

ITEM CARD (SYLLABUS)

Description of the course

Code course		Course name	BUSINESS SIMULATIONS		
IBF/O/I/S/B1.33			SYMULACJE BIZNESOWE		
Language		English			
Academic Year		2024/2025			
Direction of study		International Business and Finance			
Level of education (study)		Level 1			
Profile of education (study)		General academic			
Form of study		Stationary			
Semester / semesters		5			
Belonging to a course groups		B1-Compulsory courses specific to the field of study			
Course status		Compulsory			
Form of classes, hours, ECTS points		Form of classes	Number of hours	Number of ECTS points	
		Lecture	[h]	1 ECTS	
		Exercises	[h]		
		Seminar	15 [h]		
Relationship of subject	with profile of education (study)	Related to conducted scientific activity in the field of economics and finance			1 ECTS
	with qualifications	-----			ECTS
	with discipline	Economics and finance			1 ECTS
Form of teaching		traditional - classes organized at the University			
The criterion for the selection of students		All students of International Business and Finance			
Unit running course		Department of Business and International Finance			
Coordinator		PhD Łukasz Wójtowicz			
Faculty www address		http://weif.uniwersytetradom.pl			
E-mail, phone number of coordinator		l.wojtowicz@uthrad.pl, 48 361-74-10			

COURSE OUTCOMES, METHODS OF TEACHING AND VERIFICATION OF THE EFFECTS OF EDUCATION

Purpose of the course:	The aim of this subject is to equip students with the skills of designing, creating, and analyzing simulation models for various business scenarios, as well as making decisions based on the results of such simulations.
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Course teaching content:	<p>The course content is related to conducted scientific research.</p> <p>Seminar content:</p> <ol style="list-style-type: none"> 1. Functioning of a company in a simulated economic game system (applicable norms). Functioning of a decision-making game simulating the functioning of an economic game system. Rules for operating the simulation game system. Simplifications of the simulated economic game system compared to the conditions of operating a company in the real economic system. Financing plan for the annual business activities of a company in the simulated economic system. (3h, W1, U1, U2, K1, BN) 2. Simulation of the functioning of competing firms operating in the economic game system over the course of a year. Cyclical activities of game participants: Observing the effects of implementing monthly financial plans of the company. Observing and predicting the sizes of changing demand and supply of products in the markets. Determining the scale (size) of economic activities under changing demand for the company's products. (2h, W1, U1, U2, K1, BN) 3. Estimating the size of the financial consequences of business activities. Identifying the effects of previous decisions and their impact on the long-term functioning of the company. (2h, W1, U1, U2, K1, BN) 4. Planning the procurement of production means, raw materials, and labor intensity in a situation with resource availability constraints and limited financial resources. Calculating and setting product prices in the markets. (2h) 5. Creating monthly financing plans for the company's activities. Managing current financial obligations of the company. Recording economic events in the company's books. (2h, W1, U1, U2, K1, BN) 6. Documenting economic events in accordance with current requirements of economic law. (2h, W1, U1, U2, K1, BN) 7. Settling the annual activities of companies operating in the game. Comparing the results of their functioning in the simulated economic system. (2h, W1, U1, U2, K1, BN)
Method of teaching:	<i>instructional methods (lecture including multimedia techniques with elements of discussion);</i> <i>practical methods (demonstration, analytical exercises)</i>
Grading criteria, criteria for assessing learning outcomes, method of calculating the final grade:	<p><i>The condition for passing the course is achieving all the required learning outcomes specified for the course.</i></p> <p>Laboratories - the grade is determined by the following: 30% class participation, 70% grade based on the results of the simulation game.</p>

Education effects for the course in relation to the direction effects and form of classes		Verification methods of learning outcomes (form check)			
Number of education effect	Description effects of education for the subject (PEU) Student who has completed the course (W) knows and understands/(U) is able to /(K) is ready to:	Directional learning effect (KEU)	Form of realization of teaching	Examination form	Form check
W1	He/she has a deep knowledge and understanding of the principles of company functioning that apply in a simulated economic system (norms applicable in the economic game system) as well as understands how the decision-making game simulates the functioning of the economic system. He/she is familiar with the rules for operating the simulation	K_W04	Seminar	Pass with a grade	Result of the simulation game.

	game system.				
U1	He/she is capable of deeply and accurately identifying the economic environment, including the processes and phenomena occurring within it. They can analyze complex and unusual problems effectively.	K_U04	Seminar	Pass with a grade	Result of the simulation game.
U2	He/she can accurately collect and select data based on their relevance and comparability, which are necessary for procurement of production resources, raw materials, and labor intensity in a situation with resource availability constraints, including limitations in financial resources.	K_U05	Seminar	Pass with a grade	Result of the simulation game.
K1	He/she is prepared for critical evaluation of their knowledge and recognizes the significance of knowledge in solving cognitive and practical problems.	K_K01	Seminar	Pass with a grade	Discussion/ activity during course/Result of the simulation game.

Recommended reading, literature supplement, teaching aids	
<ol style="list-style-type: none"> 1. García J.M., System Dynamics: Modeling, Simulation and Analysis, Independently Published 2020. 2. Luft R., The impact of the integrated management system ERP on building competitive advantage of enterprises, [w:] S. I. Bukowski, A. Hyz, M. B. Lament (red.), Competitiveness and Economic Development in Europe. Prospects and Challenges, Routledge 2021 3. Osterwalder A., Pigneur Y., Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers, 2012. 4. Wójtowicz Ł., Nowak M., The effectiveness of management control as a tool for developing the quality of educational services in the public sector, Central European Review of Economics & Finance Vol. 40 No. 5 (2022), p. 36-46. 5. Wolak-Tuzimek A., Luft R., Effect of Integrated IT Systems on Enterprise Competitiveness at Time of "Industry 4.0" In Jerzy Duda, Aleksandra Gąsior (eds.), Industry 4.0. A Glocal Perspective. New York, Routledge, 2021. <p><i>A detailed list of additional literature, web sources and teaching aids will be provided by a teacher during the first class</i></p>	

Student workload needed to achieve the assumed learning outcomes - balance of ECTS points			
Participation in classes, activities	Student's working hours [h]		
	Other hours. Contact (IGK)	Classes without a teacher – student's own work (ZBN)	Classes
Participation in Lectures/ Seminars	X	X	X
Participation in Exercises/Laboratories	X	X	15[h]
Participation in the Consultation	5[h]	X	X
Preparing to lectures/ exercises/seminars Preparation for an examination	X	5[h]	X
Summary of student's workload	5[h]/0,2 ECTS	5 [h]/ 0,2 ECTS	15 [h]/ 0,6 ECTS
Points of ECTS for subject	25 [h] / 1 ECTS		

Additional information and remarks
<p>For students with special needs, including those with disabilities and chronic illnesses, the methods and forms of verifying learning outcomes specified above (in the course syllabus) are appropriately adjusted to meet the individual needs of these students.</p> <p>"The detailed rules and rights of students with special needs, including those with disabilities and chronic illnesses, regarding participation, assessment, and examinations, are specified in the Study Regulations, Study Rules, and</p>

