

Subject card

Subject name and code	Innovative Museology, PG_00073595						
Field of study	Historical game design						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	3		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Division of 19th Century History -> Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Michalina Petelska				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	30.0	0.0	0.0	0.0	30
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	30		2.0		30.0	62
Subject objectives	Creating a basis for critical reflection on contemporary museology. Introduce students to the activities of museums in its various dimensions. Preparing students to co-create museum activities in the Internet.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved	Is able to correctly select and use appropriate tools for popularizing history through museum activities, including the use of: museum games, museum social media channels, multimedia projects, online workshops, and museum databases.	[SU1] oral statement/conversation/discussion [SU8] observation of student's independent or team work
	[PGHL3_K02] Is ready to fulfill social obligations, co-organize activities for the benefit of the social environment in the field of education and promotion of historical and cultural heritage of his/her region, Poland and Europe	Is ready to take up a career at a museum in a department of cultural projects and responsible performance of professional duties.	[SK1] oral statement/conversation/discussion [SK5] implementation of a problem task
	[PGHL3_K03] Is ready to initiate public interest activities in the protection and promotion of historical heritage at the local and regional level	Is ready to initiate activities popularizing history as part of work at the museum, with particular emphasis on organizing museum games.	[SK5] implementation of a problem task [SK8] observation of student's independent or team work
	[PGHL3_W10] Knows and understands the basic economic, legal, ethical and other conditions of various professional activities related to historical games, including the basic concepts and principles of industrial property protection and copyright law.	Knows and understands the economic, legal and ethical determinants of various professional activities related to work at a museum related to PR and organizing events.	[SW1] oral statement/conversation/discussion
	[PGHL3_U07] Able to plan and organize individual work and interact with others in teamwork	Is able to plan and organise individual work and interact with others within the work of the cultural projects department or the PR department in a museum.	[SU8] observation of student's independent or team work
Subject contents	The evolution of the ICOM Museum Definition. Selected issues of contemporary museology from a problem-based perspective: Museum as a tourist product; The Bilbao Effect. Cybermuseumology. The role of PR departments in museums; museum on social media. Modern technological solutions in making museums accessible to all groups of visitors (including the blind and visually impaired, the d/Deaf, etc.). An accessible and inclusive museum. Museum offers for different age groups, especially for young adults. Games in museums (board games, city games, LARP). Museums facing the challenges of contemporary world: migration, climate change, wars.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	test	51.0%	70.0%
	reading, solving problem tasks	0.0%	30.0%

Recommended reading	Basic literature	D. Folga-Januszewska, Dzieje pojęcia muzeum i problemy współczesne - wprowadzenie do dyskusji nad nową definicją muzeum ICOM, "Muzealnictwo" 2020(61): 39-57. Muzeologia cyfrowa. muzeum i narzędzia cyfrowe humanistyki, pod red. M. Baki, Toruń 2020. J. Orzechowska-Waślawska, Efekt Bilbao w Polsce? Katowicka Strefa Kultury jak Abandoibarra, czyli baskijskość i śląskość w procesie rewitalizacji, "Kultura Współczesna. Teoria. Interpretacje. Praktyka", 2017 (98/5), s. 108 - 123. M. Przybysz, T. Knecht, Wykorzystanie social media w muzeum - korzyści i zagrożenia, "Studia Elckie", 22(2020), nr 3, s. 325 - 342. R. Więckowski, "Chmura" dostępnej sztuki, Kultura Współczesna, 3(102)/2018, s. 146 - 157.
	Supplementary literature	M. Lorenc, "Proszę się cofnąć do przodu!" - o polityce partycypacji w pracach ICOM nad "praską definicją muzeum", "Muzealnictwo" 2022(63): 165-172. K. Sala, Ekomuzea jako innowacyjny produkt turystyczny na przykładzie Ekomuzeum Rzemiosła w Dobkowie, "Zeszyty Naukowe Małopolskiej Wyższej Szkoły Ekonomicznej w Tarnowie", t. 33, nr 1, marzec 2017, s. 115 - 124. A. Stasiak, Muzeum jako produkt turystyczny [w:] Przemysł turystyczny, pod red. A. Schwichtenberga i E. Dziegieć, Koszalin 2000, s. 165-182.
	eResources addresses	
Example issues/ example questions/ tasks being completed	Make your own interpretation of the changes taking place in the definition of a museum. Can examples of the "Bilbao effect" be identified in Poland? Analysis of the activity of selected museums in social media. Students prepare proposals for their own social media posts/promotional campaigns. What does an "accessible museum" mean?	
Work placement	Not applicable	

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