

Subject card

Subject name and code	Introduction to game design, PG_00166836						
Field of study	Audiovisual Production						
Date of commencement of studies	October 2026		Academic year of realisation of subject		2028/2029		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Subject group related to practical vocational preparation		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	3		Language of instruction		Polish		
Semester of study	5		ECTS credits		2.0		
Learning profile	practical		Assessment form		credit		
Conducting unit	Division of Audiovisual Production -> Institute of Culture Studies -> Faculty of Languages -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Piotr Kurpiewski				
	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	Equipping students with tools for game design and knowledge of where to find relevant information on the subject of games.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PFAL3_K05] Understands the need to participate in cultural life, especially in the film community, and to encourage others to come into contact with film culture.	He/she understands the need to participate in cultural life and encourage others to get in touch with the game culture and game studies.	[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report [SK3] text preparation/written work
	[PFAL3_W09] He/she has knowledge of the production of an audiovisual project in the post-production period.	He/she has knowledge of the production of a project related to game design at the stage of evaluation and promotion.	[SW2] presentation/project/paper/report [SW5] implementation of a problem task
	[PFAL3_U01] He/she has the ability to recognize the specificity of an audiovisual project.	He/she has the ability to recognize the specifics of a project related to game development.	[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report [SU3] text preparation/written work [SU5] implementation of a problem task [SU6] demonstration of practical skills
	[PFAL3_U14] He/she is able to create simple audiovisual forms using appropriate means of expression.	He/she can design simple games using the right means of expression.	[SU2] presentation/project/paper/report [SU5] implementation of a problem task [SU6] demonstration of practical skills
	[PFAL3_W08] He/she has knowledge of the production of an audiovisual project during the shooting period.	He/she has knowledge of the production of a project related to game design at the implementation stage.	[SW2] presentation/project/paper/report [SW5] implementation of a problem task
	[PFAL3_W01] He/she knows the media market in the world and in Poland and understands the principles of its functioning.	He/she knows the gaming market in the world and in Poland and understands the principles of its functioning.	[SW4] test/exam - oral or written [SW1] oral statement/conversation/discussion [SW2] presentation/project/paper/report [SW3] text preparation/written work
	[PFAL3_K03] He/she is aware of dilemmas and understands the ethical issues related to his/her profession.	He/she is aware of the dilemmas and understands the ethical issues related to the profession of a game designer.	[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report [SK3] text preparation/written work [SK4] test/exam - oral or written
	[PFAL3_W07] He/she has knowledge of the initial stage of development of an audiovisual project	He/she has knowledge of the initial stage of development of a game design project.	[SW1] oral statement/conversation/discussion [SW2] presentation/project/paper/report [SW3] text preparation/written work
Subject contents	Design theory. Game design in expert theory, sources of knowledge in design Accessibility in game design. Story design narrative design. Introduction to game mechanics. Digital Game Design Tools: Engines, Editors Board and card game design tools Tools and know-how for larp and RPG design. Psychology and ethics of design patterns. Practical repositories, resources and elements of digital game design. Case studies and analysis of expert knowledge.		

Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	active participation in classes	85.0%	20.0%
	preparation of the credit project	51.0%	80.0%
Recommended reading	Basic literature	Selected literature used during classes: Adams, E. (2014). Fundamentals of game design (Third edition). Berkeley, CA: New Riders. Bjork, S., & Holopainen, J. (2005). Patterns in game design (1st ed). Hingham, Mass: Charles River Media. Brathwaite, B., & Schreiber, I. (2009). Challenges for game designers. Boston, MA: Course Technology/Cengage Learning. Chen, J. (2007). Flow in Games (and Everything Else). COMMUNICATIONS OF THE ACM, 50(4), 3134. ESA, ESRB, & The NPD Group. (2013). Essential Facts about the Computer and Video Game Industry (ESAs Essential Facts About the Computer and Video Game Industry report). USA: Entertainment Software Association. Pobrano z https://www.isfe.eu/sites/isfe.eu/files/attachments/esa_ef_2013.pdf Koster, R. (2005). A theory of fun for game design. Scottsdale, AZ: Paraglyph Press. Heussner, T. (2015). The game narrative toolbox. Focal Press/Taylor & Francis Group. Schell, J. (2008). The art of game design: a book of lenses. Amsterdam; Boston: Elsevier/Morgan Kaufmann. SW Research, & Monday PR. (2012). Polska branża gier komputerowych. Analiza wizerunku medialnego i świadomości marek polskich producentów gier. Warszawa: SW Research. Tekinbaş, K. S., & Zimmerman, E. (2003). Rules of play: game design fundamentals. Cambridge, Mass: MIT Press. Dokumentacja GDD wzór: https://vitalzigns.itch.io/gdd Game development Accesibility Guidelines - http://gameaccessibilityguidelines.com/ (obowiązkowa znajomość działu Basics) Repozytorium Design Principles - https://principles.design/about/	
	Supplementary literature	Selected supplementary literature Gray, J. W. (2018). Think like a game designer: the step by step guide to unlocking your creative potential. Lake Placid, NY: Aviva Pub. Iuppa, N. V., & Borst, T. (2010). End-to-end game development: creating independent serious games and simulations from start to finish. Burlington, MA: Focal Press. Tekinbaş, K. S., & Zimmerman, E. (Red.). (2006). The game design reader: a Rules of play anthology. Cambridge, Mass: MIT Press.	
	eResources addresses		
	Example issues/ example questions/ tasks being completed	Preparation of a simple game in order to obtain a credit.	
Work placement	Not applicable		

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