

Subject card

Subject name and code	Technical Writing , PG_00073599						
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						
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	0.0	26.0	0.0	26
	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	26		2.0		26.0	54
Subject objectives	Mastering the technical and merit-based aspects of writing project documentation for games and grant proposals.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_K05] Is ready to perform professional roles responsibly and observe the professional ethics of a historian, as well as to demonstrate an understanding of the world of values and attitudes of people in different historical periods and contexts	Includes social and ethical aspects, intellectual property and cultural heritage management in game design projects	[SK3] text preparation/written work
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development	Discusses various examples of interdisciplinary and intersectoral applications of history- and heritage-themed games	[SW3] text preparation/written 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.	Includes social and ethical aspects, intellectual property and cultural heritage management in game design projects	[SW3] text preparation/written work
	[PGHL3_U06] Is able to prepare written work and a variety of short texts in Polish and/or English, correctly applying professional terminology and scientific apparatus	Creates elements of game project documentation for grant proposals in Polish and English	[SU3] text preparation/written work
	[PGHL3_U05] Can speak a foreign language at the B2 level of the Common European Framework of Reference for Languages	Creates elements of game project documentation for grant proposals in Polish and English	[SU3] text preparation/written work
Subject contents	- technical documentation in the creation of digital and analog games - writing grant proposals for the creation and application of games		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	delivered documentation	51.0%	100.0%
Recommended reading	Basic literature	- selected templates and examples of game project documentation - selected documentation and instructional materials from grant funding schemes (national and foreign)	
	Supplementary literature	none	
	eResources addresses		
Example issues/ example questions/ tasks being completed	- various Game Design Document templates - various formats of technical writing in games - examples of grant programmes in Poland and the EU supporting historical and cultural games		
Work placement	Not applicable		

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