GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Monographic Lectures, PG_00047769		
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	Optional subject group 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	3.0
Learning profile	general academic profile	Assessment form	exam
Conducting unit	Department of Geoinformatics -> Faculty of Electronics Telecommunications and Informatics -> Faculties of Gdańsk University of Technology		
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Przemysław Falkowski-Gilski	
	Teachers	dr inż. Przemysław Falkowski-Gilski	

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	18.0	0.0	0.0	0.0	0.0	18

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	18	3.0	54.0	75

Subject objectives

The aim is to develop a computer engineer who has knowledge and skills in mobile application development, mobile operating systems, networks, computer graphics and human-computer communication.
It is prepared to work effectively in development teams in IT companies and ICT as well as in education, where their knowledge and skills will be used with the principles of legal and ethical awareness and the social problems of computerization.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[K7_U71] is able to apply knowledge from humanistic, social, economic or legal sciences in order to solve problems	The student is able to apply knowledge of the humanities or social or economic or legal sciences to create solutions in the field of mobile applications	[SU4] Assessment of ability to use methods and tools
[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	Student has knowledge of legal aspects of mobile technologies applications	[SK5] Assessment of ability to solve problems that arise in practice
[K7_W08] knows and understands, to an increased extent, the fundamental dilemmas of modern civilisation, the main development trends of scientific disciplines relevant to the field of education	The student knows and understands the fundamental dilemmas of modern civilization, the main development trends of mobile systems	[SW2] Assessment of knowledge contained in presentation
[K7_W71] has general knowledge in humanistic, social, economic or legal sciences, including their fundamentals and applications	Student has a knowledge of humanistic and societal aspects of mobile technologies	[SW2] Assessment of knowledge contained in presentation

Subject contents

Course content – lecture
The content of the object set with the industry representatives every semester. Generally, the content addresses issues placing on the market of mobile applications Polish and European manufacturing related to industrial applications, games, and other products related to the topic of the lecture.

Prerequisites and co-requisites

Knowledge of the basics of programming

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Lecture	51.0%	100.0%

Recommended reading	Basic literature	Materials provided by the companies representatives- updated every semester
	Supplementary literature	No requirements
	eResources addresses	
Example issues/ example questions/ tasks being completed	The use of mobile applications in industry Manufacture of games for mobile applications	
Practical activites within the subject	Not applicable	

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