

Subject card

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|--|---|--|---------------------|-------------------------------------|------------------------|------------|-----|
| 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 2026 | Academic year of realisation of subject | | | 2026/2027 | | |
| 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. | | | | | | |

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| Learning outcomes | Course outcome | Subject outcome | Method of verification |
| | [IiEMU2_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 |
| | [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 |
| | [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 |
| | [IiEMU2_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 |
| | [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 | |
| Subject contents | 1. Istota gier i gier poważne 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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