

**FACULTY Computer Science and Management****SUBJECT CARD**

**Name in Polish** ..... **Trening kierowniczy**  
**Name in English** ..... **Management Training**  
**Main field of study (if applicable):** ... **Management**  
**Specialization (if applicable):** ..... **Organizational Management**  
**Level and form of studies:** ..... **1<sup>st</sup> level, full-time studies**  
**Kind of subject:** ..... **obligatory**  
**Subject code** ..... **ZMZ1257L**  
**Group of courses:** **NO**

	Lecture	Classes	Laboratory	Project	Seminar
Number of hours of organized classes in University (ZZU)			<b>30</b>		
Number of hours of total student workload (CNPS)			<b>60</b>		
Form of crediting			Crediting with grade		
For group of courses mark (X) final course					
Number of ECTS points			<b>2</b>		
including number of ECTS points for practical (P) classes			<b>2</b>		
including number of ECTS points for direct teacher-student contact (BK) classes			<b>1</b>		

\*delete as applicable

**PREREQUISITES RELATING TO KNOWLEDGE, SKILLS AND OTHER COMPETENCES**

1. Basic knowledge from the field of organizational management, marketing and corporate finance
2. Basic skills in MS EXCEL.

**SUBJECT OBJECTIVES**

- C1: Improving the ability to develop simple computer systems (MS Excel worksheets) supporting the process of working out decisions in a company.
- C2: Deepening the ability to use the developed computer system in making prognosis on the economic and financial output of a simulated company.
- C 3: Improving abilities to make use of the developed decision support system in managing a simulated company.
- C4: Deepening the ability to analyze the reasons for and the dynamics of the economic and financial situation of a simulated company.

### SUBJECT EDUCATIONAL EFFECTS

relating to skills:

PEK\_U01: Student is able to develop a simple computer system (DSS\_G) supporting the process of working out decisions in a simulated company, and encompassing selected functional areas of that company.

PEK\_U02: Student is able to use the developed system DSS\_G in preparing prognosis of the economic and financial situation of a simulated company as well as to identify the main reasons for the discrepancies between these prognosis and the real situation of that company.

PEK\_U03: Student is able to make an effective use of the system DSS\_G in the management of the simulated company.

PEK\_U04: Student is able to identify (analyze) the main reasons for the differences in financial and economic outcomes of competing companies acting on the same market.

### PROGRAMME CONTENT

Form of classes - laboratory		Number of hours
Lab 1	Discussion of the course completion criteria and the main work stages. Introduction to the management game, and - among other things – description of the economic system simulated in the game. Initial work on the system DSS_G supporting the process of working out decisions in the game: subsystem <i>Materials</i> .	2
Lab 2	Development of the system DSS_G (continuation) - subsystems: <i>Work in Process; Finished Products; External Warehouses; Natural Environment</i> .	2
Lab 3	Development of the system DSS_G (continuation) – subsystem <i>Selling Price of Finished Products</i> .	2
Lab 4	Development of the system DSS_G (continuation) – subsystems: <i>Necessary Production Personnel and Necessary Production Machines; Credits; Cash Flow</i> . Discussion of the requirements to be met during the <i>Test Game</i> . Test checking students knowledge.	2
Lab 5	<i>Test Game</i> . Correcting errors in the system DSS_G . Corrective (supplementary) test checking students knowledge.	2
Lab 6	Correcting errors in the system DSS_G (continuation). Discussion of the scenario for the main game.	2
Lab 7	Running the <i>Main Game</i> .	2
Lab 8	Running the <i>Main Game</i> (continuation).	2
Lab 9	Running the <i>Main Game</i> (continuation).	2
Lab 10	Running the <i>Main Game</i> (continuation).	2
Lab 11	Running the <i>Main Game</i> (continuation).	2
Lab 12	Running the <i>Main Game</i> (continuation).	2
Lab 13	Discussion of the main results achieved by the teams in the <i>Main Game</i> (teaching person). Presentation of the <i>Final Reports</i> prepared by teams (students).	2
Lab 14	Presentation of the <i>Final Reports</i> prepared by teams (continuation).	2
Lab 15	Presentation of the <i>Final Reports</i> prepared by teams (continuation). Course summary.	2
	Total hours	30

TEACHING TOOLS USED
N1. Knowledge transfer with the use of multimedia (teaching person). N2. Student self-studying: preparatory work for laboratory classes. N3. Discussion. N4. Problem solving exercises. N5. Simulation Game/Simulation. N6. Presentation of the <i>Final Reports</i> with the use of multimedia (students).

#### EVALUATION OF SUBJECT EDUCATIONAL EFFECTS ACHIEVEMENT

Evaluation (F – forming (during semester), P – concluding (at semester end))	Educational effect number	Way of evaluating educational effect achievement
F1	PEK_U01	Answering questions; Test; Short tests; Results of the <i>Test Game</i>
F2	PEK_U02	Evaluation of the prognosis prepared for selected months with the help of the system DSS_G; Discussions
F3	PEK_U03	Evaluation of the results achieved by teams in the <i>Main Game</i>
F4	PEK_U04	Presentation of one of the obligatory elements of the Final Report
$P = 0,2 * F1 + 0,1 * F2 + 0,4 * F3 + 0,3 * F4$		

PRIMARY AND SECONDARY LITERATURE
<b><u>PRIMARY LITERATURE:</u></b> [1] Rzońca W., Business Game <i>COMPANY</i> - user's manual, appendices and supplementary materials (accessible during the classes and on the website) [2] Jones J., Mowen M., Hansen D., Heitger D., Rich J., Financial and Managerial Accounting: The Cornerstones of Business Decisions, South-Western Cengage Learning, 2012 (chosen parts) [3] Drury C., Management Accounting for Business, Cengage Learning EMEA 2009 (chosen parts)
<b><u>SECONDARY LITERATURE:</u></b> [1]
<b>SUBJECT SUPERVISOR (NAME AND SURNAME, E-MAIL ADDRESS)</b> Waldemar Rzońca; <a href="mailto:Waldemar.Rzonca@pwr.wroc.pl">Waldemar.Rzonca@pwr.wroc.pl</a> In collaboration with: Alicja Balcerak; <a href="mailto:Alicja.Balcerak@pwr.wroc.pl">Alicja.Balcerak@pwr.wroc.pl</a>

MATRIX OF CORRELATION BETWEEN EDUCATIONAL EFFECTS FOR SUBJECT

**Management Training**  
**AND EDUCATIONAL EFFECTS FOR MAIN FIELD OF STUDY Management**  
**AND SPECIALIZATION Organizational Management**

Subject educational effect	Correlation between subject educational effect and educational effects defined for main field of study and specialization (if applicable)**	Subject objectives***	Programme content***	Teaching tool number***
<b>PEK_U01</b>	K1_ZARZ_U12	C1	Lab1÷Lab6	N2÷N5
<b>PEK_U02</b>	K1_ZARZ_U11	C2	Lab7÷Lab12	N2, N3, N5
<b>PEK_U03</b>	K1_ZARZ_U05	C3	Lab7÷Lab12	N2÷N5
<b>PEK_U04</b>	K1_ZARZ_U03	C4	Lab13÷Lab15	N2, N3, N6

\*\* - enter symbols for main-field-of-study/specialization educational effects

\*\*\* - from table above