

Subject card

Subject name and code	Historical Game Studies I, PG_00073565						
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		English		
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 Marta Tymińska				
	Teachers		dr Marta Tymińska				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	0.0	15.0	0.0	15
	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	15		2.0		15.0	32
Subject objectives	The aim of the subject is creating a short project of historical game studies based on research and basic rules of game design.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[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		Critically approaches the design aspects of games as well as historical representations within.		[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report [SK8] observation of student's independent or team work		
	[PGHL3_W04] Has advanced knowledge of the achievements of historiography, distinguishes between the main currents and directions of research, and is aware of the existence of different points of view in historical and related sciences, determined by different national and cultural backgrounds		Has extended knowledge on historical sources available for game design and game research.		[SW1] oral statement/conversation/discussion [SW5] implementation of a problem task		
	[PGHL3_U05] Can speak a foreign language at the B2 level of the Common European Framework of Reference for Languages		Employs English language in game studeis context.		[SU2] presentation/project/paper/report [SU5] implementation of a problem task		

Subject contents	1. Introduction to game design, 2. Research work - case studies. 3. Procedural rhetorics. 4. Storytelling methodologies. 5. Historical game scholar workshop. 6. Historical game discourses. 7. Project presentation.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	evaluation of the student's statement	60.0%	20.0%
	assessment of group work	60.0%	20.0%
	project assessment	60.0%	60.0%
Recommended reading	Basic literature		
		Heussner, T., Finley, T. K., & Lemay, A. (2015). <i>The game narrative toolbox</i>. Focal Press/Taylor & Francis Group.Walk, W., Görlich, D., & Barrett, M. (2017). Design, Dynamics, Experience (DDE): An Advancement of the MDA Framework for Game Design. W O. Korn & N. Lee (Red.), <i>Game Dynamics</i> (s. 2745). Springer International Publishing. https://doi.org/10.1007/978-3-319-53088-8_3 Milewski, P., & Tymińska, M. (2023). <i>Gamebook. Theoria. Podręcznik 1</i> (1. wyd., T. 1). Sesne Consulting: Popojutrze 2.0 - Kształcenie. Milewski, P., & Tymińska, M. (2023). <i>Gamebook. Theoria. Zeszyt ćwiczeń 1</i> (1. wyd., T. 2). Sesne Consulting: Popojutrze 2.0 - Kształcenie. Bogost, I. (2007). <i>Persuasive games: The expressive power of videogames</i>. MIT Press. Kowert, R., & Quandt, T. (Red.). (2021). <i>The video game debate 2: Revisiting the physical, social, and psychological effects of video games</i>. Routledge, Taylor & Francis Group. Mochocki, M. (2021). <i>Role-play as a heritage practice: Historical larp, tabletop RPG and reenactment</i>. Routledge.Mäyrä, F. (2008). <i>An Introduction to Game Studies. Games in Culture</i>. SAGE Publications, Inc.	

	Supplementary literature	Milewski, P. (2023). <i>Gamebook. Praxis. Zeszyt ćwiczeń 2</i> (1. wyd., T. 4). Sesne Consulting: Popojutrze 2.0 - Kształcenie. Milewski, P. (2023). <i>Gamebook. Praxis. Podręcznik 2</i> (1. wyd., T. 3). Sesne Consulting: Popojutrze 2.0 - Kształcenie. Mościchowska, I., & Rogoś-Turek, B. (2020). <i>Badania jako podstawa projektowania user experience</i>. Schell, J. (2008). <i>The art of game design: A book of lenses</i>. Elsevier/ Morgan Kaufmann. Wydawnictwo Naukowe PWN. Salter, A., & Blodgett, B. (2017). <i>Toxic geek masculinity in media: Sexism, trolling, and identity policing</i>. http://public.eblib.com/choice/PublicFullRecord.aspx?p=5143375
	eResources addresses	
Example issues/ example questions/ tasks being completed	Introduction to game research - how to study games? Procedural rhetorics - how to convert historical facts into the gaming verbs?	
Work placement	Not applicable	

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