GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

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|---|---|---|---|
| Subject name and code | Social Aspects of Information Technology, PG_00047732 | | |
| Field of study | Informatics | | |
| Date of commencement of studies | October 2026 | Academic year of realisation of subject | 2027/2028 |
| Education level | second-cycle studies | Subject group | Obligatory subject group in the field of study<br>Humanistic-social subject group |
| Mode of study | Part-time studies | Mode of delivery | at the university |
| Year of study | 2 | Language of instruction | Polish |
| Semester of study | 4 | ECTS credits | 2.0 |
| Learning profile | general academic profile | Assessment form | exam |
| Conducting unit | Faculty of Electronics Telecommunications and Informatics -> Faculties of Gdańsk University of Technology | | |
| Name and surname of lecturer (lecturers) | Subject supervisor | dr Beata Krawczyk-Bryłka | |
| | Teachers | dr Beata Krawczyk-Bryłka | |

**Lesson types**

| Lesson type | Lecture | Tutorial | Laboratory | Project | Seminar | SUM |
|---|---|---|---|---|---|---|
| Number of study hours | 12.0 | 15.0 | 0.0 | 0.0 | 0.0 | 27 |

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 | 27 | 2.0 | 21.0 | 50 |

**Subject objectives**

The aim of the course is to develop knowledge of the social aspects of the IT projects, to take responsibility for the development of personal competences and building teams that provide innovative, valuable solutions for the social environment.

An additional goal is also the development of social competences that affect the efficiency of IT tasks, especially in project teams.

**Learning outcomes**

| Course outcome | Subject outcome | Method of verification |
|---|---|---|
| [K7_W71] has general knowledge in humanistic, social, economic or legal sciences, including their fundamentals and applications | Has general psychological and social knowledge of the factors affecting the effectiveness of professional activities in the IT industry | [SW2] Assessment of knowledge contained in presentation<br>[SW1] Assessment of factual knowledge |
| [K7_U71] is able to apply knowledge from humanistic, social, economic or legal sciences in order to solve problems | Is able to apply knowledge of social aspects of IT, team work, interpersonal communication, conflict resolution, project presentation in the implementation of IT tasks | [SU4] Assessment of ability to use methods and tools<br>[SU1] Assessment of task fulfilment |
| [K7_K03] is ready to meet social obligations, inspire and organise activities for the social environment, initiate actions for the public interest, think and act in an entrepreneurial way | Is aware and ready to take responsibility for the consequences of the solutions provided for the social environment, is ready to act in a creative way, taking into account ethical principles | [SK5] Assessment of ability to solve problems that arise in practice<br>[SK4] Assessment of communication skills, including language correctness |
| [K7_K71] is able to explain the need to apply knowledge from humanistic, social, economic or legal sciences in order to function in a social environment | He can explain the importance of the principles of cooperation, personal development, interpersonal communication and ethical rules in the social environment of the IT industry | [SK1] Assessment of group work skills<br>[SK5] Assessment of ability to solve problems that arise in practice<br>[SK4] Assessment of communication skills, including language correctness |

**Subject contents**

Course content – lecture

Lecture:
- Characteristics of the information society and the role of IT specialists in its creation
- Interpersonal communication in the IT relationships
- Teams in the information society
- Virtual team building, global teams
- IT competencies
- Factors determinating effective entrepreneurship
- Rules of project presentation
- Ethics principles in computer science

Exercises
- Interpersonal communication styles
- Teamwork rules
- Roles in the IT team
- Conflict resolution methods
- Trust in IT
- Creativity, changes, innovation

**Prerequisites and co-requisites**

**Assessment methods and criteria**

| Subject passing criteria | Passing threshold | Percentage of the final grade |
|---|---|---|
| active attendence at exercises | 60.0% | 40.0% |
| attendence at lectures | 60.0% | 10.0% |
| final exam / presentation | 60.0% | 30.0% |
| homework | 60.0% | 20.0% |

**Recommended reading**

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|---|---|
| Basic literature | Belbin R.M., Twoja rola w zespole, GWP, Gdańsk 2003<br><br>Gellert M., Nowak C., Zespół, GWP, Gdańsk 2008<br><br>Jan van Dijk, Społeczne aspekty nowych mediów, PWN, Warszawa 2010<br><br>Lencioni P., Pięć dysfunkcji pracy zespołowej, MT Biznes sp. z o.o., Warszawa 2011<br><br>Stefaniuk Tomasz , Komunikacja w zespole wirtualnym, Difin, 2014 |
| Supplementary literature | Jemielniak Dariusz, Życie wirtualnych dzikich, Poltext, Warszawa 2013<br><br>Manual Castells, Społeczeństwo sieci, PWN, Warszawa 2013<br><br>Puszcz Henryk, Dąbrowski Łukasz, Zaborek Michał, Zespoły po polsku. Jak firmy działające na polskim rynku podnoszą swoją efektywność dzięki pracy zespołowej, Wydawnictwo: Onepress, 2011 |
| eResources addresses | |

**Example issues/ example questions/ tasks being completed**

- What conflict resolution methods can be used in a given situation?
- What are the rules of teamwork that determine the project's effectiveness / innovation?
- What is the difference between cooperation in a traditional and virtual team?
- Which of the ethical principles of the IT sector are the most important in the implemented project?
- How can you use your competences to increase team efficiency?

**Practical activites within the subject**

Not applicable