

**Subject card**

<b>Subject name and code</b>	The Application of Serious Games in Management, PG_00188977						
<b>Field of study</b>	Finance and Accounting, Informatics and Econometrics, Management						
<b>Date of commencement of studies</b>	October 2025	<b>Academic year of realisation of subject</b>			2025/2026		
<b>Education level</b>	Bachelor's studies	<b>Subject group</b>			Optional subject group		
<b>Mode of study</b>	part-time studies	<b>Mode of delivery</b>			at the university		
<b>Year of study</b>	1	<b>Language of instruction</b>			Polish		
<b>Semester of study</b>	2	<b>ECTS credits</b>			2.0		
<b>Learning profile</b>	academic	<b>Assessment form</b>			credit		
<b>Conducting unit</b>							
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr Marek Kalinowski				
	<b>Teachers</b>		dr Marek Kalinowski				
<b>Lesson types</b>	<b>Lesson type</b>	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	<b>Number of study hours</b>	8.0	0.0	0.0	0.0	0.0	8
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	<b>Number of study hours</b>	8		1.0		41.0	50
<b>Subject objectives</b>	Students will acquire the skills to create and rationally use serious games to achieve their business and educational goals.						
<b>Learning outcomes</b>	<b>Course outcome</b>		<b>Subject outcome</b>			<b>Method of verification</b>	
	[IiIEL3_W01] The student knows and understands to an advanced degree the nature and evolution of theories in management, quality sciences, economics, and finance, along with their place in the social sciences system —especially in applying informatics or statistics tools.		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	
	[FiRL3_W01] The student has advanced knowledge and understanding of the nature and evolution of management, quality, economics, and finance theories and their place in the social sciences system, particularly from the perspectives of finance and accounting.		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	
	[ZARZL3_W01] The student has advanced knowledge and understanding of the nature and evolution of management, quality sciences, economics, and finance theories, along with their place in the social sciences system — particularly their relevance to business decision-making.		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	

Subject contents	<ol style="list-style-type: none"> <li>1. The Essence of Games and Serious Games</li> <li>2. Serious Games - A Historical Overview</li> <li>3. Advantages and Disadvantages of Serious Games</li> <li>4. Types of Serious Games</li> <li>5. Principles of using Serious Games</li> <li>6. Principles of Serious Game Design</li> <li>7. Entities Creating and Using Serious Games</li> </ol>		
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	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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