

Subject card

Subject name and code	Management games and simulations, PG_00208694						
Field of study	Chemical Business						
Date of commencement of studies	February 2027		Academic year of realisation of subject		2027/2028		
Education level	Master's studies		Subject group		Obligatory subject group 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	2		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Department of Macroeconomics -> Faculty of Economics -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Andrzej Poszewiecki				
	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		10.0		15.0	55
Subject objectives	The aim of the course is to develop students' ability to make managerial decisions in simulated business situations, with particular emphasis on the specific nature of the chemical sector. The course prepares students to analyse organisational and market-related problems, work in teams, and assess the consequences of decisions made in enterprises operating in the chemical industry.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[BCHMU2_U05] Is able to choose and apply, based on the literature of chemical sciences in Polish and English, appropriate methods and tools for solving problems in chemistry and related sciences.	The student is able to use available information and analytical tools to solve decision-making problems occurring in simulated managerial situations related to the activity of chemical enterprises.	[SU2] presentation/project/paper/report
	[BCHMU2_K07] Is willing to conduct business and develop the enterprise, taking into account the principles of its establishment and functioning.	The student is ready to make decisions related to running and developing an enterprise, taking into account the principles of functioning of companies operating in the market environment, particularly in the chemical sector.	[SK2] presentation/project/paper/report
	[BCHMU2_K02] Is willing to create and manage group work plans and to take responsibility for the work of the whole team, properly assess their work and individual team members.	The student is ready to work in a team, plan group activities and take responsibility for decisions made during managerial games and simulations.	[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report
	[BCHMU2_W07] Knows and understands legal and economic systems of organization and management of human resources, patent information and intellectual property resources related to the chemical industry and other sectors of the economy.	The student knows and understands the basic economic and organisational conditions of enterprise management, including human resources, information and intellectual property in the context of activities related to the chemical industry.	[SW2] presentation/project/paper/report
Subject contents	1. Introduction to managerial games and simulations and their role in business education. 2. Work in the REVAS simulation as the main tool for making managerial decisions. 3. Management of resources, finances and operational activities of an enterprise in a simulated market environment. 4. Analysis of simulation results and evaluation of the consequences of decisions made by students. 5. Teamwork, division of roles and responsibility for the development of the simulated enterprise.		
Prerequisites and co-requisites	Basic knowledge of organisation and management, as well as enterprise functioning. Teamwork skills and basic familiarity with issues related to the chemical sector are recommended.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Assessment of participation in the REVAS simulation.	51.0%	100.0%
Recommended reading	Basic literature	- Gołębiewski G., <i>Gry decyzyjne i symulacyjne w zarządzaniu</i>, Warszawa: PWE. - Griffin R.W., <i>Podstawy zarządzania organizacjami</i>, Warszawa: PWN. - Materiały dydaktyczne i instrukcje do symulacji REVAS Business Simulation Games.	
	Supplementary literature	- Burns P., <i>Entrepreneurship and Small Business</i>, London: Palgrave Macmillan. - Daft R.L., <i>Management</i>, Boston: Cengage Learning. - Keys B., Wolfe J., <i>The Role of Management Games and Simulations in Education and Research</i>, "Journal of Management	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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