

## 。 GDAŃSK UNIVERSITY OF TECHNOLOGY

## Subject card

Subject name and code	Information Technologies in Team Management, PG_00068753							
Field of study	Management							
Date of commencement of studies	October 2025		Academic year of realisation of subject			2026/2027		
Education level	second-cycle studies		Subject group			Optional subject group Specialty subject group Subject group related to scientific research in the field of study		
Mode of study	Full-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 Informatics In Management -> Faculty Of Management And Economics -> Wydziały Politechniki Gdańskiej							
Name and surname	Subject supervisor							
of lecturer (lecturers)	Teachers				1			
Lesson types and methods	Lesson type	Lecture	Tutorial	Laboratory	Project		Seminar	SUM
of instruction	Number of study hours	15.0	0.0	30.0	0.0		0.0	45
	E-learning hours included: 0.0							
Learning activity and number of study hours	Learning activity	ity Participation in didact classes included in st plan		Participation in consultation hours		Self-study SUM		SUM
	Number of study hours	45		5.0		50.0		100
Subject objectives	Identifies problems related to team management, using modern knowledge in the field of IT applications to solve them							
Learning outcomes	Course outcome		Subject outcome			Method of verification		
	[K7_U05] collaborates with others in team projects, effectively fulfilling both leadership and team member roles to achieve established goals.		can effectively collaborate in a digital environment, using IT tools to achieve team goals both as a leader and a team member			[SU3] Assessment of ability to use knowledge gained from the subject		
	[K7_W03] demonstrates in-depth knowledge of the applications of analytical methods and techniques for formulating and solving problems.		demonstrates in-depth knowledge of the use of IT tools and analytical methods supporting problem-solving in team management			[SW1] Assessment of factual knowledge		
Subject contents	IT project (IT project environment, characteristics of IT projects, IT teams) The life cycle of an IT system Models of the software development process (waterfall model, iterative models - spiral, prototyping, discovery, V model) CASE tools supporting selected phases of software development (database tools, modeling tools, analysis tools, building information flows and data dictionary, prototyping tools, tools for building structural diagrams, documentation tools, code generator)							
Prerequisites and co-requisites								
Assessment methods and criteria	Subject passing criteria		Passing threshold			Percentage of the final grade		
	Laboratory		60.0%			50.0%		
	Exam	60.0%			50.0%			

Recommended reading	Basic literature	Jayaswal B.K., Patton P.C. (2008). Oprogramowanie godne zaufania. Wyd. Helion Sikorski M. (2010). Interakcja człowiek-komputer. Wyd. PJWSTK Warszawa Kisielnicki J., Sroka H.: Systemy informacyjne biznesu, Wyd. III, Placet. Warszawa, 2005 Nowicki A.: Strategia doskonalenia systemu informacyjnego w zarządzaniu przedsiębiorstwem. Wydawnictwo Akademii Ekonomicznej, Wrocław, 1999		
	Supplementary literature			
	eResources addresses	Adresy na platformie eNauczanie:		
Example issues/ example questions/ tasks being completed	Main models of information system life cycle Basic principles of UML modeling Methods of ensuring the quality of an IT product Principles of user-system interaction design			
Work placement	Not applicable			

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