University of Gdańsk

Subject card

Subject name and code	First Steps in Game Design , PG_00190184		
Field of study	Historical game design		
Date of commencement of studies	October 2026	Academic year of realisation of subject	2026/2027
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	English English
Semester of study	1	ECTS credits	3.0
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	45.0	0.0	45

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	45	0.0	30.0	75

Subject objectives

Practical and theoretical introduction to game design with an emphasis on historical settings

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_U09] Carries out creative and technical tasks in the game design process, from ideation through prototyping to testing and iteration	Carries out technical, creative, and organisational tasks in the collaborative development of analogue historical game prototypes	[SU5] implementation of a problem task [SU8] observation of student's independent or team work
[PGHL3_U02] Selects appropriate methods and tools, including information and communication techniques, to address specific problems	Efficiently applies creative methods and tools in nondigital game design assignments	[SU5] implementation of a problem task [SU6] demonstration of practical skills
[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage	Discusses the fundamental aspects of game design theory and practice in relation to their own experience	[SW1] oral statement/ conversation/discussion

Subject contents

1. Fundamentals of game design using analogue games as examples.

2. Fundamentals of narrative design and worldbuilding.

3. Introduction to the iterative design process.

4. Integrating historical material into game design.

<table>
<tr><td>Prerequisites and co-requisites</td><td colspan="3"></td></tr>
<tr><td>Assessment methods and criteria</td><td colspan="3"><table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>discussion of student's experiences and design decisions</td><td>51.0%</td><td>90.0%</td></tr>
<tr><td>observation of student engagement during classes and in online communication</td><td>51.0%</td><td>0.0%</td></tr>
<tr><td>team-created historical game prototype</td><td>51.0%</td><td>10.0%</td></tr>
</table></td></tr>
<tr><td rowspan="3">Recommended reading</td><td>Basic literature</td><td colspan="2">1. Fullerton, Tracy. 2024. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. Fifth edition. CRC Press. (Part 1: Game Design Basics).

2. McCall, Jeremiah. 2026. Designing Historical Games for Classrooms: A Practical Guide for Educators. Routledge.</td></tr>
<tr><td>Supplementary literature</td><td colspan="2">1. Fijak, Marta, and Artur Ganszyniec. 2024. How and Why We Make Games. The Creative Confusion. CRC Press.

2. Stenros, Jaakko, and Markus Montola. 2024. The rule book: the building blocks of games. The MIT Press.

3. Selinker, Mike. 2018. Poradnik projektowania gier planszowych. Bomba Games.

4. Solis, Daniel. 2024. Graphic Design for Board Games. CRC PRESS.

5. Zimmerman, Eric. 2022. The Rules We Break: Lessons in Play, Thinking, and Design. Princeton Architectural Press.</td></tr>
<tr><td>eResources addresses</td><td colspan="2"></td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td colspan="3">• historical game prototype (team project)
• postmortem reflection on major design decisions
• key stages of the game design process
• sample game mechanics and components</td></tr>
<tr><td>Work placement</td><td colspan="3">Not applicable</td></tr>
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