

Subject card

Subject name and code	Didactic decision-making game, PG_00208849						
Field of study	Management of Artistic Institutions						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	3		ECTS credits		2.0		
Learning profile	practical		Assessment form		credit		
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Marek Kalinowski				
	Teachers		dr Marek Kalinowski				
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		18.0	50
Subject objectives	Putting students in a situation where they have to make decisions that generate specific economic, social and psychological consequences in a simulated reality, thanks to which they have the opportunity to train in the creation and implementation of strategies and generate solutions aimed at the organization's goals in changing conditions.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[ZIAL3_W03] They possess detailed knowledge of specific topics within arts studies, management and quality studies, literary studies, as well as auxiliary and related studies, with a focus on practical applications in managerial and/or artistic activity.	By participating in business games, the student develops knowledge of selected issues in the field of management studies.	[SW2] presentation/project/paper/report
	[ZIAL3_U04] They are capable of actively participating in debates regarding art, literature, and arts management, presenting, evaluating, and discussing various viewpoints.	Is able to participate in debates regarding the search for solutions to problems related to the management of artistic institutions.	[SU2] presentation/project/paper/report
	[ZIAL3_U03] They are capable of communicating effectively using specialized terminology in arts studies, management and quality studies, literary studies, as well as auxiliary and related studies.	Is able to communicate with other participants of the game using specialized terminology from the field of management studies.	[SU2] presentation/project/paper/report
	[ZIAL3_K01] They are prepared for a critical assessment of their knowledge and skills; they understand the importance of ongoing learning and professional development in managerial and/or artistic activity.	Is ready to critically evaluate the knowledge and skills acquired, verified during decision-making simulation games.	[SK2] presentation/project/paper/report
Subject contents	1. Instructions for the "Management" educational game 2. Playing the "Management" educational game 3. Playing the "Theater Management" educational game 4. Discussing the game's conclusions		
Prerequisites and co-requisites	Attendance at all classes is mandatory unless the student has obtained the Dean's approval to follow an individual study plan.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	report	51.0%	100.0%
Recommended reading	Basic literature	P.F. Drucker, <i>Praktyka zarządzania</i> , mt biznes, Warszawa 2017	
	Supplementary literature	A. Zakrzewska-Bielawska, <i>Podstawy zarządzania</i> , Oficyna Wydawnicza Wolters Kluwer, Warszawa 2012 M. Jabłoński, J. Karcz-Ryndak, <i>Key Aspects of Theatre Management: Literature Review</i> , (2024), ORGANIZATION AND MANAGEMENT no. 1 / 2024 (195) M. Kalinowski, <i>Dydaktyczna gra decyzyjna Teatr</i> , w: <i>Teatr. Literatura, Zarządzanie</i> (2025) Wydawnictwo Uniwersytetu Gdańskiego, Gdańsk ss. 261-270.	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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