

Subject card

Subject name and code	Historical Game Studies II , PG_00073594						
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		English		
Semester of study	3		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Marta Tymińska				
	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	Overview of the main areas of academic inquiry and R&D works in international English-speaking Historical Game Studies						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development		Describes the main areas of academic inquiry and R&D within Historical Game Studies, providing examples of key authors, concepts and projects		[SW1] oral statement/ conversation/discussion		
	[PGHL3_U05] Can speak a foreign language at the B2 level of the Common European Framework of Reference for Languages		Participates in HGS discussions in English		[SU1] oral statement/conversation/ discussion		
	[PGHL3_K01] Critically evaluates his/her knowledge, demonstrates a willingness to constantly expand it and to consult experts when he/ she has difficulty solving a problem on his/her own		Comments on his/her intellectual journey across Historical Game Studies in a reflective learning diary		[SK3] text preparation/written work		

Subject contents	- areas of research within Historical Game Studies - historical consultancy for games - the postcolonial turn in HGS - the idea of historiographical games - large consortia-driven HGS projects		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	productive participation in class debates	51.0%	50.0%
	reflective learning diary	51.0%	50.0%
Recommended reading	Basic literature	1. Chapman, A., Foka, A., & Westin, J. (2017). Introduction: What is historical game studies? <i>Rethinking History</i>, 21(3), 358371. https://doi.org/10.1080/13642529.2016.1256638 2. Chapman, A. (2016). <i>Digital games as history: How videogames represent the past and offer access to historical practice</i>. Routledge, Taylor & Francis. 3. Suckling, M. (2025). <i>Paper time machines: Critical game design and historical board games</i>. Taylor and Francis. 4. Mochocki, M., Schreiber, P., Majewski, J., & Kot, Y. I. (2025). An introduction to CEE HGS: Central and Eastern European Historical Game Studies. In M. Mochocki, P. Schreiber, J. Majewski, & Y. I. Kot (Eds.), <i>Central and Eastern European Histories and Heritages in Video Games</i>. Routledge. 5. McCall, J. B. (2023). <i>Gaming the past: Using video games to teach secondary history</i>. Routledge. 6. Gdaniec, E., Wasiak, P., Janicki, A., Możejko, B., Świątosławski, W., & Odorowicz, B. (2024). Historical Consulting for Games: A Modular Syllabus. <i>Homo Ludens</i>, 17(1/2024).	
	Supplementary literature	1. Suckling, M. (2024). Design Elements in Postcolonial Commercial Historical Board Wargames. In M. Mochocki (Ed.), <i>Heritage, Memory and Identity in Postcolonial Board Games</i> (pp. 2644). Routledge. 2. Wainwright, A. M. (2019). <i>Virtual history: How videogames portray the past</i>. Routledge. 3. Champion, E., & Hiriart, J. (Eds.). (2024). <i>Assassins Creed in the classroom: Histories playground or a stab in the dark?</i> De Gruyter Oldenbourg. 4. Kang, Y., Yang, K. C., Mochocki, M., Schreiber, P., & Majewski, J. (Eds.). (2025). <i>Asian Histories and Heritages in Video Games</i>. Routledge. 5. Mochocki, M., Schreiber, P., Majewski, J., & Kot, Y. I. (Eds.). (2025). <i>Central and Eastern European Histories and Heritages in Video Games</i>. Routledge. 6. Champion, E. (2015). <i>Critical Gaming: Interactive History and Virtual Heritage</i>. Ashgate.	
	eResources addresses		
Example issues/ example questions/ tasks being completed	Main areas and research topics in Historical Game Studies Historical consultancy in game development Genres and examples of historical games Large research and R&D projects in historical games and heritage		
Work placement	Not applicable		

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