

1.3. Module/ course form

To be completed by Course Team	Module name : IT BUSINESS MANAGEMENT					Module code: M25	
	Course name: IT business management					Course code: M25	
	Faculty: Institute of Applied Informatics						
	Field of study: INFORMATICS						
	Specializations: Computer systems and networks administration, Database design and application software, Computer graphics and multimedia						
	Mode of study : full - time		Learning profile: practical			Speciality:	
	Year/ semester: 3/6		Module/ course status: mandatory			Module/ course language: Polish/English	
	Type of classes	lecture	lessons	lab	project	tutorial	other (please specify)
	Course load	15		15	15		

Module/ course coordinator	Łukasz Żołądziewski, Phd
Lecturer	Łukasz Żołądziewski, Phd
Module/ course objectives	Transfer of knowledge in the field of IT management. Developing the ability to use software supporting realizations of IT projects. Emphasizing different approaches of managing and solving management problems using various methodologies, such as Agile, Prince 2 and ITIL.
Entry requirements	General knowledge of IT project management.

LEARNING OUTCOME		
Nr	LEARNING OUTCOME DESCRIPTION	Learning outcome reference
Knowledge		
01	Has got knowledge of general issues of IT projects.	K_W05, K_W13
02	Knows the basic models and standards of IT enterprise management.	K_W19
03	He has basic knowledge of setting up and running a business using information technology transfer.	K_W19
Skills		
04	Uses professional project management applications	K_U02

05	Able to model the management processes based on the standards used in computing	K_U09, K_U24
06	Can consciously raise the level of IT knowledge	K_U01 K_K01 K_K02
07	Works in a group using social media tools	K_K05, K_K06
Social competences		
08	Can think and act in an entrepreneurial method using marketing mechanisms	K_K05

CURRICULUM CONTENTS	
Lecture	
1 - 2 Basic concepts in business management 3 - 4 Model, structure and organization of an IT company 5 - 6 Characteristics of projects in the IT industry - PRINCE 2 7 - 8 Idea Agile Manifesto. Extreme programming (XP), Scrum 9 - 10 Characteristics of economic activities 11-12 Presentation of Lean Canvas methodology assumptions 13-15 Review of EU support for innovative business ideas	
Lab	
1 - 2 Business process management 3 - 4 Creating business models based on Adonis systems 5 - 6 Analysis of the functionality of systems supporting Customer Relationship Management 7 - 8 The use of selected extreme programming methods to create applications 9-10 Use of ITIL practices in IT projects 11 - 12 IT service management based on ITSM Software 13 - 15 Configuration and management of SaaS cloud solutions	
Project	
<p>The goal of the project is to implement the business idea in accordance with the Scrum methodology and principles of running software development processes using the guidelines for agile methods. While working in groups, the student learns the principles of team work organization, team work planning and his interaction with the client, processes and events during work, techniques for producing source code or other added value, integration of components of the system being built, its testing and implementation. Review of additional techniques supporting agile software development, including project budget, process monitoring and analysis of its effectiveness. Project implementation develops the ability to present an idea for a product to potential investors and through self-critical analysis of a business idea through discussions regarding the size of the market and product sales.</p>	

Basic literature	Blank S. „The Step-By-Step Guide for Building a Great Company” Helion, Gliwice 2013 Alvarez C. „ Lean Customer Development”, Helion, Gliwice 2015.
Additional literature	

Teaching methods	Lecture, case studies, individual and team projects	
Assessment method		Learning outcome number
Individual presentation of a business idea according to the Lean Canvas methodology		02, 04, 06
The project carried out in groups		01, 03, 04, 05
Discussion		07, 08
Form and terms of an exam	Individual work and active participation in classes. The basis for passing the lecture is the preparation of a business plan based on agile methodologies. The individual project grade is 50% of the final credit. The second half of the credit is the implementation of a team IT project containing implementation documentation at the MVP level.	

STUDENT WORKLOAD		
	Number of hours	
	In all	including practical
Participation in lectures	15	
Independent study of lecture topics		
Participation in tutorials, labs, projects and seminars	30	30
Independent preparation for tutorials*	15	15
Preparation of projects/essays/etc.*	13	13
Preparation/ independent study for exams		
Participation during consultation hours	2	
Other		
TOTAL student workload in hours	75	58
Number of ECTS credit per course unit	3 ECTS	
Number of ECTS points assigned to the scientific discipline	Technical informatics and telecommunications 3 ECTS	
Number of ECTS credit associated with practical classes	2,3 ECTS	
Number of ECTS for classes that require direct participation of professors	1,8 ECTS	