



## COURSE DESCRIPTION CARD - SYLLABUS

Course name

Decision's games

### Course

Field of study

Year/Semester

Safety Engineering

3

Area of study (specialization)

Profile of study

Level of study

Course offered in

Second-cycle studies

english

Form of study

Requirements

full-time

### Number of hours

Lecture

Laboratory classes

Other (e.g. online)

15

Tutorials

Projects/seminars

### Number of credit points

1

### Lecturers

Responsible for the course/lecturer:

Ewa Więcek-Janka

Responsible for the course/lecturer:

Joanna Majchrzak

### Prerequisites

The student formulates opinions on the basis of group discussion, brainstorming, implemented SWOT and PEST analyzes, explain their applications and summarize and recommend corrective actions. The student formulates opinions on the basis of group discussion, brainstorming, implemented SWOT and PEST analyzes, explain their applications and summarize and recommend corrective actions.

### Course objective

Developing the potential of knowledge, skills and attitudes in making market and (especially crisis) management decisions based on the acquired knowledge and skills acquired at the first level of education at the university using decision games.

### Course-related learning outcomes

Knowledge

The student defines the concepts of decision, decision-making process, decision-making rules, decision-making barriers, game theory, simulation games, seriously simulation games, and managerial games.

The student describes the decision problem in the enterprise and choose a model to solve it.



Student formulates and explains the concepts of: decision, decision-making process, decision-making rules, decision-making barriers, decision models, game theory, simulation games, seriously simulation games, management games, conflicts in decision-making processes.

The student explains the need to apply a specific decision model to the problem being solved. (P7S\_WG\_01; P7S\_WG\_08; P7S\_WK\_02).

#### Skills

The student is able to formulate a need for information about the decision problem.

The student is able to organize a decision-making team and separate duties.

The student is able to determine the price of the product on the basis of costs and planned profit.

The student can negotiate.

The student is able to develop recommendations to improve subsequent decisions.

The student is able to present recommendations resulting from the decision-making process.

(P7S\_UW\_01; P7S\_UW\_03; P7S\_UW\_04; P7S\_UO\_01; P7S\_UU\_01)

#### Social competences

The student is determined to solve the decision problem.

The student is aware of the responsibility for individual and group decisions and presented applications.

The student takes care of developing and carrying out the decision-making process according to the game scenario.

The student observes the rules of ethics in decision-making games.

(P7S\_KK\_01; P7S\_KK\_02; P7S\_KR\_02)

#### Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

Knowledge - written preparation or oral conversation

Skills - passing 3 decision games

Social competences - work in project teams (internal team division of grades)

#### Programme content

1. Essence, goals, types of decisions



2. Deciding and decision-making processes
3. Features of the decision-making process
4. Classification of decisions
5. Criteria for making rational decisions
6. The shaping of the decision-making process
7. Models and decision-making methods
8. Decision rules
9. Barriers in making decisions
10. Risk and uncertainty in decision making
11. Game theory in decision making
12. Game concepts
13. Game history
14. Simulation games, seriously simulation games, management games
15. Conflicts in simulation games
16. Psychological aspects in simulation games
17. The course of simulation games
18. Inference based on the results of simulation games

### Teaching methods

lecture, talk, teamwork, presentation

### Bibliography

Basic

Więcek-Janka, E. (2011). Games and Decisions, Poznań: Wydawnictwo Politechniki Poznańskiej.

Additional



### Breakdown of average student's workload

	Hours	ECTS
Total workload	40	1,0
Classes requiring direct contact with the teacher	15	1,0
Student's own work (literature studies, preparation for laboratory classes/tutorials, preparation for tests/exam, project preparation) <sup>1</sup>	25	0,0

<sup>1</sup> delete or add other activities as appropriate