

Subject card

Subject name and code	Specialisation Elective I , PG_00073637						
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		Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		English		
Semester of study	4		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	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	This course is aimed at providing students with practical knowledge in video game production, with a strong focus on team organization, project management, and product lifecycle. Students will learn about the role of a game producer, the processes involved in preparing a game for release, and strategies for bringing a product to market. Conducted in English, the course prepares students for future roles as producers or coordinators in game development teams.						
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		Can reflect on personal approach to project management and consult experts when necessary		[SK1] oral statement/conversation/discussion		
	[PGHL3_U05] Can speak a foreign language at the B2 level of the Common European Framework of Reference for Languages		Actively participates in class and presents project plans in English using industry-specific vocabulary		[SU2] presentation/project/paper/report		
	[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved		Can use tools like Jira, Trello, HacknPlan, or Google Sheets to plan and manage game production		[SU6] demonstration of practical skills		
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development		Understands production team structure, project methodologies, and key stages of preparing a game for release		[SW4] test/exam - oral or written		

Subject contents	Roles and structure of a game production team		
	Responsibilities of the producer: planning, scheduling, communication		
	Game development stages: from pre-production to release		
	Agile and Scrum frameworks with tools (HacknPlan, Jira, Trello)		
	Project documentation: roadmap, milestones, investor briefs		
	Risk management and adapting to change		
	Soft launch, certification, and publishing (Steam, Google Play) how release works		
	Postmortem analyzing outcomes of completed projects		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Practical assignments / written reflection	51.0%	40.0%
	Group project + presentation (in English)	51.0%	60.0%
Recommended reading	Basic literature	Ries, Eric. <i>The Lean Startup: How Todays Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses</i> . Crown Business, 2011. John Hight, Jeannie Novak J. <i>Game Development Essentials: Game Project Management</i> . Delmar Cengage Learning, 2007.	
	Supplementary literature	Salen, Katie & Zimmerman, Eric. <i>Rules of Play: Game Design Fundamentals</i> . MIT Press, 2004. Schell, Jesse. <i>The Art of Game Design: A Book of Lenses</i> . 3rd edition. CRC Press, 2019.	
	eResources addresses		
Example issues/ example questions/ tasks being completed	Plan a two-week sprint and assign tasks to team members		
	Create a roadmap for a soft launch on Steam		
	List the major risks in your project and suggest mitigation strategies		
	Describe the certification process for a mobile game on Google Play		
Work placement	Not applicable		

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