

Subject card

Subject name and code	Creative Workshop, PG_00190193						
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				Polish	
Semester of study	1	ECTS credits				2.0	
Learning profile	academic	Assessment form				credit	
Conducting unit	Laboratory of Neurobiology -> Department of Animal and Human Physiology -> Faculty of Biology -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Wojciech Glac				
	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	The aim of the course is to acquire the knowledge about methods and tools of creative thinking and to acquire the ability to think creatively, solve problems and design solutions in the field of game design, both in course of individual and team working.						
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		can plan and organize individual and team work related to the game design process using methods and tools of creative thinking and problem solving			[SU5] implementation of a problem task [SU8] observation of student's independent or team work	
	[PGHL3_U02] Selects appropriate methods and tools, including information and communication techniques, to address specific problems		can select and apply appropriate methods and tools of creative thinking and project management in the game design process			[SU2] presentation/project/paper/report [SU5] implementation of a problem task	
Subject contents	<ul style="list-style-type: none"> • methods and tools of creative thinking and problem solving • methods of creative process and project management • creative workshops related to the design of educational solutions in the field of games using methods and tools of creative thinking, problem solving and organization of the creative process 						
Prerequisites and co-requisites							
Assessment methods and criteria	Subject passing criteria		Passing threshold		Percentage of the final grade		
	project presentation		51.0%		10.0%		
	discussions		51.0%		40.0%		
	problem-based tasks		51.0%		50.0%		

Recommended reading	Basic literature	<ul style="list-style-type: none"> Edward Nęcka. Trening twórczości. Wydawnictwo Smak Słowa. 2019 Nieto-Rodriguez Antonio. Harvard Business Review: Podręcznik zarządzania projektami. Jak rozpoczynać, prowadzić i sponsorować udane projekty. Dom Wydawniczy Rebis. 2022
	Supplementary literature	current scientific and popular science literature
	eResources addresses	
Example issues/ example questions/ tasks being completed	<p>Problem-based tasks: design a creative process related to e.g. game design and carry out its preliminary stages guided by specific criteria (different tasks based on different criteria), e.g. the features of the project, participants, work organization (individual, team) and others. The assessment will include the selection of creative methods and tools and those related to the organization of the process, as well as participation and role in the work. Discussions: participation in various forms of creative thinking and problem solving related to various aspects of game design will be assessed. Project Presentation: Present the progress of a game design project. The assessment will include e.g. methods and tools selection for creative work and project management.</p>	
Work placement	Not applicable	

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