject and passing rules 2. Definition and properties of a team 3. Categories of human teams 4. Quality metrics of human teams 5. Main factors affecting quality of human teams 6. Communication in a team 7. Business negotiation model 8. Negotiation scenarios and protocols 9. Environments for collaborative work 10. Applications of agent technologies 11. Language for collaborative enterprises description 12. Collaborative computing in information services 13. Criteria of service selection 14. Directions in collaborative computing 15. Software licence and sharing effects of teamwork 		
Prerequisites and co-requisites	No requirements		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Practical exercise	40.0%	50.0%
	Written exam	40.0%	50.0%

Recommended reading	Basic literature	H. Krawczyk, KASKBook 2006, Aplikacje Rozproszone i systemy internetowe, Gdańsk 2006 H. Krawczyk, KASKBook 2007, Inżynieria ontologii i jej zastosowania, Gdańsk 2007 Krawczyk-Brylka B., Piotrowski M., Using a computational model to compare objective negotiations in real and virtual environments, Internationa Journal of Production Research, Vol. 46, No. 5, 2008, pages 1315-1333
	Supplementary literature	No requirements
	eResources addresses	Adresy na platformie eNauczenie: 2023/2024 - Licencjonowanie oprogramowania - MSU - Moodle ID: 31627 https://enauczenie.pg.edu.pl/moodle/course/view.php?id=31627
Example issues/ example questions/ tasks being completed	<p>Sample questions:</p> <ol style="list-style-type: none"> 1. Define a team? 2. Describe differences between team and group <p>Sample task:</p> <ol style="list-style-type: none"> 1. Subversion as an example of software repositories 	
Work placement	Not applicable	