

Course title	Management Business Game					ECTS code	14.03.5362				
						ECTS credits	5				
						max. students	10				
Name of unit administrating study	OTHER	Field of study	Economics/MSG**	Field of specialisation	NONE;						
Teaching staff	Monika Grottel, PhD										
Number of hours											
Lectures	30	Classes	0	Tutorials	0	Laboratory	0	Seminars	0	Language classes	0
Forma aktywności						Year&Type of studies*	3 SS1, 1 SS2, 2 SS2,				
Hours with the participation of the academic teacher (including office hours, exams, others):						Semester:	6, 2, 4,				
Hours without the participation of the academic teacher (student's self-study, homeworks):						Type of course:	optional				
Total number of hours:						0	Language of instruction:	English			
Teaching form	in-class learning										
Teaching methods	Didactic games, Case studies, Collaborating, group activities,										
Prerequisites (required courses and introductory requirements)											
Required courses	<p>Management Business Week will take held in the 15th week, from 9 to 13 April 2019, from 8.00 a.m. to 13.00 p.m.</p> <p>In order to take part in the Management Business Game students are obliged to prepare indeed for the course in according to the guidelines and materials - "Management Business Game Handbook", that will be available before the course. Students, who will take part in the business game are also supposed to complete the following courses:</p> <ul style="list-style-type: none"> - microeconomics - macroeconomics - international economic relations - entrepreneurship - international competiveness <p>The Management Business Game has been prepared and conducted in close cooperation with the professors from the Hochschule Bremen as part of the student exchange programme. The number of students allowed to take part in the game is limited and dependent on the decision of the HS-Bremen professors based on the principles and rules of the business game.</p>										
Introductory requirements	<p>In order to take part in the Management Business Game students are supposed to demonstrate:</p> <ul style="list-style-type: none"> - knowledge of micro and macroeconomics, international economic relations, entrepreneurship and international competiveness - involvement both before and in the course of the game - entrepreneurial mindset - analytical reasoning - creative thinking 										
Assessment method, forms and criteria											
Assessment method	Exam										
Assessment criteria	The Management Business Game aims at putting the theory into real business practice so that students can develop practical skills, understand the models of genuine enterprises, face future professional challenges and boost their spirit of entrepreneurship.										

	Therefore, both before and in the course of the game, students are expected to demonstrate their involvement and interest in real business scenarios and their theoretical underpinnings.										
Course objectives											
1. Business games aspire to bridge the gap between theory in the classroom and companies' realities. 2. Familiarise students with the reality they will face in their professional lives. Business games are models of real enterprises. 3. The best way to develop skills is through practice, i.e. trying, failing and correcting. 4. All decisions made by the participants will affect their level of success. 5. Students have to understand unfamiliar industries, grow expertise across-fields and build a team with people they do not know. 6. The goal is to reveal a true passion for business in students!											
Learning outcomes											
Knowledge	MSG1_W07	Students have basic knowledge about people as individuals who have to cooperate, communicate and negotiate all the times to make economic decisions, operating in organizational structures, in particular in enterprises, and as individual entrepreneurs.									
	MSG1_W10	Students have basic knowledge about global economy and international economic relations.									
	MSG1_W15	Students know the rules of the functioning of companies in national and international environment.									
Verification of learning outcomes - Knowledge											
Outcomes	written exam	oral exam	test	essay/paper /portfolio	tasks/ homeworks	individual presentation	group presentation	classroom activities	classroom discussion	individual project	group project
MSG1_W07							X	X	X		X
Skills	MSG2_U02	Students can abuse the theoretical knowledge to solve the practical problem and take business decisions.									
	MSG1_U07	Students can identify and study business to business relations and business to institution relations on the international market.									
	MSG1_U15	Students can prepare oral presentations in front of the audience in English.									
Verification of learning outcomes - Skills											
Outcomes	written exam	oral exam	test	essay/paper /portfolio	tasks/ homeworks	individual presentation	group presentation	classroom activities	classroom discussion	individual project	group project
MSG2_U02							X	X	X		X
MSG1_U07							X	X	X		X
MSG1_U15							X	X	X		X
Attitudes	MSG1_K02	Students can work and collaborate in teams playing different roles. They also have basic organizational abilities which let them complete assignments related to their professional activities.									
	MSG1_K03	Students can communicate with business partners and identify priorities to complete tasks and take responsibility for decisions they make									
	MSG1_K05	Students can effectively engage decisions and fulfil projects in range of business management									
	MSG1_K06	Students can think and act in resourceful way.									
	MSG1_K07	They are aware how important is professional, and ethical behaviour at work, and respect to different ideas.									

Verification of learning outcomes - Attitudes

Outcomes	written exam	oral exam	test	essay/paper /portfolio	tasks/ homeworks	individual presentation	group presentation	classroom activities	classroom discussion	individual project	group project
MSG1_K02							X	X	X		X
MSG1_K03							X	X	X		X
MSG1_K05							X	X	X		X
MSG1_K06							X	X	X		X
MSG1_K07							X	X	X		X

Course contents

- Thinking in cross-linked managerial structures
- Working in a holistic business context
- Building up business knowledge
- Realizing conditions for economic success
- Solving real-life business cases
- Developing abilities of problem structuring and problem solving
- Acting under time pressure
- Communicating and decision making in a team
- Learning of behaviour related to targets and teamwork
- Dealing with complex decision situations under conditions of uncertainty

Recommended reading lists

Obligatory reading:

1. Handbook "Managemen Business Game" that will be available before the course.

Complementary reading:

1. Introduction to International Trade, Gdańsk University Press 2016, ed. A. Fornalska-Skurczyńska, M. Skurczyński

2. R.H. Folsom, G.M. Wallace, J.A. Spanogle, Principles of International Business Transactions. Trade and Economic Relations , Thomson West

3. M. Czinkota, I. et al. (2009) International Business, Chichester: WileyDół formularza

Contact

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* SS1- undergraduate studies * SS2 - graduate studies * SDang - doctoral studies

** MSG - International Economic Relations