University of Gdańsk

Subject card

Subject name and code	Team Project, PG_00204180		
Field of study	Informatics		
Date of commencement of studies	October 2026	Academic year of realisation of subject	2028/2029
Education level	Bachelor's studies	Subject group	Obligatory subject group in the field of study Optional subject group Subject group related to practical vocational preparation
Mode of study	full-time studies	Mode of delivery	at the university
Year of study	3	Language of instruction	Polish
Semester of study	5	ECTS credits	3.0
Learning profile	practical	Assessment form	credit
Conducting unit	Institute of Informatics -> Faculty of Mathematics, Physics and Informatics -> Rector		
Name and surname of lecturer (lecturers)	Subject supervisor	dr hab. Wiesław Pawłowski	
	Teachers		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	0.0	0.0	30.0	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	45.0	75

Subject objectives

The aim of the course is for students to practically apply the knowledge and skills they have acquired in the design and development of information systems. As part of the course, students divided into teams of 3-4 people will have the opportunity to use modern information technologies, collaboration tools (version control and task tracking systems) and agile software development methodology.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[INFPL3_K03] is ready to make decisions independently, critically evaluate their own actions and the actions of the teams they are part of directs, and the organizations in which it participates, accepting responsibility for the consequences of these actions	competently performs tasks within his/her role in the project team	[SK2] presentation/project/paper/ report
[INFPL3_U04] is able to use the acquired knowledge when creating, running and testing programs using dedicated tools and design patterns	is able to use techniques and tools supporting the project implementation process	[SU2] presentation/project/paper/ report
[INFPL3_W03] knows and understands advanced issues in software engineering and IT project management methodologies, including the IT project life cycle, specification techniques, software validation and verification, and design patterns uses this knowledge when planning and implementing IT projects	knows and understands the methodology of comprehensive IT project management	[SW2] presentation/project/paper/ report
[INFPL3_U09] is able to - in accordance with the given specification - design and implement IT system	actively participates in the entire project implementation process	[SU2] presentation/project/paper/ report
[INFPL3_U03] is able to cooperate with other people within teamwork, including being able to manage his/her time, make commitments, communicate using various techniques in the professional environment, including the use of dedicated tools; is able to present different opinions and alternative technical solutions in the project team, explaining their basis, consequences and impact on the project implementation	can function effectively as part of a project implementation team. is able to use tools and technologies to support teamwork and management of the software development process	[SU2] presentation/project/paper/ report
[INFPL3_K04] is ready to responsibly fulfill social obligations related to the professional activity of an IT specialist, including compliance with ethical principles and demanding the same from others, data confidentiality, digital security and care for the quality and reliability of work performed	understands and appreciates the benefits of teamwork, ensures the security of data processed as part of the project, and promotes ethical conduct in the team	[SK2] presentation/project/paper/ report

Subject contents

- IT project planning.
- Project assumptions, including specification of functional and non-functional requirements.
- Formulating the scope of work and initial "product map".
- Agreeing on the project workflow and manufacturing processes.
- The flow of the IT project.
- Collaborative work based on agile software development methodologies.
- Reporting on the progress of the work.
- Regular identification and implementation of improvements in the workflow.
- Presentation of the final result of the IT project.

Prerequisites and co-requisites

none

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
participation in the implementation of the project	51.0%	100.0%

Recommended reading

Basic literature	No specific literature is available. Literature related to the methodologies and technologies used in the project may be helpful.
Supplementary literature	none
eResources addresses	

Example issues/ example questions/ tasks being completed	
Work placement	Not applicable

Document generated electronically. Does not require a seal or signature.