



Subject card

Subject name and code	Licensing of Software, PG_00058847						
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 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			assessment		
Conducting unit	Department of Computer Architecture -> Faculty of Electronics Telecommunications and Informatics -> Faculties of Gdańsk University of Technology						
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Jarosław Kuchta					
	Teachers	dr inż. Jarosław Kuchta					
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	12.0	0.0	0.0	0.0	15.0	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	10.0		63.0		100
Subject objectives	The aim of the course is to familiarize students with the trends in team processing, mechanisms for teamwork computer support and the mechanisms of sharing of effects of teamwork.						
Learning outcomes	Course outcome	Subject outcome			Method of verification		
	[K7_W03] knows and understands, to an increased extent, the construction and operating principles of components and systems related to the field of study, including theories, methods and complex relationships between them and selected specific issues - appropriate for the curriculum	Student understands relations between software licenses and between different aspects of team processing			[SW1] Assessment of factual knowledge		
	[K7_U43] can apply information technologies in market economy and information society conditions as well as algorithmize and computerize cognitive and decision-making processes in other areas of knowledge	Student uses proper software license adequate to the business model chosen for the application			[SU1] Assessment of task fulfilment		
	[K7_U07] can apply advanced methods of process and function support, specific to the field of study	Student uses agent systems for realization of complex processes. Student uses crowdsourcing methods for realization of IT tasks.			[SU1] Assessment of task fulfilment		

Subject contents	Course content – lecture 1. Introduction to subject and passing rules 2. Definition and properties of a team 3. Categories of human teams 4. Quality metrics of human teams 5. Main factors affecting quality of human teams 6. Communication in a team 7. Business negotiation model 8. Negotiation scenarios and protocols 9. Environments for collaborative work 10. Applications of agent technologies 11. Language for collaborative enterprises description 12. Collaborative computing in information services 13. Criteria of service selection 14. Directions in collaborative computing 15. Software licence and sharing effects of teamwork											
Prerequisites and co-requisites	No requirements											
Assessment methods and criteria	<table border="1" data-bbox="448 860 1487 965"> <thead> <tr> <th data-bbox="448 860 794 898">Subject passing criteria</th> <th data-bbox="794 860 1141 898">Passing threshold</th> <th data-bbox="1141 860 1487 898">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="448 898 794 927">Practical exercise</td> <td data-bbox="794 898 1141 927">40.0%</td> <td data-bbox="1141 898 1487 927">50.0%</td> </tr> <tr> <td data-bbox="448 927 794 965">Written exam</td> <td data-bbox="794 927 1141 965">40.0%</td> <td data-bbox="1141 927 1487 965">50.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	Practical exercise	40.0%	50.0%	Written exam	40.0%	50.0%
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Practical exercise	40.0%	50.0%										
Written exam	40.0%	50.0%										
Recommended reading	Basic literature Supplementary literature eResources addresses	H. Krawczyk, KASKBook 2006, Aplikacje Rozproszone i systemy internetowe, Gdańsk 2006 H. Krawczyk, KASKBook 2007, Inżynieria ontologii i jej zastosowania, Gdańsk 2007 Krawczyk-Brylka B., Piotrowski M., Using a computational model to compare objective negotiations in real and virtual environments, International Journal of Production Research, Vol. 46, No. 5, 2008, pages 1315-1333 No requirements										
Example issues/ example questions/ tasks being completed	Sample questions: 1. Define a team? 2. Describe differences between team and group Sample task: 1. Subversion as an example of software repositories											
Practical activities within the subject	Not applicable											

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