

Subject card

Subject name and code	Intro to Project Management, PG_00190190						
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 Humanistic-social subject group		
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			1.0		
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	15.0	0.0	0.0	0.0	15
	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	15		0.0		10.0	25
Subject objectives	Learning the rules and tools of project management in creative industries, including the process of iterative game design. This lecture prepares students for hands-on practice in team-based projects.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games		Describes the process of iterative game design and the basic aspects, principles and tools of project management.		[SU1] oral statement/conversation/discussion		
	[PGHL3_W10] Explains the key economic, legal, and ethical conditions of professional activity related to the development of historical games, including fundamental concepts and principles of industrial property protection and copyright law		Discusses legal and ethical aspects of creative work, including intellectual property management and working with socially sensitive topics		[SW1] oral statement/conversation/discussion		
Subject contents	<ol style="list-style-type: none"> Elements, methods and tools of project management. Iterative game design. Elements of copyright and intellectual property management. Ethical aspects of creative work, including working with cultural heritage and sensitive historical topics. 						
Prerequisites and co-requisites							
Assessment methods and criteria	Subject passing criteria		Passing threshold		Percentage of the final grade		
	interview		51.0%		100.0%		

Recommended reading	Basic literature	<p>Fullerton, Tracy. 2024. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. Fifth edition. CRC Press.</p> <ul style="list-style-type: none"> • Chapter 12: Team Structures • Chapter 13: Stages and Methods of Game Development • Chapter 14: Communicating Your Designs
	Supplementary literature	<p>Ricchiuti, Diego. 2023. Game Design Tools: Cognitive, Psychological, and Practical Approaches. CRC Press.</p> <ul style="list-style-type: none"> • Section Four: Documentation.
	eResources addresses	
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> • what risks are involved in the choice of methods of project management • typical elements of a Game Design Document • how Non-Disclosure Agreements work • types of contracts, transfer of intellectual property, working with licences 	
Work placement	Not applicable	

Document generated electronically. Does not require a seal or signature.