

UČNI NAČRT PREDMETA/COURSE SYLLABUS	
Predmet: Course title	Teorija odločanja Decision Theory

Študijski program in stopnja Study programme and level	Študijska smer Study field	Letnik Academic year	Semester Semester
Upravljanje in poslovanje 2	Upravljanje in poslovanje	2.	3.
Business and Management 2	Business and Management	2 nd	3 rd

Vrsta predmeta/Course type	izbirni/elective
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Univerzitetna koda predmeta/University course code	
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Predavanja Lectures	Seminar Seminar	Sem. vaje Tutorial	Lab. vaje Laboratory work	Teren. vaje Field work	Samost. delo Individ. work	ECTS
20		15				6

Nosilec predmeta/Lecturer:	izr. prof. dr. Laura Južnik Rotar
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Jezik/ Languages:	Predavanja/Lectures: slovenski/Slovenian
	Vaje/Tutorial: slovenski/Slovenian

Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti: **Prerequisites:**

<ul style="list-style-type: none"> Pogoj za vključitev v delo je vpis v drugi letnik študijskega programa. Študent mora pred izpitom pripraviti in predstaviti raziskovalno nalogo. 	<ul style="list-style-type: none"> The condition for inclusion is entry in the second year of study. Student has to prepare, present and defend a research paper before the exam.
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Vsebina:	Content (Syllabus outline):
<ul style="list-style-type: none"> Uvod v teorijo odločanja in osnove poslovnega odločanja. Pregled področja, kreativnost in intuicija pri odločanju. Odločitveni proces kot socio-tehnični proces. Klasična teorija odločanja, teorija uporabnosti in teorija iger. Večkriterijsko odločanje: večparametrski odločitveni model, faze odločitvenega procesa: identifikacija problema in kriterijev, funkcije koristnosti, opis, vrednotenje in analiza variant. Negotovost in upoštevanje tveganj: odločitvena drevesa, pričakovana koristnost. Sistemi za pomoč pri odločanju: odločitveni modeli, razpoložljive metode 	<ul style="list-style-type: none"> Introduction to decision theory and the basis of business decision-making. Review of the field, creativity and intuition in decision-making. The decision process as a socio-technical process. Classic decision theory, utility theory and game theory. Multicriteria decision making: the multi-parameter decision model, the decision-making process stages: identification of the problem and criteria, usefulness functions, description, evaluation and analysis of variants. Uncertainty and consideration of risks: decision trees, expected utility. Decision support systems: decision models, available methods and

<p>in tehnike za podporo odločitvenemu procesu, računalniško podprto odločanje, podatkovno skladiščenje, OLAP, odkrivanje odločitvenih modelov iz podatkovnih baz.</p> <ul style="list-style-type: none"> • Skupinsko odločanje in družbena izbira: problemi in usklajevanje. • Kakovost odločitvenih modelov: kriteriji in vrednotenje. 	<p>techniques to support the decision process, computerized decision making, data warehousing, OLAP, detection of decision models from databases.</p> <ul style="list-style-type: none"> • Group decision-making and social choice: problems and coordination. • Quality of decision models: criteria and evaluation.
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Temeljna literatura in viri/Readings:

- Omladič, V. (2002). Matematika in odločanje. Ljubljana: DMFA.
- Turban, E., J. E. Aronson (2004). Decision Support Systems and Intelligent Systems. London: Prentice Hall.
- Hammond, J. S., R. L. Keeney, H. Raiffa (2000). Pametne odločitve: praktični vodnik za sprejemanje boljših odločitev. Gospodarski vestnik.
- Bohanec, M., V. Rajkovič (1990). DEX: An Expert System Shell for Decision Support, Sistemica 1(1), 145- 157.
- French, S. (1986). Decision theory. Ellis Horwood.

Cilji in kompetence:

Učna enota prispeva predvsem k razvoju naslednjih splošnih in specifičnih kompetenc:

- celovito kritično mišljenje in sposobnost analize, sinteze in predvidevanje rešitev ter posledic problemov s področij ekonomskih, poslovnih, upravnih, organizacijskih, naravoslovno-matematičnih in drugih družbenih ved (interdisciplinarnost),
- sposobnost kreativne uporabe znanja v poslovнем okolju,
- avtonomnost, (samo)kritičnost, (samo)refleksivnost, samoocenjevanje in prizadevanje za kakovost,
- poznavanje in razumevanje utemeljitve in zgodovine temeljnih disciplin s področja računalništva in informatike,
- sposobnost za reševanje konkretnih delovnih problemov z uporabo znanstvenih metod in fleksibilna uporaba znanja v praksi,
- zmožnost zapisa problema v obliki algoritma,
- sposobnost za upravljanje s časom, za samopripravo in načrtovanje ter samokontrolo izvajanja načrtov in postopkov,
- koherentno obvladovanje temeljnega znanja, pridobljenega pri obveznih predmetih, ter sposobnost povezovanja znanja z različnih področij in njegova uporaba v praksi,
- sposobnost pridobivanja, selekcije in

