

Subject card

Subject name and code	Intro to Project Management, PG_00073458						
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		Humanistic-social subject group		
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		1.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Michał Mochocki				
	Teachers		lic. Paulina Michałowska				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	15.0	0.0	0.0	0.0	15
	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	15		2.0		15.0	32
Subject objectives	Learning the rules and tools of project management in creative industries, including the process of iterative game design. This lecture prepares students for hands-on practice in team-based projects.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[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.		Discusses legal and ethical aspects of creative work, including intellectual property management and working with socially sensitive topics		[SW1] oral statement/ conversation/discussion		
	[PGHL3_U07] Able to plan and organize individual work and interact with others in teamwork		Describes the process of iterative game design and the basic aspects, principles and tools of project management.		[SU1] oral statement/conversation/ discussion		
	[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		Discusses the potentials of serious/applied games for education and social change, especially in the area of history and heritage		[SK1] oral statement/conversation/ discussion		
Subject contents	1. Elements, methods and tools of project management. 2. Iterative game design. 3. Elements of copyright and intellectual property management. 4. Ethical aspects of creative work, including working with cultural heritage and sensitive historical topics.						
Prerequisites and co-requisites							
Assessment methods and criteria	Subject passing criteria		Passing threshold		Percentage of the final grade		
	interview		51.0%		100.0%		

Recommended reading	Basic literature	Fullerton, Tracy. 2024. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. Fifth edition. CRC Press. • Chapter 12: Team Structures • Chapter 13: Stages and Methods of Game Development • Chapter 14: Communicating Your Designs
	Supplementary literature	Ricchiuti, Diego. 2023. Game Design Tools: Cognitive, Psychological, and Practical Approaches. CRC Press. • Section Four: Documentation.
	eResources addresses	
Example issues/ example questions/ tasks being completed	• what risks are involved in the choice of methods of project management • typical elements of a Game Design Document • how Non-Disclosure Agreements work • types of contracts, transfer of intellectual property, working with licences	
Work placement	Not applicable	

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