GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	IT TECHNOLOGIES IN TEAM MANAGEMENT, PG_00061618		
Field of study	Management, Management		
Date of commencement of studies	October 2025	Academic year of realisation of subject	2025/2026
Education level	second-cycle studies	Subject group	Specialty subject group 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	1	Language of instruction	Polish
Semester of study	2	ECTS credits	3.0
Learning profile	general academic profile	Assessment form	exam
Conducting unit	Department Of Informatics In Management -> Faculty Of Management And Economics -> Wydziały Politechniki Gdańskiej		
Name and surname of lecturer (lecturers)	Subject supervisor	prof. dr hab. inż. Marcin Sikorski	
	Teachers	prof. dr hab. inż. Marcin Sikorski	

Lesson types and methods of instruction

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	8.0	0.0	16.0	0.0	0.0	24

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	24	5.0	46.0	75

Subject objectives

Identifies problems related to team management, using modern knowledge in the field of IT applications to solve them

Learning outcomes

Course outcome	Subject outcome	Method of verification
[K7_U05] cooperates with other people in the implementation of teamwork, both as a leader and a team member, effectively achieving the assumed goals	solves problems using advanced IT tools and cooperates in a team	[SU4] Assessment of ability to use methods and tools
[K7_W03] demonstrates in-depth preparation in the application of management methods and techniques for formulating and solving management problems	correctly identifies team management problems, choosing appropriate ways to solve them effectively	[SW1] Assessment of factual knowledge

Subject contents

IT project (IT project environment, characteristics of IT projects, IT teams)
The life cycle of an IT system
Models of the software development process (waterfall model, iterative models - spiral, prototyping, discovery, V model)
CASE tools supporting selected phases of software development (database tools, modeling tools, analysis tools, building information flows and data dictionary, prototyping tools, tools for building structural diagrams, documentation tools, code generator)

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Laboratory	60.0%	50.0%
Exam	60.0%	50.0%

Recommended reading

Basic literature

Jayaswal B.K., Patton P.C. (2008). Oprogramowanie godne zaufania. Wyd. Helion
Sikorski M. (2010). Interakcja człowiek-komputer. Wyd. PJWSTK Warszawa
Kisielnicki J., Sroka H.: Systemy informacyjne biznesu, Wyd. III, Placet. Warszawa, 2005
Nowicki A.: Strategia doskonalenia systemu informacyjnego w zarządzaniu przedsiębiorstwem. Wydawnictwo Akademii Ekonomicznej, Wrocław, 1999

	Supplementary literature	.
	eResources addresses	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed	Main models of information system life cycle Basic principles of UML modeling Methods of ensuring the quality of an IT product Principles of user-system interaction design	
Work placement	Not applicable	

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