FACULTY Computer Science and	d 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 st 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)			30		
Number of hours of total student workload (CNPS)			60		
Form of crediting			Crediting with grade		
For group of courses mark (X) final course					
Number of ECTS points			2		
including number of ECTS points for practical (P) classes			2		
including number of ECTS points for direct teacher-student contact (BK) classes			1		

*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		
	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: Work in Process; Finished Products; External Warehouses; Natural Environment.	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 Main Game.	2	
Lab 8	Running the Main Game (continuation).	2	
Lab 9	Running the Main Game (continuation).	2	
Lab 10	Running the Main Game (continuation).	2	
Lab 11	Running the Main Game (continuation).	2	
Lab 12	Running the Main Game (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 Final Reports 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 *Final Reports* 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	—	Answering questions; Test; Short tests; Results of the <i>Test Game</i>		
F2		Evaluation of the prognosis prepared for selected months with the help of the system DSS_G; Discussions		
F3		Evaluation of the results achieved by teams in the <i>Main Game</i>		
F4	_	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

PRIMARY LITERATURE:

- [1] Rzońca W., Business Game *COMPANY* user's manual, appendices and supplementary materials (accessible during the classes and on the website)
- JonesJ., Moven 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)

SECONDARY LITERATURE:

[1]

SUBJECT SUPERVISOR (NAME AND SURNAME, E-MAIL ADDRESS)

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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***
PEK_U01	K1_ZARZ_U12	C1	Lab1÷Lab6	N2÷N5
PEK_U02	K1_ZARZ_U11	C2	Lab7÷Lab12	N2, N3, N5
PEK_U03	K1_ZARZ_U05	C3	Lab7÷Lab12	N2÷N5
PEK_U04	K1_ZARZ_U03	C4	Lab13÷Lab15	N2, N3, N6

** - enter symbols for main-field-of-study/specialization educational effects *** - from table above