

Subject card

Subject name and code	Intellectual property law - lecture, PG_00198050						
Field of study	Administration						
Date of commencement of studies	October 2026	Academic year of realisation of subject			2026/2027		
Education level	Master'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 polish		
Semester of study	2	ECTS credits			3.0		
Learning profile	academic	Assessment form			exam		
Conducting unit	Faculty of Law and Administration -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Ewelina Szatkowska				
	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		2.0		43.0	75
Subject objectives	Acquainting students with the basic concepts in the field of intellectual property law (copyright, related rights, and industrial property law) and demonstrating the practical dimension of the various institutions of intellectual property law.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[ADMINMU2_W02] at an advanced level, identifies and understands the legal and administrative determinants of various forms of social and economic life, including those characteristic of the state and the information society, as well as issues relating to different aspects of the application of new technologies.	The student knows and understands the legal structures of intellectual property protection and their role in the functioning of the information society and economic transactions, including in the context of new technologies.	[SW4] test/exam - oral or written
	[ADMINMU2_W03] has advanced knowledge and understanding of current dilemmas related to the functioning of administration and the application of legal institutions within the state, public administration, and the economy, including in the context of the creation and development of various forms of entrepreneurship, with particular emphasis on regulations concerning new technologies.	The student understands the main issues and dilemmas related to the application of intellectual property law, particularly in the protection of creative works, trademarks, and the use of intangible assets in economic and digital environments.	[SW4] test/exam - oral or written
	[ADMINMU2_K02] positively evaluates legal solutions that protect individual rights, particularly in the context of the functioning of the state and the information society, and also possesses an in-depth awareness of the legal necessity to undertake actions that safeguard and balance the public interest, social interest, and the individual interests of persons in various aspects of social and economic life.	The student recognizes the importance of intellectual property protection for safeguarding individual rights and is able to balance the interests of creators, users, and the public interest in the use of intangible goods.	[SK4] test/exam - oral or written
Subject contents	<ol style="list-style-type: none"> 1. The concept of intellectual property protection 2. Classification of intangible goods in intellectual property law 3. Subject matter of copyright 4. Subject of copyright 5. Economic and moral copyrights and claims related thereto 6. Permitted public and private use 7. Principles of image dissemination 8. Related rights 9. Industrial property law (inventions, utility models, industrial designs, geographical indications, trademarks) 		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Written exam	51.0%	100.0%
Recommended reading	Basic literature	<p>J. Barta, R. Markiewicz, Copyright and Related Rights. Introduction, 2024 E. Szatkowska (ed.), Copyright law in practice. On the Rights of Creators and Recipients of Works, Warsaw 2022 M. Barczewski (ed.), E. Szatkowska (ed.), Lexicon of Intellectual Property Law. 100 Basic Concepts, Warsaw 2019 E. Nowińska, U. Promińska, K. Szczepanowska-Kozłowska, Industrial Property Law. Subject, Content, and Infringement, Warsaw 2021.</p>	

	Supplementary literature	R. Markiewicz, The Work and the Creator in Copyright Law, Illustrated Doubts, Warsaw 2026. K. Grzybczyk, Pop Culture Icons. How Signs and Celebrities Protect Their Rights, Warsaw 2018.
	eResources addresses	
Example issues/ example questions/ tasks being completed	<ol style="list-style-type: none"> 1. How is a computer game protected? Does Polish law directly regulate the protection of a computer game? Are patents allowed in relation to computer games? 2. What is the institution of a trademark? What are the types of trademarks? 3. What can be patented? 4. What is the right of panorama? 5. Derivative work vs. inspired work how do they differ? 6. When does a work enter the public domain and what is associated with it? 7. What is fair use? 	
Work placement	Not applicable	

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