



Subject card

Subject name and code	Monographic Lectures, PG_00047769						
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			Optional subject group Humanistic-social subject group		
Mode of study	Part-time studies	Mode of delivery			at the university		
Year of study	2	Language of instruction			Polish		
Semester of study	4	ECTS credits			3.0		
Learning profile	general academic profile	Assessment form			exam		
Conducting unit	Department of Geoinformatics -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Przemysław Falkowski-Gilski					
	Teachers	dr inż. Przemysław Falkowski-Gilski					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	18.0	0.0	0.0	0.0	0.0	18
	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	18		3.0		54.0	75
Subject objectives	The aim is to develop a computer engineer who has knowledge and skills in mobile application development, mobile operating systems, networks, computer graphics and human-computer communication. It is prepared to work effectively in development teams in IT companies and ICT as well as in education, where their knowledge and skills will be used with the principles of legal and ethical awareness and the social problems of computerization.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K7_W71] has general knowledge in humanistic, social, economic or legal sciences, including their fundamentals and applications	Student has a knowledge of humanistic and societal aspects of mobile technologies	[SW2] Assessment of knowledge contained in presentation
	[K7_K71] is able to explain the need to apply knowledge from humanistic, social, economic or legal sciences in order to function in a social environment	Student has knowledge of legal aspects of mobile technologies applications	[SK5] Assessment of ability to solve problems that arise in practice
	[K7_W04] Knows and understands, to an advanced extent, the principles, methods and techniques of programming and the principles of computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study, and organisation of systems using computers or such devices	The student understands at an advanced level the principles of creating software for mobile devices	[SW2] Assessment of knowledge contained in presentation
	[K7_W08] knows and understands, to an increased extent, the fundamental dilemmas of modern civilisation, the main development trends of scientific disciplines relevant to the field of education	The student knows and understands the fundamental dilemmas of modern civilization, the main development trends of mobile systems	[SW2] Assessment of knowledge contained in presentation
[K7_U71] is able to apply knowledge from humanistic, social, economic or legal sciences in order to solve problems	The student is able to apply knowledge of the humanities or social or economic or legal sciences to create solutions in the field of mobile applications	[SU4] Assessment of ability to use methods and tools	
Subject contents	The content of the object set with the industry representatives every semester. Generally, the content addresses issues placing on the market of mobile applications Polish and European manufacturing related to industrial applications, games, and other products related to the topic of the lecture.		
Prerequisites and co-requisites	Knowledge of the basics of programming		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Lecture	51.0%	100.0%
Recommended reading	Basic literature	Materials provided by the companies representatives- updated every semester	
	Supplementary literature	No requirements	
	eResources addresses	Adresy na platformie eNauczanie:	
Example issues/ example questions/ tasks being completed	The use of mobile applications in industry Manufacture of games for mobile applications		
Work placement	Not applicable		