GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Virtual Collaboration Teams, PG_00058933		
Field of study	Informatics		
Date of commencement of studies	October 2025	Academic year of realisation of subject	2027/2028
Education level	first-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	3	Language of instruction	Polish
Semester of study	5	ECTS credits	4.0
Learning profile	general academic profile	Assessment form	assessment
Conducting unit	Department of Intelligent Interactive Systems -> Faculty of Electronics Telecommunications and Informatics -> Wydziały Politechniki Gdańskiej		
Name and surname of lecturer (lecturers)	Subject supervisor	prof. dr hab. inż. Bogdan Wiszniewski	
	Teachers	prof. dr hab. inż. Bogdan Wiszniewski	
		dr inż. Jerzy Dembski	

Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	15.0	0.0	0.0	30
	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	30	4.0	66.0	100

Subject objectives	1. Introduce non-algorithmic computation models supporting collaborative work in a distributed environment. 2. Indicate new classes of applications supporting the growth of information society. 3. Demonstrate in practice basic classes of distributed interactive systems.

Learning outcomes	Course outcome	Subject outcome	Method of verification

Subject contents	1. Space sharing techniques 2. Distributed interactive simulation 3. Algorithmic vs. interactive model of computations 4. Closed and open agent systems. 5. Implementability of negotiations, agent rationality. 6. Distributive and integrative bargaining 7. Classes of coordination tasks. 8. Classes of negotiation strategies. 9. Regressive out-guessing problem. 10. Socially inspired solution patterns. 11. Game state space. 12. Bounded rationality of agents 13. Coordination problems in game theory 14. Pareto optimality and Nash equilibrium 15. Prospect theory vs. utility theory 16. Networked virtual environments 17. Object-event architectures (SIMNET, DIS) 18. State prediction: dead-reckoning, ghost-objects 19. High Level Architecture standard: federation, federates, RTI 20. Generations of network games. 21. State sharing techniques 22. Dead reckoning protocols 23. State convergence techniques
Prerequisites and co-requisites	

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Project assignments	50.0%	60.0%
	Final test	50.0%	40.0%

Recommended reading	Basic literature	Wegner, P.: Why interaction is more powerful than algorithms. Communications of the ACM, May 1997, Vol. 40, No. 5, str. 80-91. Defense Modeling and Simulation Office (DMSO): https://www.dmso.mil/public/
		Sandeep Singhal, S., Zyda, M.: Networked Virtual Environments: Design and Implementation, Addison-Wesley Professional, 1999
		John Ashcroft, J., Daniels, D.J., Hart, S.V.: Crisis Information Management Software (CIMS) - Feature Comparison Report, http://www.ojp.usdoj.gov/terrorism/whats_new.htm
	Supplementary literature	No requirements
	eResources addresses	

Example issues/ example questions/ tasks being completed	- Extrapolation, filtration and smoothing in a distributed system. - Extrapolation with time synchronization in the presence of delays. - Negotiation and collaboration of agents in a virtual scene. - Autonomous objects - machine learning and control mechanisms. - Optimization of load of the network and nodes in a virtual reality system.
Work placement	Not applicable

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