GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Licensing of Software, PG_00058847
Field of study	Informatics

Date of commencement of studies	October 2024	Academic year of realisation of subject	2025/2026
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 teamswork.

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[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
	[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_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_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_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

Subject contents	
	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. Bussiness negotiation model
	8. Negotiation scenarios and protocols
	9. Environments for collaborative work
	10. Applications of agent technologies
	11. Lanuguage for collaborative enterprises description
	12. Collaborative computing in information services
	13. Criterions of service selection
	14. Directions in collaborative computing
	15. Software licencec 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
	Written exam	40.0%	50.0%
	Practical exercize	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 eNauczanie:
Example issues/ example questions/ tasks being completed	Sample questions: 1. Define a team? 2. Describe differences between team and group Sample task: 1. Subversion as an example of software repositories	
Work placement	Not applicable	