

Subject card

Subject name and code	Generative AI, PG_00073459						
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		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Division of Combinatorial Optimisation -> Institute of Informatics -> Faculty of Mathematics, Physics and Informatics -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		mgr Mateusz Miotk				
	Teachers		mgr Mateusz Miotk				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	0.0	30.0	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	Aims to provide tools in artificial intelligence that enable the creation of new content, such as texts, images, or music. It covers the theoretical foundations of generative AI models and teaches the use of the latest technologies and platforms.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_W09] Knows and understands the fundamental dilemmas of modern civilization and recognizes the relationships and dependencies between the past and current events also in terms of the dissemination of historical knowledge, including historical games	Possesses knowledge of the latest tools and techniques in generative artificial intelligence and understands the principles of their operation. Can analyze and assess the impact of generative AI on technological development and its applications in various fields, such as digital content creation, automation of creative processes, and innovations in media. Also understands the ethical and social challenges associated with the use of generative AI and is capable of critically evaluating its impact on society and the economy.	[SW4] test/exam - oral or written [SW2] presentation/project/paper/report [SW5] implementation of a problem task
	[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved	Is able to select appropriate generative AI tools and techniques to solve specific problems related to content creation, such as texts, images, or music. Can use advanced information and communication technologies to implement projects based on generative AI. Is capable of analyzing a problem and selecting the most effective generative AI methods to solve it. Can integrate various AI tools within a single project to achieve optimal results. Is able to evaluate the effectiveness of the applied generative AI methods and tools and make necessary adjustments to improve outcomes.	[SU2] presentation/project/paper/report [SU4] test/exam - oral or written [SU5] implementation of a problem task
	[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	Is prepared to responsibly fulfill professional roles in the field of artificial intelligence, adhering to professional ethics. Understands the importance of ethical and social aspects of using generative AI and can follow ethical principles in working with AI technologies. Is aware of the impact of generative AI on society and the economy and can show understanding for different values and attitudes of people in the context of technology. Can critically evaluate the applications of generative AI, considering various perspectives and social contexts. Is ready to engage in dialogue about the ethical implications of generative AI and collaborate with others to promote the responsible use of technology.	[SK2] presentation/project/paper/report [SK5] implementation of a problem task [SK8] observation of student's independent or team work
Subject contents	1. Introduction to Generative AI and Prompt Engineering 2. Fundamentals of Generative AI Models 3. Prompt Engineering for Language Models 4. Prompt Engineering for Image Generation 5. Prompt Engineering for Music Generation 6. Advanced Techniques in Prompt Engineering 7. Integration of Generative Tools in Projects 8. Ethical and Social Aspects of Generative AI		
Prerequisites and co-requisites	None		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Quizzes	50.0%	60.0%
	Project	50.0%	40.0%

Recommended reading	Basic literature	• N. Dhamani, M. Engler, Introduction to Generative AI, Manning Publications, 2024. • G. Mizrahi, Unlocking the Secrets of Prompt Engineering, Packt publishing, 2023. • J. Phoenix, M. Tay, Prompt Engineering for Generative AI, O'Reilly, 2024.
	Supplementary literature	• F. Esposito, Programming Large Language Models with Azure Open AI: Conversational programming and prompt engineering with LLMs, Pearson Education, 2024. • E. Sarrion, Exploring the Power of ChatGPT: Applications, Techniques, and Implications, Apress, 2023.
	eResources addresses	
Example issues/ example questions/ tasks being completed	None	
Work placement	Not applicable	

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