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 2026	Academic year of realisation of subject	2027/2028
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 -> Faculties of Gdańsk University of Technology		
Name and surname of lecturer (lecturers)	Subject supervisor		
	Teachers		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
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	Participation in didactic classes included in study plan	Participation in consultation hours	Self-study	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_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
[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

Subject contents

Course content – lecture
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
Exam	60.0%	50.0%
Laboratory	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	
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	
Practical activites within the subject	Not applicable	

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