

Subject programme

1. Subject name / subject module: **Enterprise Game**
2. Lecture language: **English**
3. The location of the subject in study plans:
 - Area or areas of the studies: **Computer Control Systems Engineering**
 - Degree of the studies: **2nd degree studies**
 - Field or fields (implementation of effects standard): **Mechatronics**
4. Supervision of subject implementation:
 - The Institute / Another unit: **The Institute of Informatics and Mechatronics**
 - The person responsible for the subject: **Barczak Mariusz, dr**
 - People cooperating in the development of the programme of the subject:
5. The number of hours and forms of teaching for individual study system and the evaluation method

Form of classes Mode of study	Teaching activities with the tutor																		Total			
	SOW	ECTS	Simulation game	SOW	ECTS	...	SOW	ECTS	...	SOW	ECTS	Simulation game – remote	SOW	ECTS	...	SOW	ECTS	...	SOW	ECTS	ECTS	
Full-time studies			4	4	1,5							30										1,5
Part-time studies																						
Credit rigor	...		Graded assignment																			

6. Student workload – ECTS credits balance

1 ECTS credit corresponds to 25-30 hours of student work needed to achieve the expected learning outcomes including the student's own work

Activity (please specify relevant work for the subject)	Hourly student workload (full-time studies/part-time studies)
Participation in classes	4
Preparing a presentation	2
Independent study of the subject	30
Participation in an exam / graded assignment / final grading	2
Total student workload	38
ECTS credits	1,5
* Student's workload related to practical forms	38
Student's workload in classes requiring direct participation of academic teachers	4

7. Implementation notes: recommended duration (semesters), recommended admission requirements, relations between the forms of classes:

None

Recommended duration of the subject is taken from the course plan.

8. Specific learning outcomes – knowledge, skills and social competence

Specific learning outcomes for the subject		Form	Teaching method	Methods for testing of (checking, assessing) learning outcomes
Outcome symbol	Outcome description			
Knowledge				
K_W10	Student has knowledge of management, with particular emphasis on: quality management, applying the principles of work organization and management, task planning, project management.	Simulation game	Inquiry methods	Test on ONTE, presentation, enterprise game
K_W12	Student knows and understands the general principles of running and developing a business, with a particular emphasis on the specificity of the mechatronics industry.			
Skills				

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K_U09	Student has practical self-education skills allowing for their own learning in the field of business.	Simulation game	Inquiry methods	Test on ONTE, presentation, enterprise game
Social competence				
K_K05	Student is ready to think and act in an entrepreneurial manner	Simulation game	Inquiry methods	Test on ONTE, presentation, enterprise game

9. Assessment rules / criteria for each form of education and individual grades

0-19 level in the game	ndst	30-35 level in the game	db
20-25 level in the game	dst	36-39 level in the game	db+
26-29 level in the game	dst+	40-48 level in the game	bdb

Activity	Grades	Calculation	To Final
Enterprise game	bdb (5)	5*80%	4
Presentation	bdb (5)	5*20%	1
Final score			5

10. The learning contents with the form of the class activities on which they are carried out

(Simulation game)

1. Techniques for creating the correct presentation;
2. Public events;
3. Working under time pressure in the team;
4. The rules of the Games in the Company;
5. Work together on business issues;
6. Public presentation of solutions.

11. Required teaching aids

Exercises - a room adapted for conducting classes in the form of exercises / workshops, multimedia projector

12. Literature:

a. Basic literature:

Manual available in the simulation game

a. Supplementary literature:

Boosting business in the Mediterranean : entrepreneurs' success stories, Office for Official Publications of the Europ. Communities, Luksemburg, 2009.

b. Internet sources:

13. Available educational materials divided into forms of class activities (Author's compilation of didactic materials, e-learning materials, etc.)

14. Teachers implementing particular forms of education

Form of education	Name and surname
1. Simulation game	Barczak Mariusz, dr