

。 GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Digital Business, PG_00068502								
Field of study	Engineering Management								
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 (on-line)		Mode of delivery			at the university			
Year of study	3		Language of instruction			Polish			
Semester of study	5		ECTS credits			3.0			
Learning profile	general academic profile		Assessment form			asses	assessment		
Conducting unit	Department Of Informatics In Management -> Faculty Of Management And Economics -> Wydziały Politechniki Gdańskiej								
Name and surname	Subject supervisor								
of lecturer (lecturers)	Teachers								
Lesson types and methods	Lesson type	Lecture	Tutorial	Laboratory	Projec	t	Seminar	SUM	
of instruction	Number of study hours	16.0	0.0	16.0	.0 0.0		0.0	32	
	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	32			4.0			75	
Subject objectives	To know about digital business and digital commerce To be aware of opportunities and barriers of digital business To learn how to assess digital technologies that can be used in the supply chain in various domains To assess the characteristics of digital start-ups To know the main elements of a digital business strategy To learn how to define a digital business strategy								

Image: State of the second s	Learning outcomes	Course outcome	Subject outcome	Method of verification				
competent and ethical decisions to stocal, and environmental values, stocal, and stocal, stocal, and stocal, unit 1 - Digital star-tups unit 2 - Digital basiness UNIT 3 - Digital basiness UNIT 3 - Digital basiness UNIT 4 - Digital star-tups UNIT 3 - Digital basiness UNIT 4 - Digital basiness UNIT 4 - Digital basiness UNIT 7 - Ornouncidon and inplementation UNIT 7 - Communication and inplementation UNIT 7 - Digital basiness UNIT 7 - Digital basiness States Stubjet passing oriteria and criteria and criteria and criteria Basic literature Stubjet passing criteria and criter	, , , , , , , , , , , , , , , , , , ,	in solving interdisciplinary	is able to collaborate effectively in a team on digital projects that integrate knowledge from technology, management, and	[SU4] Assessment of ability to use methods and tools [SU5] Assessment of ability to				
applies methods for classifying and evaluating digital information based on advance general and specialized information and understands within a specialized information within a specialing specind specialized information within a specialize		competent and ethical decisions to create and maintain economic, social, and environmental values, demonstrating entrepreneurial	attitude in the digital environment, making responsible decisions that take into account economic, social, and ethical aspects of	organize work [SK4] Assessment of communication skills, including				
Basic Nation UNIT 2 - Opportunities and digital goods UNIT 3 - Digital basiness strategy - concepts and definition UNIT 5 - Digital business strategy - concepts and definition Prerequisites No requirements Assessment methods Subject passing criteria Passing threshold Percentage of the final grade Recommended reading Subject passing criteria Passing threshold Percentage of the final grade Recommended reading Basic literature 60.0% 40.0% 60.0% Basic literature Charlery, D, Hemphil, T, & Edmundson-Bird, D. (2019). Digital business and e-commerce management. Pearson Uk. Eigar, E. (2007). The digital business cossystem. Edwar Eigar Publishing Limited. Paime, M, Miehe, L, Oghazi, P., Parida, V. & Wincent, J. (2022). The evolution of the digital service ecosystem and digital business model innovation in reali. The emergence of meta-ecosystems and the value of physical interactions. Technological Forecasting and Social Change, 121496. Wincent, J. (2022). The evolution of the digital business model?: six questions to the your digital business model?: six questions for the your digital business and electronic commerce: Strategy publied the next-generation enterprise. Harvard Business Press Supplementary literature Wirt, B. W. (2024). Digital business and electronic commerce: Strategy publied ther seven are randomly assigned from the existing pool of 80+ questions. Preacources addresses		applies methods for classifying and evaluating acquired information based on advanced general and specialized knowledge, with consideration of their application in various types of	selecting, and evaluating digital information and understands their application in various areas of business and management	contained in written work and				
and co-requisites Assessment methods and criteria Subject passing criteria Passing threshold Percentage of the final grade written colloquium Recommended reading Basic literature 0.0% 60.0% Recommended reading Basic literature Chaffey, D., Hemphill, T., & Edmundson-Bird, D. (2019). Digital business and e-commerce management. Pearson UK, Elgar, E. (2007). The digital business cosystem. Edwar Elgar Publishing Limited. Paimé, M., Miehé, L., Oghazi, P., Parida, V., & Wincent, J. (2022). The evolution of the digital service ecosystem and digital business model innovation in retail: The emergence of meta- ecosystems and the value of physical interactions. Technological Forecasting and Social Longe, 121496. Weill, P., & Woerner, S. (2018). What's your digital business model?: six questions to help you build the next-generation enterprise. Harvard Business Press Supplementary literature Wirtz, B. W. (2024). Digital business and electronic commerce: Strategy, business models and technology. Springer Nature. eResources addresses Adresy na platformie eNauczanie: Example issues/ example questions/ tasks being completed The earn happens online and tasks for 1. The students will have ten questions to answer. Among them three questions are the same for all the students, while other seven are randomly assigned from the existing pool of 80+ questions. Below you can find the examples of the questions: - Please define the digital value proposition. Exemplify it with a company of your choice. - Name 3 barriers for technology adoption by b	Subject contents	UNIT 2 - Opportunities and barriers of a digital business UNIT 3 - Digital markets and digital goods UNIT 4 - Digital start-ups UNIT 5 - Digital business strategy - concepts and definition UNIT 6 - Digital business strategy - formulation and implementation						
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Work placement Not applicable		- Name 3 barriers for technology adoption by businesses and 3 barriers by consumers. Choose one per each category and explain in detail.						
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