

## Subject card

|                                             |                                                                                                                                                                                                                                                            |                                                          |                                                                                                                                        |                                     |         |                                                |     |
|---------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------|---------|------------------------------------------------|-----|
| Subject name and code                       | Career Planning, PG_00073571                                                                                                                                                                                                                               |                                                          |                                                                                                                                        |                                     |         |                                                |     |
| Field of study                              | Historical game design                                                                                                                                                                                                                                     |                                                          |                                                                                                                                        |                                     |         |                                                |     |
| Date of commencement of studies             | October 2025                                                                                                                                                                                                                                               |                                                          | Academic year of realisation of subject                                                                                                |                                     |         | 2025/2026                                      |     |
| 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                               | 1                                                                                                                                                                                                                                                          |                                                          | Language of instruction                                                                                                                |                                     |         | Polish                                         |     |
| Semester of study                           | 2                                                                                                                                                                                                                                                          |                                                          | ECTS credits                                                                                                                           |                                     |         | 1.0                                            |     |
| Learning profile                            | academic                                                                                                                                                                                                                                                   |                                                          | Assessment form                                                                                                                        |                                     |         | credit                                         |     |
| Conducting unit                             | Institute of History -> Faculty of History -> Rector                                                                                                                                                                                                       |                                                          |                                                                                                                                        |                                     |         |                                                |     |
| Name and surname of lecturer (lecturers)    | Subject supervisor                                                                                                                                                                                                                                         |                                                          | dr hab. Michał Mochocki                                                                                                                |                                     |         |                                                |     |
|                                             | Teachers                                                                                                                                                                                                                                                   |                                                          | dr hab. Michał Mochocki                                                                                                                |                                     |         |                                                |     |
| Lesson types                                | Lesson type                                                                                                                                                                                                                                                | Lecture                                                  | Tutorial                                                                                                                               | Laboratory                          | Project | Seminar                                        | SUM |
|                                             | Number of study hours                                                                                                                                                                                                                                      | 0.0                                                      | 8.0                                                                                                                                    | 0.0                                 | 0.0     | 0.0                                            | 8   |
|                                             | 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                                                                                                                                                                                                                                      | 8                                                        |                                                                                                                                        | 2.0                                 |         | 8.0                                            | 18  |
| Subject objectives                          | Exploring of various career paths related to historical game-making, and creating one's own plan of professional development                                                                                                                               |                                                          |                                                                                                                                        |                                     |         |                                                |     |
| Learning outcomes                           | Course outcome                                                                                                                                                                                                                                             |                                                          | Subject outcome                                                                                                                        |                                     |         | Method of verification                         |     |
|                                             | [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. |                                                          | Justifies the structure of his/her plan of professional development in the context of the realities and expectations of the job market |                                     |         | [SW1] oral statement/ conversation/discussion  |     |
|                                             | [PGHL3_U08] Can effectively plan and organize his/her work, independently acquiring and consolidating knowledge in an orderly and systematic manner                                                                                                        |                                                          | Presents a well-structured plan of professional development for the next 2 years                                                       |                                     |         | [SU2] presentation/project/paper/ report       |     |
|                                             | [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                                                                 |                                                          | Justifies the structure of his/her plan of professional development, referring to first-hand knowledge from industry practitioners     |                                     |         | [SK1] oral statement/conversation/ discussion  |     |
| Subject contents                            | 1. Career paths and occupational roles related to game design.<br>2. Analysis of one's own strengths and talents.<br>3. Means and venues of building skills, experience and networks relevant for employment in games.                                     |                                                          |                                                                                                                                        |                                     |         |                                                |     |
| Prerequisites and co-requisites             |                                                                                                                                                                                                                                                            |                                                          |                                                                                                                                        |                                     |         |                                                |     |

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| Assessment methods and criteria                                | Subject passing criteria                                                                                                                                                                                                                                                                             | Passing threshold                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Percentage of the final grade |
|                                                                | personal plan of professional development based on an analysis of one's own strengths and interests                                                                                                                                                                                                  | 51.0%                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 100.0%                        |
| Recommended reading                                            | Basic literature                                                                                                                                                                                                                                                                                     | 1. Fullerton, Tracy. 2024. <i>Game Design Workshop: A Playcentric Approach to Creating Innovative Games</i> . Fifth edition. CRC Press. (Chapter 15: Understanding the New Game Industry; Chapter 16: Selling Yourself and Your Ideas to the Game Industry).                                                                                                                                                                                                                        |                               |
|                                                                | Supplementary literature                                                                                                                                                                                                                                                                             | 1. Nicklin, Hannah. 2022. Writing for Games: Theory and Practice. CRC Press. (Part III: A Practical Workbook).<br>2. Megill, Anna. 2024. The Pocket Mentor for Video Game Writers. CRC Press.<br>3. Topalian, Arran. 2024. Building a Game Pitch: How to Bottle Lightning. CRC Press.<br>4. Slack, Joe. 2023. The Board Game Designers Guide to Getting Published: How to Find the Right Publisher, Know What to Look for in a Contract, and Get Your Board Game Signed. CRC Press. |                               |
|                                                                | eResources addresses                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                               |
| Example issues/<br>example questions/<br>tasks being completed | <ul style="list-style-type: none"><li>• self-analysis of student's strengths based on the 34CliftonStrenghts framework</li><li>• meetings with game industry practitioners</li><li>• writing a personal plan of professional development</li><li>• discussing the plan with the instructor</li></ul> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                               |
| Work placement                                                 | Not applicable                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                               |

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