

## 关。GDAŃSK UNIVERSITY 多 OF TECHNOLOGY

## Subject card

Subject name and code	Social Sciences for Engineers, PG_00058904								
Field of study	Informatics								
Date of commencement of studies	October 2024		Academic year of realisation of subject			2024/2025			
Education level	first-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	1		Language of instruction			Polish			
Semester of study	1		ECTS credits			4.0			
Learning profile	general academic profile		Assessment form			assessment			
Conducting unit	Department of Intelligent Interactive Systems -> Faculty of Electronics,				onics, Te	elecommunications and Informatics			
Name and surname of lecturer (lecturers)	Subject supervisor dr inż. Adam Kaczmarek								
	Teachers		dr inż. Adam Kaczmarek						
			prof. dr hab. Mariusz Mróz						
			dr rzecznik patentowy Justyna Pawłowska-Bajerska						
			dr hab. Andrzej Lisak						
			prof. dr hab. inż. Krzysztof Goczyła						
Lesson types and methods of instruction	Lesson type	Lecture	ure Tutorial Laboratory		Project		Seminar	SUM	
	Number of study hours	30.0	0.0	0.0 0.0			0.0	30	
	E-learning hours included: 0.0								
Learning activity and number of study hours	Learning activity	Participation in classes includ plan		Participation in consultation hours		Self-study SUM		SUM	
	Number of study hours	30		8.0		62.0 100		100	
Subject objectives	The aim of the subject is to familiarize students with the issues related to ethics, engineering creativity, the history of civilization, intellectual property protection and linguistic correctness						creativity, the		
Learning outcomes	Course outcome		Subject outcome			Method of verification			
	[K6_W08] Knows and understands the fundamental dilemmas of modern civilisation and basic economic, legal and other conditions of various types of activities related to the field of study, including the basic concepts and principles in the field of industrial property and copyright protection.		The student knows elements of the process of engineering and the impact of this process on the civilization development. The student is also aware of the mission of the engineer in the field of creativeness. Moreover, the student has the knowledge about patent law and copyright law.			[SW1] Assessment of factual knowledge			
	[K6_K03] is ready to meet social obligations, co-organise activities for the social environment, initiate actions for the public interest, think and act in an entrepreneurial way		The student has the knowledge about performing her or his work efficiently and the student is able to implement this knowledge in her or his job. Moreover, the student knows rules cooperation in the society.			[SK5] Assessment of ability to solve problems that arise in practice [SK1] Assessment of group work skills			

Subject contents	The concept of "ethics." The field of ethics. Moral norms. Moral judgments and moral criterion. The concept of "value." Types of hierarchy of values. The scope of general ethics and ethics in detail. Situational Ethics. The concept of "good moral". Conscience. Moral ideals. Typology of Ethics. Types of morality. An ethical intellectualism of Socrates of Athens. Ethics Plato of Athens. An eudemonic ethics of Aristotle of Stagyra. A Christian ethics; Saint Augustine of Hippo, Saint Thomas of Aquinas. Ethics of Kant Immanuel A British utilitarian ethics Ethics of the responsibility of Dietrich von Hildebrand. The concepts and criteria for engineering works. Creativity as a characteristic feature of the product and as a personality. Criteria of creativity open and hidden. The structure and components of the creative process. External creator environment. Rules for outstanding innovation. Innovation driving forces. A strategy for effective action. Creating a creative atmosphere. Internal environment of a creator. Mental internal environment of a creator. Human Personality and its dynamism. Engineer"s mission in the field of creation and implementation of the principles of creative leadership in the modern company. Identification of the aims of elements and their relations in the systems of the work. Methodies of the investigation and improving the work with the use of inductive and deductive techniques. Ancient sources of European civilization; the rise in Europe, the essence of European subjectivity; Western rationality, enlightenment program of modernity; Two models of Western civilization: Europe and America; Europe and other civilizations; it is possible to create a global civilization?; human being as a consumer; floating postmodernity. Intellectual property: the basic principles of protection of Industrial Property: the principle of independence of patents, the principle of equal treatment, the Convention priority, the priority of the exhibition, the privilege of communication, protection against unfair compet						
Prerequisites and co-requisites	No requirements						
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade				
	Creativity in engineering and the history of civilization	50.0%	33.0%				
	Ethics	50.0%	33.0%				
	Protection of intellectual property	50.0%	20.0%				
	Polish Language	50.0%	14.0%				
Recommended reading	Basic literature	1. Anzenbacher A. "Wprowadzenie do etyki", Wydawnictwo WAM, Kraków 2008. 2. Chaffee J. "Potęga twórczego myślenia", GWP, 1998. 3. Dąbrowski K. "Trud istnienia. WP", 1986. 4. Goczyła K. "Język polski czy obcy". Cykl wykładów, WETI PG, 2006-2009. 5. Migoń M. P. "Wstęp do etyki", Wydawnictwo GDSA, Gdańsk 2007. 6. Nęcka E. "Psychologia twórczości", GWP. Gdańsk 2001.					
	Supplementary literature No requirements						
	eResources addresses	Resources addresses Adresy na platformie eNauczanie:					
Example issues/ example questions/ tasks being completed							
Work placement	Not applicable						