



COURSE DESCRIPTION CARD - SYLLABUS

Course name

Communication in English [S2Inf1>JANG]

Course

Field of study

Computing

Year/Semester

1/1

Area of study (specialization)

Games and Internet Technologies

Profile of study

general academic

Level of study

second-cycle

Course offered in

English

Form of study

full-time

Requirements

compulsory

Number of hours

Lecture

0

Laboratory classes

0

Other

0

Tutorials

30

Projects/seminars

0

Number of credit points

2,00

Coordinators

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Lecturers

Prerequisites

1. Knowledge: having a language competence corresponding to the B2 level according to the description of the level of language proficiency 2. Skills: mastering the grammatical structures and general vocabulary required at the matura exam and the final exam in a foreign language at the university in the field of productive and receptive skills 3. Social competences: Ability to work independently and in a team, the ability to use various sources of information, within the scope of four language skills (CEFR).

Course objective

1. Developing the ability to use the general and specialist language effectively, appropriate for a given field of study. 2. Improving work with professional and general text. 3. Improving the ability to function on the international labor market and in everyday life.

Course-related learning outcomes

Knowledge:

1. should learn a vocabulary related to the following topics: creativity, public speaking, learning and memory, perception, business obstacles, interaction, conflicts and their resolution, and understanding other people's thoughts

2. should know and understand the grammatical and lexical rules of the English language and use them effectively in various types of written and oral statements

Skills:

the student should be able to use various information sources and understand the need to expand their competences. He should also have the ability to work independently and in a team.

Social competences:

in terms of social competences, the student must present attitudes such as honesty, responsibility, cognitive curiosity, creativity, personal culture and respect for other people.

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

Learning outcomes presented above are verified as follows:

Formative evaluation:

based on the assessment of the ongoing progress of tasks

Summative evaluation:

based on active participation in classes as well as tests and presentations

Programme content

1. Creativity
2. Talent
3. Entrepreneurial mindset
4. Learning
5. Perception
6. Disruptors in business
7. Negotiations
8. Managing conflict

Course topics

none

Teaching methods

1. discussing issues through examples given on the board, conducting discussions in groups and pairs
2. discussion, team work, multimedia show, case studies

Bibliography

Basic

1. I. Dubicka, M. Rosenberg, M. O'Keeffe, B. Dignen, M. Hogan "Business Partner C1"
2. P. Dummett, H. Stephenson, L. Lansford "Keynote Proficient"

Additional

1. M. Bartram, K. Pickering "Navigate Advanced C1"

Breakdown of average student's workload

	Hours	ECTS
Total workload	50	2,00
Classes requiring direct contact with the teacher	30	1,50
Student's own work (literature studies, preparation for laboratory classes/ tutorials, preparation for tests/exam, project preparation)	20	0,50