

Subject card

Subject name and code	Team Project II, PG_00189509						
Field of study	Historical game design						
Date of commencement of studies	October 2026	Academic year of realisation of subject				2027/2028	
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	2	Language of instruction				Polish	
Semester of study	3	ECTS credits				4.0	
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						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	0.0	60.0	0.0	60
	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	60		0.0		40.0	100
Subject objectives	The aim of the course is to provide practical training in team-based design and prototyping of a historical game within a several-week group project. Students will learn how to pitch ideas, prepare professional game documentation (GDD), and organize collaborative work using digital production tools like HacknPlan, following Kanban methodology. The course focuses on learning through practice and ends with the delivery and presentation of a completed game concept.						
Learning outcomes	Course outcome		Subject outcome			Method of verification	
	[PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games		Works effectively as part of a game development team – from pitch to final delivery – using tools like HacknPlan and Kanban methodology.			[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work	
	[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage		Understands how to integrate history, narrative, gameplay, and production from concept to final design.			[SW1] oral statement/conversation/discussion	

Subject contents	<p>Pitching and one-pager how to present a game idea in 12 minutes</p> <p>Creating a GDD documentation of a historical game project</p> <p>Fundamentals of teamwork in game production roles and responsibilities</p> <p>Introduction to HacknPlan and Kanban methodology hands-on practice with task boards</p> <p>Project planning and scaling prioritizing, scoping, goal setting</p> <p>Iteration and feedback reviewing results and adapting to change</p> <p>Testing and revision collecting feedback and polishing the project</p> <p>Final presentation and project submission showcasing the product and documentation</p> <p>Postmortem analyzing what worked, what didnt, and key takeaways</p>											
Prerequisites and co-requisites	<p>There are no formal prerequisites.</p> <p>Recommended competencies include:</p> <p>basic experience with historical source analysis,</p> <p>ability to work in a team.</p>											
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="456 1330 794 1361">Subject passing criteria</th> <th data-bbox="799 1330 1137 1361">Passing threshold</th> <th data-bbox="1142 1330 1485 1361">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="456 1368 794 1417">Instructor-supported postmortem (process reflection and analysis)</td> <td data-bbox="799 1368 1137 1417">51.0%</td> <td data-bbox="1142 1368 1485 1417">50.0%</td> </tr> <tr> <td data-bbox="456 1424 794 1503">Assessment of the team's game concept (documentation, mockups, pitch)</td> <td data-bbox="799 1424 1137 1503">51.0%</td> <td data-bbox="1142 1424 1485 1503">50.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	Instructor-supported postmortem (process reflection and analysis)	51.0%	50.0%	Assessment of the team's game concept (documentation, mockups, pitch)	51.0%	50.0%
Subject passing criteria	Passing threshold	Percentage of the final grade										
Instructor-supported postmortem (process reflection and analysis)	51.0%	50.0%										
Assessment of the team's game concept (documentation, mockups, pitch)	51.0%	50.0%										
Recommended reading	Basic literature	<p>Fullerton, Tracy. <i>Game Design Workshop: A Playcentric Approach to Creating Innovative Games</i>. Fifth edition. CRC Press, 2024</p> <p>McCall, Jeremiah B. <i>Gaming the Past: Using Video Games to Teach Secondary History</i>. Second Edition. Routledge, 2023</p> <p>Kramarzewski, Adam & De Nucci, Ennio. <i>Practical Game Design</i>. Packt Publishing, 2018</p> <p>Engelstein, Geoffrey. <i>Game Production: Prototyping and Producing Your Board Game</i>. CRC Press, 2021</p>										

	Supplementary literature	Ricchiuti, Diego. <i>Game Design Tools: Cognitive, Psychological, and Practical Approaches</i> . CRC Press, 2023 Suckling, Maurice. <i>Paper Time Machines: Critical Game Design and Historical Board Games</i> . Taylor & Francis, 2024
	eResources addresses	
Example issues/ example questions/ tasks being completed	<p>Prepare a pitch and one-pager for a historical game</p> <p>Create a GDD including team roles and project stages</p> <p>Use HacknPlan and Kanban to manage the production process</p> <p>Iterate on the project based on internal testing and feedback</p> <p>Deliver a team presentation of the finished concept or prototype</p> <p>Conduct a postmortem and reflect on both team and individual contributions</p>	
Work placement	Not applicable	

Document generated electronically. Does not require a seal or signature.