GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

| | | | |
|---|---|---|---|
| Subject name and code | Information Technologies in Team Management, PG_00068759 | | |
| Field of study | Management | | |
| Date of commencement of studies | February 2026 | Academic year of realisation of subject | 2026/2027 |
| Education level | second-cycle studies | Subject group | Optional subject group<br>Specialty subject group<br>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 Informatics In Management -> Faculty Of Management And Economics -> Wydziały Politechniki Gdańskiej | | |
| Name and surname of lecturer (lecturers) | Subject supervisor | | |
| | Teachers | | |

**Lesson types and methods of instruction**

| Lesson type | Lecture | Tutorial | Laboratory | Project | Seminar | SUM |
|---|---|---|---|---|---|---|
| Number of study hours | 8.0 | 0.0 | 16.0 | 0.0 | 0.0 | 24 |

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 | 24 | 5.0 | 71.0 | 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<br>Sikorski M. (2010). Interakcja człowiek-komputer. Wyd. PJWSTK Warszawa<br>Kisielnicki J., Sroka H.: Systemy informacyjne biznesu, Wyd. III, Placet. Warszawa, 2005<br>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<br>Basic principles of UML modeling<br>Methods of ensuring the quality of an IT product<br>Principles of user-system interaction design | |
| Work placement | Not applicable | |

Document generated electronically. Does not require a seal or signature.