University of Gdańsk

Subject card

Subject name and code	Internship (80 h), PG_00073657		
Field of study	Historical game design		
Date of commencement of studies	October 2025	Academic year of realisation of subject	2027/2028
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	3	Language of instruction	Polish
Semester of study	6	ECTS credits	3.0
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	80.0	0.0	0.0	0.0	80

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	80	0.0	0.0	80

Subject objectives

- familiarising students with the realities of professional work related to the design and use of historical games,
- developing skills in the practical application of knowledge and tools used in project-based work,
- shaping attitudes of professional responsibility and ethical conduct,
- preparing students for independent functioning on the labour market and for collaboration within project teams.

<table>
<tr><td>Learning outcomes</td><td>
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<tr><th>Course outcome</th><th>Subject outcome</th><th>Method of verification</th></tr>
<tr><td>[PGHL3_K02] Is ready to fulfill social obligations, co-organize activities for the benefit of the social environment in the field of education and promotion of historical and cultural heritage of his/her region, Poland and Europe</td><td>The student participates in activities carried out by the host institution or organisation, particularly educational, cultural, or social initiatives related to historical heritage.</td><td>[SK6] demonstration of practical skills</td></tr>
<tr><td>[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</td><td>The student adheres to principles of professional ethics and responsibly fulfils assigned roles and duties during the internship, demonstrating respect for diverse cultural and historical contexts.</td><td>[SK6] demonstration of practical skills</td></tr>
<tr><td>[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved</td><td>The student performs assigned professional tasks using appropriate methods, tools, and information and communication technologies, suited to the nature of practical activities undertaken.</td><td>[SU6] demonstration of practical skills</td></tr>
<tr><td>[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.</td><td>The student understands the principles governing professional environments involved in the creation or use of historical games, including the basic legal, economic, and ethical conditions of professional tasks.</td><td>[SW2] presentation/project/paper/ report</td></tr>
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<tr><td>Subject contents</td><td>• performance of professional tasks consistent with the profile of the Historical Game Design programme,
• participation in project-related activities involving the creation or use of historical games,
• application of tools and technologies used in professional working environments,
• familiarisation with work organisation, team structures, and information flow within the host institution or company,
• compliance with principles of professional ethics, intellectual property protection, and copyright regulations,
• documentation of the internship process and outcomes.</td></tr>
<tr><td>Prerequisites and co-requisites</td><td></td></tr>
<tr><td>Assessment methods and criteria</td><td>
<table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>Internship log</td><td>51.0%</td><td>100.0%</td></tr>
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<tr><td>Recommended reading</td><td>
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<tr><td>Basic literature</td><td>-</td></tr>
<tr><td>Supplementary literature</td><td>-</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
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<tr><td>Example issues/ example questions/ tasks being completed</td><td></td></tr>
<tr><td>Work placement</td><td>Not applicable</td></tr>
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