

Subject card

Subject name and code	History of Architecture, PG_00073638						
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 Polish		
Semester of study	4		ECTS credits		3.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		prof. dr hab. Rafał Makala				
	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	The aim of the course is to enable students to learn about the most important issues and specifics of the history of architecture as part of the history of art. This includes, in particular, learning about the mechanisms of creation and evolution of architectural forms and compositions. In addition, during the course, participants will be acquainted with the basics of art-historical methodology regarding architecture in such a way that they can acquire the knowledge necessary for professional activity on their own.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PGHL3_U03] Able to communicate with the public using specialized terminology specific to historical and related sciences		Learning basic art-historical terminology relating to ancient and modern architecture.		[SU4] test/exam - oral or written		
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development		To educate students about the importance of architecture in creating the visual layer of historical games.		[SW4] test/exam - oral or written		
	[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		To educate students in understanding the need to acquire knowledge about specific objects and architectural styles when carrying out tasks related to the creation of historical games.		[SK4] test/exam - oral or written		

Subject contents	Defining architectural styles and forms General chronology and geography of architectural development in Europe Specificity of architecture in non-European countries Key issues related to architectural analysis Architecture and urban planning and spatial assumptions Semantics of architecture Use of architecture in film and new media A detailed breakdown of topics will be provided at the first class of each semester.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
		51.0%	100.0%
Recommended reading	Basic literature	David Watkin, History of Western Architecture, Warsaw 2001 Tomasz Torbus, Conventional Castles of the Teutonic Order in Prussia, Gdańsk 2023. Peter Murray, Architecture of the Italian Renaissance. Toruń, Wrocław 1999. Stanisław Mossakowski, Royal Palace of Sigismund I at Wawel, Warsaw 2015. Ernst H. Gombrich, On Art, Warsaw 1998 (and subsequent editions)	
	Supplementary literature	Wojciech Bałus, Gothic Without God? In the Circle of Symbolic Meanings of 19th-Century Sacral Architecture, Toruń 2011. Franco Borsi, The Monumental Era. European Architecture and Design 1929-1939, New York 1987. Edward Dimendberg, Film Noir and the Spaces of Modernity, Cambridge, Mass. and London 2004. Donald J. Olsen, The City As a Work of Art, London-Paris-Vienna 1986. Juhani Pallasmaa, Eyes of the Skin. Architecture and the Senses, Kraków 2012. Otto von Simson, Gothic Cathedral. Its Birth and Meaning, Warsaw 1989. Charles Jencks, Modern Movement in Architecture, Warsaw 1987.	
	eResources addresses		
Example issues/ example questions/ tasks being completed	The problem of defining architectural styles and forms General chronology and geography of the development of architecture in Europe Specificity of architecture in non-European countries Key issues related to the analysis of architecture Architecture and urban planning and spatial assumptions Semantics of architecture Use of architecture in film and new media A detailed breakdown of topics will be provided at the first class in each semester		
Work placement	Not applicable		

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