

Subject card

Subject name and code	Research Project, PG_00189510						
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 Optional subject group	
Mode of study	full-time studies	Mode of delivery				at the university	
Year of study	2	Language of instruction				Polish	
Semester of study	4	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	Integration of interdisciplinary knowledge with practice in creating immersive and educational experiences based on history and developing research and design skills in the context of a historical LARP game.						
Learning outcomes	Course outcome		Subject outcome			Method of verification	
	[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage						
	[PGHL3_K01] Critically evaluates his/her own knowledge, demonstrating readiness to expand it and to seek expert advice when encountering difficulties in independently solving a problem.						
	[PGHL3_U06] Prepares longer written works and a variety of shorter texts in Polish and/or English, correctly applying professional terminology and scholarly apparatus						

Subject contents	<p>Introduction to the PBL method and edularps as a form of teaching history What is edularp? How to combine narrative, mechanics and educational purpose? Examples of city games and edularps. A research and historical walk around Gdańsk as a design basis Observation, documentation, mapping of space. Collecting source and iconographic material. Analysis of historical sources and information criticism How to select and evaluate sources for edularp? Synthesis of local knowledge with the game narrative. Designing the game world and character roles Creating the game's narrative structure: conflicts, tasks, heroes. Working with values and attitudes from different historical periods. Building game rules and mechanics Interactions, challenges, character cards, costumes, safety rules. Designing an educational experience (methodology of teaching by doing). Creating documentation and presenting the game Game master's guide, information card, instructions for the teacher. Presentation of the project in the group forum, testing selected fragments.</p>											
Prerequisites and co-requisites												
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="451 573 794 611">Subject passing criteria</th> <th data-bbox="794 573 1142 611">Passing threshold</th> <th data-bbox="1142 573 1487 611">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="451 611 794 645">Attendance</td> <td data-bbox="794 611 1142 645">90.0%</td> <td data-bbox="1142 611 1487 645">10.0%</td> </tr> <tr> <td data-bbox="451 645 794 678">Edularp – group project</td> <td data-bbox="794 645 1142 678">60.0%</td> <td data-bbox="1142 645 1487 678">90.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	Attendance	90.0%	10.0%	Edularp – group project	60.0%	90.0%
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Example issues/ example questions/ tasks being completed	<p>How to transform the experience of a historical walk into an Edularp narrative? How to select sources that will serve as the narrative and educational basis of the game? How to present the values and attitudes of people from the past without simplifying or trivializing them? How to ensure a balance between immersion and the educational goal of the game?</p> <p>Tasks: Map of potential locations for the field game. Outline of the edularp scenario (goals, characters, conflicts, tasks). Presentation of the project with justification for historical and mechanical choices. Documentation of the finished game.</p>											
Work placement	Not applicable											

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