



Subject card

Subject name and code	Information Technologies in Team Management, PG_00068759						
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	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 -> 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	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_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. PJJWSTK 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 activities within the subject	Not applicable	

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