

Subject card

Subject name and code	Business Simulations , PG_00177371						
Field of study	Economics, International Economic Relations						
Date of commencement of studies	October 2023		Academic year of realisation of subject		2025/2026		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	3		Language of instruction		Polish		
Semester of study	5		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Department of Macroeconomics -> Faculty of Economics -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Andrzej Poszewiecki				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	30.0	0.0	0.0	0.0	0.0	30
	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	30		0.0		0.0	30
Subject objectives	The aim of the course is to provide the knowledge and skills necessary to design, conduct and discuss a simple management game.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[EKONL3_W02] has advanced knowledge of the different types of existing business entities and organisations and public institutions	The student knows types of economic entities in simulations and understands their roles in market processes.	[SW2] presentation/project/paper/report
	[EKONL3_K04] is willing to think and act in an entrepreneurial manner; adapts to new situations and conditions, takes on the challenges of creative thinking, is resilient in the face of failure, is able to identify risks and assess the risks of failure	The student makes decisions in business simulations, demonstrating entrepreneurship and risk assessment skills.	[SK2] presentation/project/paper/report
	[EKONL3_K01] recognises the importance of economic knowledge in identifying and solving economic problems and of consulting experts when difficulties in solving them independently	The student uses economic knowledge to solve problems in business simulations and consults their decisions.	[SK2] presentation/project/paper/report
	[MSG3_U05] can use basic regulations and standards which determine business activity, as well as accounting principles in order to solve specific tasks related to the activity of enterprises	The student applies accounting and business regulations during simulations of company operations.	[SU2] presentation/project/paper/report
	[MSG3_U04] uses the acquired theoretical knowledge in economics to analyse and evaluate the operation of economic entities on the international market, with particular emphasis on the European Union market	The student analyzes the functioning of economic entities in simulation games, with particular focus on the EU market.	[SU2] presentation/project/paper/report
	[MSG3_W05] knows and understands the basic principles of establishing and developing various forms of entrepreneurship	The student knows the principles of creating enterprises and tests their application in simulated conditions.	[SW2] presentation/project/paper/report
	[MSG3_W07] knows and understands types of economic ties and regularities governing them, including the principles of functioning of the market and the market mechanism, both in the national and international aspect	The student understands market mechanisms based on conducted business simulations.	[SW2] presentation/project/paper/report
	[EKONL3_U13] be able to interact and work in a group (including an international one), assuming various roles within it	The student cooperates effectively in a team while carrying out tasks in business games.	[SU2] presentation/project/paper/report
	[EKONL3_U14] is able to set priorities and plan and organise the tasks involved in their implementation as well as monitor and evaluate progress accordingly	The student plans and organizes team tasks during business games and monitors their implementation.	[SU2] presentation/project/paper/report
	[MSG3_K03] participates in the preparation of economic and social projects; can reconcile legal, economic, ecological, political and social requirements	The student participates in simulation projects, reconciling economic, social, and environmental aspects of decisions made.	[SK2] presentation/project/paper/report
	[MSG3_U14] can interact and work in a team (including an international one), taking various roles within it	The student assumes various roles in a team during simulations, adjusting their work style to group needs.	[SU2] presentation/project/paper/report
	[EKONL3_W11] knows the general principles for the creation and development of forms of individual entrepreneurship, using knowledge of economics, finance and management sciences	The student understands the use of business simulations in developing individual entrepreneurship and creating own company models.	[SW2] presentation/project/paper/report
	[MSG3_K05] correctly identifies, diagnoses and solves dilemmas and various options of solutions related to the profession	The student identifies and resolves decision-making dilemmas arising during business simulations.	[SK2] presentation/project/paper/report

	Course outcome	Subject outcome	Method of verification
	[EKONL3_W08] has knowledge of the processes of changing elements, enterprises and whole structures of economic organisations, as well as the processes of changing social institutions, knows what their causes, course, scale, consequences are and what the influence of external stakeholders is on them	The student analyzes changes occurring in economic organization structures based on business simulation scenarios.	[SW2] presentation/project/paper/report
	[EKONL3_U04] can predict and forecast the course of economic and social processes and phenomena	The student forecasts possible outcomes of strategic decisions made in business games.	[SU2] presentation/project/paper/report
Subject contents	I. Managerial games and simulations as a form of employee training1. Origin of management games2. Areas of using games and simulations in the enterprise3. Objectives of the tools used4. Classification of management games5. Effectiveness of using management games6. Constructing games and managerial simulations In order to expand on the concepts discussed during lectures, students may make use of consultations.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Project	51.0%	100.0%
Recommended reading	Basic literature	A. Poszewiecki, W. Bizon, P. Kulawczuk [red.], <i>Symulacje menedżerskie i studia przypadków. Szkolenia biznesowe w oparciu o symulacje menedżerskie i studia przypadków - najlepsze praktyki</i> , Wydawnictwo Uniwersytetu Gdańskiego, Gdańsk 2012. J. Koziński, M. Przybyła, W. Wudarczywski, <i>Gry i ćwiczenia kierownicze</i> , Wydawnictwo Akademii Ekonomicznej we Wrocławiu, Wrocław 1991. M. Lesz, <i>Ekonomiczne gry decyzyjne</i> , PWE, Warszawa 1979.	
	Supplementary literature	W. Bizon, <i>Developing entrepreneurial attitudes with innovative knowledge transfer tools - example of Case Simulator project</i> , [w:] W. Bizon, A. Poszewiecki [red.], <i>Innovative Tools For Facilitated Transfer Of Entrepreneurial Skills And Knowledge</i> , Wydawnictwo Uniwersytetu Gdańskiego, Gdańsk 2013. W. Bizon, <i>Methods of measuring the efficiency of education based on modern forms of knowledge transfer</i> , [w:] W. Bizon, A. Poszewiecki [red.], <i>Innovative Tools For Facilitated Transfer Of Entrepreneurial Skills And Knowledge</i> , Wydawnictwo Uniwersytetu Gdańskiego, Gdańsk 2013. J. Gajda, <i>Prognozowanie i symulacja a decyzje gospodarcze</i> , Wydawnictwo C.H. Beck, Warszawa 2001.	
	eResources addresses		
	Example issues/ example questions/ tasks being completed		
Work placement	Not applicable		

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