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**Summer School of Management 2024**  
**Sustainability challenges in modern business**  
*course syllabus*

**1. Course description**

a. Course name

Green City Game

b. Lecturer

Hanna Adamiczka, Agata Pluta

c. Hours

5

d. General description – course content

An urban game set in Wrocław, based on one of the city development scenarios. By acquiring further information, participants have the task of solving the mystery while getting to know Wrocław.

Participants form teams and set out on a journey that takes them to iconic landmarks, hidden gems, and lesser-known corners of the city. Armed with a map, clues, and a sense of curiosity, players must navigate through the charming streets and squares of Wrocław, solving puzzles and completing challenges to pass to the next stage of the game.

e. Learning outcomes

Knowledge:

1. The student knows the basics of the history of Wrocław.
2. The student knows how the city is developing.

Skills:

1. The student is able to understand and analyze urban development scenarios.
2. The student is able to navigate the city using maps and clues.
3. The student is able to cooperate in a group in solving urban mysteries.

Competences:

1. The student is ready to self-assess the city's development scenarios.
2. The student is ready to improve and update knowledge about the future of cities.

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f. Literature

1. D. Szpilko, Foresight as a Tool for the Planning and Implementation of Visions for Smart City Development. *Energies*, 13, 1782, 2020. DOI: <https://doi.org/10.3390/en13071782>
2. A. Kirimtat, O. Krejcar, A. Kertesz and M. F. Tasgetiren, Future Trends and Current State of Smart City Concepts: A Survey. *IEEE Access*, vol. 8, pp. 86448-86467, 2020. DOI: 10.1109/ACCESS.2020.2992441
3. T. Buffel, Ch. Phillipson, S. Rémillard-Boilard, Age-Friendly Cities and Communities: New Directions for Research and Policy. *Encyclopedia of Gerontology and Population Aging*; Gu, D., Dupre, ME, Eds (2019): 1-11.