

Subject card

Subject name and code	Innovative Methods for Promoting Research, PG_00190189						
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			2.0		
Learning profile	academic	Assessment form			credit		
Conducting unit	Division of Didactic History -> Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Waław Kulczykowski				
	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		20.0	50
Subject objectives	Familiarizing students with the latest methods and tools for popularizing science.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_K02] Demonstrates awareness of professional ethical principles governing the work of historians and cultural practitioners, showing understanding of the values and attitudes of people in different historical periods and contexts	The student takes into account principles of professional ethics and social responsibility when designing and implementing activities that popularise historical knowledge, selecting forms of communication appropriate to the cultural sensitivity and context of the audience.	[SK1] oral statement/conversation/discussion
	[PGHL3_W09] Discusses selected dilemmas of the contemporary world in the context of relationships between the past and contemporary events, including the popularization of historical knowledge through games and other media	The student identifies and interprets selected contemporary issues, using examples from the past and their media representations as tools for popularising historical knowledge.	[SW1] oral statement/conversation/discussion
	[PGHL3_W01] Competently explains significant relationships between selected historical, cultural, and social facts, objects, and phenomena, using theories and methods of the humanities.	The student selects and organises historical, cultural, and social content for accessible presentation to non-academic audiences, using selected methods and concepts from the humanities.	[SW1] oral statement/conversation/discussion
[PGHL3_U03] Communicates effectively with the environment using specialist terminology of the historical sciences and related disciplines, as well as terminology adopted in the games industry.	The student creates and presents messages that popularise historical knowledge, using digital tools and terminology appropriate to both the humanities and contemporary media and the game industry.	[SU2] presentation/project/paper/report	
Subject contents	<p>1. Introduction to the issue of science popularization and public history</p> <p>2. Why is it worth popularizing science?</p> <p>3. Determining and characterizing the group of recipients of popularization activities</p> <p>4. How to popularize the results of our research?:- traditional forms of popularizing science- modern forms of popularizing science- digital tools used to promote and popularize science</p> <p>5. How to measure the effects of our actions?</p>		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Final project	50.0%	70.0%
	Activity in classes	50.0%	30.0%

Recommended reading	Basic literature	<p>Demantowsky M., Public History and School: International Perspectives, De Gruyter Oldenbourg 2019 [dostęp przez Bibliotekę UG]Danilina, Y.V., Science Popularization as an Element of Innovative Communications, Scientific and Technical Information Processing 49, 2022, s. 21-29:https://link.springer.com/article/10.3103/S0147688222010051Santa Cruz L.M., Public engagement with science: Increasing the social value of science, Thesis for: MSc. Environmental Systems Analysis 2018: https://www.researchgate.net/publication/351823974_Public_engagement_with_science_Increasing_the_social_vD., Blok V., Coenen C., Kalloniatis C., KitsiouA., Mavroeidi A-G., Milani S. & Sitzia A., Responsible innovation at work: gamification, public engagement, and privacy by design, Journal of Responsible Innovation, 9:3, 2022, s. 315-343:https://www.tandfonline.com/doi/full/10.1080/23299460.2022.2076985Kulczykowski W., Archeolog w służbie zniszczonych cmentarzy. Drugi sezon prac konserwatorskich i edukacyjnych prowadzonych w 2015 roku na ewangelickim cmentarzu w Nowym Monasterzysku, gm. Młynary, pow. Elbląg, Gdańskie Studia Archeologiczne, t. 6, Gdańsk 2016, s. 219-241Wojdon J., Public history, czyli historia w przestrzeni publicznej, Klio - Czasopismo Poświęcone Dziejom Polski i Powszechnym, t. 34, nr 3, 2016, s. 254:https://apcz.umk.pl/KLIO/article/view/KLIO.2015.027/7711</p>
	Supplementary literature	<p>Cyfrowy archeolog. Podręcznik promocji archeologii w nowych mediach, pod red. S. Zdziebłowskiego, Poznań 2014. History of TED, https://www.ted.com/about/our-organization/history-of-ted, 23.04.2020. Osica N., Niedzicki W., Sztuka promocji nauki, Warszawa 2017. Popularyzacja nauk historycznych teoria i praktyka. Zbiór studiów, red. D. Gołaszewska-Rusinowska, M. Mielewska, T. Sińczak Toruń 2018. Burgess J., Green J., YouTube. Wideo online i kultura uczestnictwa, Warszawa 2011. Domańska E., Historie niekonwencjonalne. Refleksja o przeszłości w nowej humanistyce, Poznań 2006. Jarska L.M., Pracownik naukowy w mediach społecznościowych od popularyzacji nauki do kreowania wizerunku, Toruńskie Studia Bibliologiczne, t. 9, nr 2 (17), 2016, s. 201-238. Nowe Media i wyzwania współczesności, pod red. M.Sokołowskiego, Toruń 2013. Starzec A., Popularyzacja nauki w internecie, Stylistyka, t. 20, 2011, s. 175-191.</p>
	eResources addresses	
Example issues/ example questions/ tasks being completed		
Work placement	Not applicable	

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