

Subject card

Subject name and code	World History – Ancient and Medieval , PG_00073548						
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	1		ECTS credits		5.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Division of Ancient History -> Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Karol Kłodziński				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	60.0	0.0	0.0	0.0	60
	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	60		2.0		60.0	122
Subject objectives	To familiarize students with selected aspects of ancient history. During the exercises, selected issues from the history of the ancient Near East, Greece and Rome and the Middle Ages will be discussed. The topics of the classes will correspond to the profile of the study program "Historical Game Design", so students will develop a concept of historical background using the project method and working in groups, which will be used to develop a new historical game.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_U01] Uses his/her knowledge, is able to formulate and solve complex and unusual problems in the field of history, including the proper selection of sources of information and evaluate this information, conduct a critical analysis and synthesize it	The student can use knowledge of ancient and medieval history in selected aspects and critically analyze narrative sources.	[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report
	[PGHL3_U03] Able to communicate with the public using specialized terminology specific to historical and related sciences	The student can use basic terminology appropriate for the ancient and medieval era in the periodization of history.	[SU1] oral statement/conversation/discussion [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	The student can solve a specific research problem.	[SU1] oral statement/conversation/discussion [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	The student critically assesses his knowledge of selected aspects of ancient and medieval history and consults his doubts with the lecturer in case of difficulties.	[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report
	[PGHL3_K03] Is ready to initiate public interest activities in the protection and promotion of historical heritage at the local and regional level	The student is ready to use knowledge of selected aspects of ancient and medieval history to develop the concept of a historical game whose theme is set in antiquity and the Middle Ages.	[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report
	[PGHL3_W03] Has advanced, structured detailed knowledge of universal history (in terms of the five major historical eras) in chronological and thematic terms	The student has structured knowledge about selected aspects of ancient and medieval history.	[SW1] oral statement/conversation/discussion [SW2] presentation/project/paper/report
Subject contents	Selected aspects from the history of the ancient East, Greece and Rome. Selected aspects from the history of the Middle Ages.		
Prerequisites and co-requisites	Basic historical knowledge.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Project: preparing a scenario for a game taking place in ancient and medieval times	51.0%	100.0%
Recommended reading	Basic literature	A. Ziółkowski, Historia powszechna. Starożytność, różne wydania. B. Zientara, Historia Powszechna Średniowiecza, różne wydania. G. Chomicki, S. Sprawski, Starożytność Teksty źródłowe komentarze i zagadnienia do historii w szkole średniej, Kraków 1999.	
	Supplementary literature	M. Jaczynowska, D. Musiał, M. Stępień, Historia starożytna, Warszawa (many editions). Supplementary literature will be presented during the first lesson.	
	eResources addresses		
	Example issues/ example questions/ tasks being completed	Who was Hammurabi? How to manage Babylonia?	
Work placement	Not applicable		