

**Subject card**

<b>Subject name and code</b>	Research Methods in History I , PG_00190192						
<b>Field of study</b>	Historical game design						
<b>Date of commencement of studies</b>	October 2026	<b>Academic year of realisation of subject</b>			2026/2027		
<b>Education level</b>	Bachelor's studies	<b>Subject group</b>			Obligatory subject group in the field of study Subject group related to scientific research in the field of study		
<b>Mode of study</b>	full-time studies	<b>Mode of delivery</b>			at the university		
<b>Year of study</b>	1	<b>Language of instruction</b>			Polish		
<b>Semester of study</b>	1	<b>ECTS credits</b>			4.0		
<b>Learning profile</b>	academic	<b>Assessment form</b>			credit		
<b>Conducting unit</b>	Institute of History -> Faculty of History -> Rector						
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr Jan Daniluk				
	<b>Teachers</b>						
<b>Lesson types</b>	<b>Lesson type</b>	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	<b>Number of study hours</b>	0.0	60.0	0.0	0.0	0.0	60
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	<b>Participation in didactic classes included in study plan</b>		<b>Participation in consultation hours</b>		<b>Self-study</b>	<b>SUM</b>
	<b>Number of study hours</b>	60		0.0		40.0	100
<b>Subject objectives</b>	Familiarization with the basic methods of work of a historian of the Middle Ages and the early modern period. (part led by Dr. Aleksandra Girsztowt-Biskup). Familiarization with the basic methods of work of a historian of the nineteenth and twentieth centuries. (part led by Dr. Jan Daniluk).						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_W07] Explains the possibilities of applying selected methods of analysis and interpretation of historical sources in the game development process		
	[PGHL3_W06] Explains the key theories, research methods, and tools of the historian's craft, using specialist terminology of history and other humanities and social sciences	Student knows the most important theories, research methods and tools of the historian's workshop, thanks to which he is able to efficiently (using professional terminology) use them when designing historical games.	[SW1] oral statement/ conversation/discussion [SW2] presentation/project/paper/ report
	[PGHL3_W01] Explains significant relationships between selected historical, cultural, and social facts, objects, and phenomena, using theories and methods of the humanities	The student has structured knowledge in selected aspects of Polish and world history; is able to explain the relationships between them.	[SW1] oral statement/ conversation/discussion
	[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		
[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	Student is able to critically and creatively develop a selected, problematic issue in the field of the history of the nineteenth and twentieth centuries: independently search for information (sources and studies), verify it, and then synthesise knowledge and its	[SU1] oral statement/conversation/ discussion [SU2] presentation/project/paper/ report [SU3] text preparation/written work [SU5] implementation of a problem task	
Subject contents	<ul style="list-style-type: none"> <li>- elements of the workshop of a historian of the Middle Ages and modern times useful in game design</li> <li>auxiliary sciences of history (chronology, sigillology, diplomacy, iconography, codicology, heraldry, palaeography and neography)</li> <li>elements of the workshop of a historian of the nineteenth and twentieth centuries useful in game design.</li> <li>- discussion, criticism and work with sources (19th-20th centuries): press; postcard and photograph, press illustration; documents of social life (ephemera), memoirs, diaries, letters and diaries, witness accounts</li> <li>In addition:</li> <li>- basics of scientific apparatus</li> <li>- searching and verification of information (databases, libraries, scientific and popular science literature)</li> <li>- basics of copyright law</li> <li>- use of modern tools for historical research</li> </ul>		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	team project (group work)	51.0%	70.0%
	preparations for classes	51.0%	30.0%
Recommended reading	Basic literature	<p>J. Szymański, <i>Nauki pomocnicze historii</i>, różne wydania  B. Włodarski, <i>Chronologia polska</i>, różne wydania  <i>Wprowadzenie do metodologii badań historycznych</i>, edit. E. Domańska, J. Pomorski, Warszawa 2022  W. Werner, <i>Wprowadzenie do historii</i>, Warszawa 2012  M. Kula, <i>Krótki raport o użytkowaniu historii</i>, Warszawa 2020</p> <p>The remaining readings will be handed over at the first meeting.</p>	
	Supplementary literature	None.	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<ol style="list-style-type: none"> <li>1. Having non-source knowledge, perform the dating starting from the determination of <i>the terminus post quem</i> and <i>terminus ante quem</i>, the presented photograph.</li> <li>2. Indicate the elements of propaganda/opinion in the presented press clipping.</li> <li>3. Make a bibliographic record of the presented publications, using the indicated style.</li> </ol>		
Work placement	Not applicable		

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