

Subject card

Subject name and code	Creative Workshop, PG_00073460						
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	Laboratory of Neurobiology -> Department of Animal and Human Physiology -> Faculty of Biology -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Wojciech Glac				
	Teachers		dr Wojciech Glac				
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		0.0		0.0	30
Subject objectives	The aim of the course is to acquire the knowledge about methods and tools of creative thinking and to acquire the ability to think creatively, solve problems and design solutions in the field of game design, both in course of individual and team working.						
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.		knows and understands the basic economic, legal and ethical conditions related to the creative process of game design		[SW1] oral statement/ conversation/discussion [SW5] implementation of a problem task		
	[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		demonstrates readiness to create educational and popularization solutions that meet the needs of the social environment in the field of education and promotion of history		[SK1] oral statement/conversation/discussion [SK5] 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		can select and apply appropriate methods and tools of creative thinking and project management in the game design process		[SU2] presentation/project/paper/report [SU5] implementation of a problem task		
	[PGHL3_U07] Able to plan and organize individual work and interact with others in teamwork		can plan and organize individual and team work related to the game design process using methods and tools of creative thinking and problem solving		[SU5] implementation of a problem task [SU8] observation of student's independent or team work		

Subject contents	• methods and tools of creative thinking and problem solving • methods of creative process and project management • creative workshops related to the design of educational solutions in the field of games using methods and tools of creative thinking, problem solving and organization of the creative process		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	discussions	51.0%	40.0%
	problem-based tasks	51.0%	50.0%
	project presentation	51.0%	10.0%
Recommended reading	Basic literature	• Edward Nęcka. Trening twórczości. Wydawnictwo Smak Słowa. 2019 • Nieto-Rodriguez Antonio. Harvard Business Review: Podręcznik zarządzania projektami. Jak rozpoczynać, prowadzić i sponsorować udane projekty. Dom Wydawniczy Rebis. 2022	
	Supplementary literature	current scientific and popular science literature	
	eResources addresses		
Example issues/ example questions/ tasks being completed	Problem-based tasks: design a creative process related to e.g. game design and carry out its preliminary stages guided by specific criteria (different tasks based on different criteria), e.g. the features of the project, participants, work organization (individual, team) and others. The assessment will include the selection of creative methods and tools and those related to the organization of the process, as well as participation and role in the work.Discussions: participation in various forms of creative thinking and problem solving related to various aspects of game design will be assessed.Project Presentation: Present the progress of a game design project. The assessment will include e.g. methods and tools selection for creative work and project management.		
Work placement	Not applicable		

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