

Subject card

Subject name and code	World History – Medieval , PG_00190187						
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 Subject group related to scientific research in the field of study	
Mode of study	full-time studies	Mode of delivery				at the university	
Year of study	1	Language of instruction				Polish	
Semester of study	1	ECTS credits				3.0	
Learning profile	academic	Assessment form				credit	
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Aleksandra Girsztowt-Biskup				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	30.0	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		0.0		45.0	75
Subject objectives	The course General History of the Middle Ages aims to provide students with advanced knowledge of key phenomena, processes, and events of the medieval period, and to develop their ability to apply this knowledge in historical game design. Particular emphasis is placed on working with historical sources and academic literature. The course develops skills in selecting, interpreting, and applying historical information within the design process.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_U01] Applies historical knowledge and methodological skills, including the ability to analyse and synthesise information as well as to select and verify sources, in order to solve professional problems, including non-routine ones, based on existing knowledge and established methods	The student uses advanced knowledge of the history of the Middle Ages and basic historical research skills, including the ability to analyze and synthesize information, as well as to select and critically evaluate historical sources, in order to solve simple design problems related to the creation of elements of historical games. The student is able to interpret different types of sources (narrative, normative, documentary, didactic) and use them to develop simple concepts such as character descriptions, events, procedures or elements of the game world, including situations requiring independent selection of information.	[SU8] observation of student's independent or team work
	[PGHL3_W03] Demonstrates structured knowledge of world history, organized chronologically and thematically across the five major historical periods	The student has structured knowledge about selected aspects of medieval history.	[SW4] test/exam - oral or written
Subject contents	<p>During the course, students explore key topics in medieval history by working with different types of historical sources. They analyze narrative texts (Procopius the image of Justinian and Theodora, Einhard Charlemagne), sources related to the Inquisition (Bernard Gui), location charters from the territory of the Teutonic Order, and texts concerning trade (Benedetto Cotrugli).</p> <p>Throughout the classes, students learn how to read and evaluate historical sources and how to use the information they contain in simple design tasks, such as preparing a character description, reconstructing an event, or presenting a procedure (e.g., an inquisitorial process). The course also includes field classes, where students become familiar with medieval architecture and learn how it can be used in creating a game world.</p>		
Prerequisites and co-requisites	Basic historical knowledge.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	test	51.0%	75.0%
	Tasks carried out during the course	51.0%	25.0%
Recommended reading	Basic literature	B. Zientara, Historia Powszechna Średniowiecza, różne wydania.	
	Supplementary literature	Dodatkowe lektury zostaną przekazane na pierwszym spotkaniu	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<p>Based on a fragment of a source, prepare a short character profile:</p> <ul style="list-style-type: none"> • who the character is (status, social role), • what traits are attributed to them in the source, • what actions they undertake, • how they could be used in a game (e.g., as a ruler, advisor, antagonist). <p>Discuss the principles of founding towns under German law. What rights and obligations did the settlers and the organizer of the foundation have?</p>		
Work placement	Not applicable		

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