

Subject card

Subject name and code	New media in Polish studies, PG_00177242						
Field of study	Polish Studies						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2025/2026		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish polish		
Semester of study	4		ECTS credits		2.0		
Learning profile	academic		Assessment form				
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Jolanta Laskowska				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	30.0	0.0	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		2.0		18.0	50
Subject objectives	The aim of the course is to familiarize students with modern technologies and digital tools that support the teaching of the Polish language, as well as to develop their skills in creating engaging and interactive educational materials using elements of new media.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[FPL3_U02] Is capable of searching, analyzing, evaluating and selecting information in the field of linguistics using spoken and written sources available in different media.		Students will be able to produce longer oral and written contributions on a variety of subjects using primary bibliographical and electronic sources.		[SU2] presentation/project/paper/report [SU6] demonstration of practical skills		
	[FPL3_U05] Has sufficient linguistic competence to prepare typical written works and speeches in Polish of different form, purpose, volume and style, using basic methodology and sources.		Students will be able to produce longer written statements on a variety of topics using primary bibliographical.		[SU2] presentation/project/paper/report [SU5] implementation of a problem task		
	[FPL3_W07] Has structured detailed knowledge of linguistic communication and lan-guage culture.		Students will learn the rules of linguistic politeness appropriate to various communicative situations. The student is familiar with typical addressative forms in Polish.		[SW1] oral statement/conversation/discussion		
	[FPL3_K03] Reliably andwith commitment, he carries out professional tasks in ac-cordance with the profession's appropriate code of ethics.		The student is able to work in a group and carry out assigned tasks together.		[SK8] observation of student's independent or team work		

Subject contents	1. Gamification in Polish language teaching Definition and objectives of gamification in education. Designing an outdoor game with elements of literature and language (e.g. Literary escape room). Tools for game development: Genially Example: a game on knowledge of school readings Sufferings of a young polonist using QR codes, literary tasks and language puzzles. 2. Educational quizzes as a review tool Designing quizzes to test students' knowledge: spelling, grammar, text analysis, literary eras. Tools: Kahoot, Quizizz, Wordwall, LearningApps. Creation of interactive knowledge tests. 3. Websites and platforms for secondary school graduates. Analysis of existing educational portals (e.g. Zday, Matura100procent, E-books, YouTube channels). Creating your own website (toolbox) for the polonist Working with tools: WordPress, Canva 4. Online games and applications supporting Polish language learning Review of available language and literature games (e.g. Ortograffiti, Literary puns, Scrabble online). Scenarios for using games in Polish language lessons. 5. Interactive web tools for the Polish language teacher. Creating interactive teaching materials (e.g. hypertexts, multimedia presentations, mind maps). Using: Padlet, Canva, Genially, Prezi, Word Cloud. Lesson scenarios using new media. 6. Social media and YouTube in didactics How to use TikTok, Instagram and YouTube in Polish language education.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	thesis	50.0%	70.0%
	Activity in class	50.0%	30.0%

Recommended reading	Basic literature	1. Kaźmierczak, P. (2024). "Gamifikacja", "grywalizacja" czy "gryfikacja" aktywizacja uczniów podczas zajęć zdalnych. <i>Acta Universitatis Lodzensis. Kształcenie Polonistyczne Cudzoziemców</i>, 30, 203216. 2. Podemska-Kaluża, A. (2017). Grywalizacja w edukacji polonistycznej. <i>Polonistyka</i>. 3. Cieślińska, B. (2019). Gamifikacja na lekcjach języka polskiego. <i>edupolis.pl</i>. 4. Rodwald, P. (2019). Gamifikacja w edukacji akademickiej co na to studenci? <i>Journal of Education, Technology and Computer Science</i>, 29(3), 173180. 5. Schultis, S., Lafarga Ostáriz, P., & Soler Costa, R. (2022). Gamifikacja w szkolnictwie wyższym: trend edukacyjny o potrzebach cyfrowych. <i>Pedagogika. Studia i Rozprawy</i>, 31(1).
	Supplementary literature	1. Wobalis, M. (2023). Luka lekturowa - lektury szkolne a cyfrowe lektury domowe w edukacji polonistycznej. <i>Polonistyka. Innowacje</i>, 17. 2. Gierczak, S. K. (2023). Nowe media jako "lekarstwo" na opór uczniów wobec lektur szkolnych. <i>Folia Bibliologica</i>. 3. A., & Krauz, M. (2021). <i>Obszary polonistyki 5. Internet a język, literatura i kultura współczesna</i>. Wydawnictwo Uniwersytetu Rzeszowskiego.
	eResources addresses	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed	Development of an outdoor game Development of an inventory of basic electronic tools to support the work of the polonist	
Work placement	Not applicable	

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