STUDY MODULE DESCRIPTION FORM

Name of the module/subject		Code
Information Technology in Management		**1011101121011163576**

Field of study	Profile of study (general academic, practical)	Year /Semester
Engineering Management - Full-time studies -	**(brak)**	**1 / 2**
Elective path/specialty	Subject offered in:	Course (compulsory, elective)
-	**English**	**obligatory**

Cycle of study:	Form of study (full-time,part-time)
First-cycle studies	**full-time**

No. of hours	No. of credits
Lecture: **15** Classes: **-** Laboratory: **30** Project/seminars: **-**	**3**

Status of the course in the study program (Basic, major, other)	(university-wide, from another field)
(brak)	**(brak)**

Education areas and fields of science and art	ECTS distribution (number and %)
study effects leading to the acquisition of engineering qualifications	**2 70%**
social sciences	**1 30%**
Economics	**1 30%**

Responsible for subject / lecturer:

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Prerequisites in terms of knowledge, skills and social competencies:

1	**Knowledge**	Basic knowledge from the computer science on the level of the first semester of studies on technical field
2	**Skills**	Ability of the efficient service of the computer and using the MS Office package in management processes
3	**Social competencies**	Ability to work in a design project team

Assumptions and objectives of the course:

The aim of the course is to provide theoretical and practical knowledge about the role of computer science in management including the basics of programming

Study outcomes and reference to the educational results for a field of study

Knowledge:

1. The student knows methods and instruments for data collecting, processing and selecting, as well as methods for distributing information - [K1A_W11]

2. The student knows basic methods, techniques and instruments and materials used for solving simple engineer tasks from the area of the construction and exploitation of machines - [K04-InzA_W02]

Skills:

1. The student is able to plan and realize experiments, including measurements, computer simulations, and interpret obtained results and draw conclusions of them - [K01-InzA_U1]

2. The student is able to use methods of analysis, simulations and experiments for formulation and creation of engineer solutions - [K01-InzA_U2]

Social competencies:

1. The student understands the need and knows possibilities lifelong learning, of raising professional, personal and social competence - [K1A_K01]

2. Student is aware of the responsibility for own work and he is ready to follow rules of the team work and taking responsibility for tasks realized within the group - [K1A_K02]

3. Student is aware of the importance and understands non-technical aspects and results of the engineer activity, including its impact on the environment and he realizes the responsibility related to decisions he makes - [K01-InzA_K1]

Assessment methods of study outcomes

Forming assessment:

- Lectures: on basis of questions asked during the lecture, which refer to previous lectures on the subject
- Laboratories: on basis of the evaluation of the current progress in realization of obtained tasks

Final assessment:

- Lectures: final test in written form
- Laboratories: on basis of a test of practical skills in programming in Visual Basic

Course description

The subject includes following content: tasks for computer science in management, the structure of an information system in management, basis of programming in Visual Basic. Basics of programming include the use of different types of objects and use in programs both procedures and functions. Created programs include conditional statements, the iterations, the use of array variables, and use the file as a data source.

Basic bibliography:

1. Liew Voon Kiong, Visual Basic 6 Made Easy: A Complete Tutorial for Beginners, BookSurge Publishing, 2006
2. Todd Knowlton, Karl Barksdale, E. Shane Turner, Stephen Collings, Programming BASICS: Using Microsoft Visual Basic, C++, HTML, and Java, Cengage Learning, 2001
3. David I. Schneider, Computer Programming Concepts and Visual Basic, Pearson Custom Publishing
4. Iducate Learning Technologies, Beginning Visual Basic Programming, CreateSpace Independent Publishing Platform, 2013

Additional bibliography:

1. John Walkenbach, Excel 2013 Power Programming with VBA, Wiley 2013

Result of average student's workload

Activity	Time (working hours)
1. Participation in lectures	15
2. Participation in laboratory classes	30
3. Preparation for laboratory classes	25
4. Preparation to the test	15
5. Consultation	5

Student's workload

Source of workload	hours	ECTS
Total workload	90	3
Contact hours	50	2
Practical activities	60	2