

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		
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.						
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						
	[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		
[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage		Skillfully discusses basic elements of theory and practice of game design.		[SW2] presentation/project/paper/report			
Subject contents	<ol style="list-style-type: none"> The basics of game design on examples of analogue games. The basics of narrative design and worldbuilding. Introduction to the iterative process of game design. Incorporating historical content into game projects. 						
Prerequisites and co-requisites							
Assessment methods and criteria	Subject passing criteria		Passing threshold		Percentage of the final grade		
	team-created historical game prototype		51.0%		20.0%		
	presentation/project/report		51.0%		40.0%		
	discussion of student's experiences and design decisions		51.0%		40.0%		

Recommended reading	Basic literature	<ol style="list-style-type: none"> 1. Zimmerman, Eric. 2022. The Rules We Break: Lessons in Play, Thinking, and Design. Princeton Architectural Press. 2. Fullerton, Tracy. 2024. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. Fifth edition. CRC Press. (Part 1: Game Design Basics).
	Supplementary literature	<ol style="list-style-type: none"> 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.
	eResources addresses	
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> • historical game prototype (team project) • postmortem reflection on major design decisions • key stages of the game design process • sample game mechanics and components 	
Work placement	Not applicable	

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