Objectives and competences:

The learning unit mainly contributes to the development of the following general and specific competences:

- comprehensive critical thinking, the competence for analysis, synthesis and anticipating solutions in the field of economic, business, management and organizational sciences, as well as natural-mathematical and other social sciences (interdisciplinarity),
- the ability for creative use of knowledge in the business environment,
- autonomy, (self) criticism, (self) reflexivity, self-assessment and endeavour for quality,
- knowledge and understanding of definition and history of basic disciplines in the field of computer and information science,
- the ability to solve concrete work problems using scientific methods and flexible use of knowledge in practice,
- the ability to record the problem in the form of an algorithm,
- the ability to manage time, self-development and planning, and self-control of the implementation of plans and procedures,
- coherent management of the basic knowledge gained from compulsory subjects, and the ability to integrate knowledge from different fields with its application in practice,

<p>ocenjevanja novih informacij in zmožnost ustrezne interpretacije v kontekstu na področju informatike,</p> <ul style="list-style-type: none"> • sposobnost uporabe informacijsko-komunikacijske tehnologije in sistemov na področju upravljanja in poslovanja. 	<ul style="list-style-type: none"> • the ability to acquire, select and evaluate new information and the ability to interpret them properly in the context of informatics, • the ability to use information and communication technology and systems in the field of management and business.
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Predvideni študijski rezultati:

Znanje in razumevanje:

Študent/študentka:

- pozna in razume različne probleme odločanja,
- razume odločanje kot socio-tehnični proces,
- pozna teorijo odločanja in njene uporabnosti,
- razume in uporablja funkcije koristnosti za analizo lastnih odločitvenih problemov,
- pozna probleme skupinskega odločanja,
- demonstrira metode usklajevanja,
- uporablja sisteme za podporo odločanju pri analizi lastnih praktičnih problemov iz informatike in upravljanja,
- reflektira in kritično ovrednoti različne praktične rešitve, ki so jih on in drugi uporabili pri izdelavi seminarских nalog,
- demonstrira in reflektira uporabnost različnih odločitvenih tehnik na praktičnih problemih iz upravljanja in poslovanja,
- uporablja metodologijo skladisčenja podatkov in izkopavanja podatkov,
- pisno in ustno poroča o analizi in reševanju praktičnih odločitvenih problemov s področja upravljanja in poslovanja.

Intended learning outcomes:

Knowledge and understanding:

Students:

- know and understand various problems of decision making,
- understand decision-making as a socio-technical process,
- know the decision theory and its usability,
- understands and uses utility functions to analyze their own decision-making problems,
- know the problems of group decision-making,
- demonstrate methods of coordination,
- use the decision support systems to analyze their own practical problems in information technology and management,
- reflect and critically evaluate various practical solutions that they used in the preparation of seminar work,
- demonstrate and reflect the applicability of different decision techniques to practical management and business problems,
- use the methodology for data storage and data mining,
- report orally and in writing on the analysis and resolution of practical decision-making problems in the field of management and business.

Metode poučevanja in učenja:

- *predavanja* z aktivno udeležbo študentov (razlaga, diskusija, vprašanja, primeri, reševanje problemov),
- *projektna naloga* v povezavi s praktičnimi problemi iz upravljanja in poslovanja (analiza in izbor primerenega problema, projektno delo, diskusija, sporočanje povratne informacije, javna predstavitev in demonstracija, kritična refleksija in analiza lastnega dela in dela drugih),
- individualne in skupinske *konzultacije*,

Learning and teaching methods:

- *lectures* with active participation of students (explanation, discussion, questions, examples, problem solving);
- *project paper* in connection with practical problems in business and management (analysis and selection of an appropriate problem, project work, discussion, feedback, public presentation and demonstration, critical reflection and analysis of one's own work and the work of others),
- individual and group *consultations*,

<ul style="list-style-type: none"> <i>javni nastop</i> (opazovanje, analiza, refleksija, ocenjevanje in samoocenjevanje). 	<ul style="list-style-type: none"> <i>public presentation</i> (observation, analysis, reflection, evaluation and self-evaluation).
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Načini ocenjevanja:	Delež (v %) Weight (v %)	Assessment:
<p>Način (pisni izpit, ustno spraševanje, naloge, projekt):</p> <ul style="list-style-type: none"> • 100 % udeležba na predavanjih in vajah, • uspešno opravljena projektna naloga s predstavitvijo in zagovorom. • Če študent ni 100 % udeležen na predavanjih in vajah, mora poleg projektne naloge opraviti tudi izpit: <ul style="list-style-type: none"> - izpit, - priprava, predstavitev in zagovor raziskovalne naloge. 	100 % 60 % 40 %	<p>Types (written examination, oral examination, coursework, project):</p> <ul style="list-style-type: none"> • 100 % attendance of lectures and tutorial, • successfully accomplished project assignment with presentation and defense. • If the student has not fully attended lectures and tutorial (100%), they have to prepare the project paper and take the exam: - exam, - preparation, presentation and defense of a research paper.