



Subject card

Subject name and code	IT TECHNOLOGIES IN TEAM MANAGEMENT, PG_00061622						
Field of study	Management						
Date of commencement of studies	February 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 (on-line)		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	3		ECTS credits		3.0		
Learning profile	general academic profile		Assessment form		exam		
Conducting unit	Department Of Informatics In Management -> Faculty Of Management And Economics -> Wydział 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		
	Exam		60.0%		50.0%		
	Laboratory		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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