

Subject card

Subject name and code	Computers in Education, PG_00185555						
Field of study	Pedagogy						
Date of commencement of studies	October 2026		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's 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	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	Laboratory of Media Education -> Institute of Education -> Faculty of Social Sciences -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Grażyna Penkowska				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	30.0	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		20.0	50
Subject objectives	Preparation for the use of information technology tools: - advanced handling of computer hardware for educational and social applications, the Internet, software, - pedagogical reflection on media, - developing communication skills via the Internet, working on an educational platform, sharing and co-creating documents, - preparation for teamwork and online collaboration, - developing creativity and expression techniques through various types of educational presentations.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PEDL3_K01] In terms of social skills, graduates are prepared to apply universal ethical principles and standards in their professional activities, guided by respect for every human being.		The graduate is ready to promote responsible and critical use of digital media and respect for intellectual property rights		[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report [SK3] text preparation/written work		

Subject contents	- Improving skills in gathering and selecting information as an important element of modern media education. Constructing hyper- and multimedia messages. - Media convergence, communicating via the Internet, reflecting on the threats posed by media. - E-learning a modern form of education. Remote work using an online learning platform. - Familiarization with the project method. Project implementation - selecting sources, editing the project, preparing materials: videos, music, photos, texts, using online resources, copyright protection, open educational resources, free content licenses. - New trends and digital tools in the work of an educator. - Educational, cultural, and legal aspects of using information and communication technologies.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
		51.0%	20.0%
		51.0%	30.0%
		51.0%	50.0%
Recommended reading	Basic literature	- Castells M., Społeczeństwo sieci, Wydawnictwo Naukowe PWN, Warszawa 2011 - Carr N., Płytki umysł, jak Internet wpływa na nasz mózg, Wydawnictwo Naukowe Helion 2013 - Levinson P., Nowe nowe media, Wydawnictwo WAM, Warszawa 2010 - Penkowska G. (red.), Smartfon-universalne medium początku XXI wieku., Wydawnictwo Naukowe Katedra, Gdańsk 2018 - Pyżalski P. i inni (2019). Dzieci w sieci - EU Kids Online 2018. Raport z polskiej edycji badania. Fundacja Orange.	
	Supplementary literature	- Smal G., Vorgan G., iMózg, Jak przetrwać technologiczną przemianę ludzkiej umysłowości, Wydawnictwo Vesper 2011 - Spitzer M., Cyberchoroby, Wydawnictwo Dobra Literatura 2018 - Stunża G. D., Bomba R., Siuda P., Stachura K. (2015). Dwa zero czy zero? Blogi o tematyce kulturalnej a przemiany kultury uczestnictwa.	
	eResources addresses		
	Example issues/ example questions/ tasks being completed		
Work placement	Not applicable		

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