

Subject card

Subject name and code	The Application of Serious Games in Management, PG_00179758						
Field of study	Finance and Accounting, Informatics and Econometrics, Management						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2025/2026		
Education level	Master's studies		Subject group		Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	1		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Department of Organisational Behaviour -> Faculty of Management -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Marek Kalinowski				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	0.0	0.0	15
	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	15		1.0		34.0	50
Subject objectives	Students will acquire the skills to create and rationally use serious games in achieving business and teaching goals.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[ZARZMU2_W02] The student has an in-depth knowledge and understanding of various organizations, including their complexities, functional areas, internal processes, and their interactions with the environment.	Student understands the essence of the functionality of serious games, both in interaction with employees (the area of employee development and adaptation) and with customers (promotion and awareness raising)	[SW2] presentation/project/paper/report
	[ZARZMU2_U07] Students can create detailed written papers, including reviews, analyses, or research, along with presentations and oral discussions on management topics.	Student is able to prepare a training decision-making game simulating economic or social issues.	[SU2] presentation/project/paper/report
	[liEMU2_W02] The student comprehends advanced theoretical and practical concepts in econometrics, informatics, or statistics, which are essential for a deeper understanding of economic and social phenomena.	Student has a thorough knowledge and understanding of advanced theoretical and practical issues related to the creation and use of serious games in the field of management.	[SW2] presentation/project/paper/report
	[FiRMU2_W02] The student possesses a comprehensive understanding of the complexities and functions of both domestic and international financial markets, as well as financial instruments and institutions.	The student knows the tools for shaping employee knowledge and skills through training games.	[SW2] presentation/project/paper/report
	[FiRMU2_U07] Students can create detailed written papers, including reviews, analyses, or research papers, along with presentations and oral speeches on finance and accounting topics.	Student is able to prepare a training decision-making game simulating economic or social issues.	[SU2] presentation/project/paper/report
	[liEMU2_U07] Students can prepare detailed written papers, presentations, and oral speeches on econometrics, informatics, or statistics issues.	Student is able to prepare a training decision-making game simulating economic or social issues.	[SU2] presentation/project/paper/report
Subject contents	1. Istota gier i gier poważnie 2. Gry poważne - rys historyczny 3. Zalety i wady korzystania z gier serio 4. Rodzaje gier serio 5. Zasady stosowania gier serio 6. Zasady projektowania gier serio 7. Podmioty powstające i ograniczające gry poważne		
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	1. M. Łączyński, Gry szkoleniowe. HRtraining, Warszawa 2013 2. A. Balcerak, J. Woźniak, Szkoleniowe metody symulacyjne, GWP, Gdańsk 2014 3. The Strategic Management Virtual Game Method In Business Education, red. Aleksandra Gawel, Maciej Pietrzykowski, IUSatTAX, Warszawa 2014	
	Supplementary literature	J. Schell, The Art of Game Design, Taylor & Francis Ltd., UK 2019	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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