

**Subject card**

<b>Subject name and code</b>	Digital Game Writing, PG_00190194						
<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	
<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>				English	
<b>Semester of study</b>	2	<b>ECTS credits</b>				3.0	
<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 hab. Michał Mochocki				
	<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	30.0	0.0	0.0	0.0	30
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	<b>Number of study hours</b>	30		0.0		45.0	75
<b>Subject objectives</b>	Building practical creative and technical skills in writing digital text-based content for games.						
<b>Learning outcomes</b>	<b>Course outcome</b>		<b>Subject outcome</b>			<b>Method of verification</b>	
	[PGHL3_U02] Selects appropriate methods and tools, including information and communication techniques, to address specific problems		Efficiently works with a variety of digital tools for writing, editing, and sharing texts			[SU3] text preparation/written work	
	[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage		Efficiently works with a variety of digital tools for writing, editing, and sharing texts			[SW3] text preparation/written work	
	[PGHL3_U06] Prepares longer written works and a variety of shorter texts in Polish and/or English, correctly applying professional terminology and scholarly apparatus		Writes creative and technical texts for games in English (level B2)			[SU3] text preparation/written work	
<b>Subject contents</b>	<ol style="list-style-type: none"> <li>Various forms of writing for games: dialogue tree, screenplay, descriptions, AI barks, world lore, design docs, manuals, etc.</li> <li>Entry-level digital tools for writing, editing, and sharing texts: Excel, Google Drive, Twine</li> <li>Historical Problem-Space framework in adapting historical research for game design</li> </ol>						
<b>Prerequisites and co-requisites</b>							
<b>Assessment methods and criteria</b>	<b>Subject passing criteria</b>		<b>Passing threshold</b>			<b>Percentage of the final grade</b>	
	evaluation of written assignments		51.0%			100.0%	

Recommended reading	Basic literature	<ol style="list-style-type: none"> <li>Nicklin, Hannah. 2022. Writing for Games: Theory and Practice. CRC Press. (Chapter 1: Craft; Chapter 5: Games Writing as a Discipline).</li> <li>Megill, Anna. 2024. The Pocket Mentor for Video Game Writers. CRC Press. (Chapter 1: The Basics; Chapter 2: Wise Up).</li> <li>McCall, Jeremiah B. 2023. Gaming the Past: Using Video Games to Teach Secondary History. Second Edition. Routledge. (Chapter 3: Genres of Historical Games and Academic Standards of History and Social Studies).</li> <li>any technical manual to Twine or another platform for sharing interactive stories online</li> </ol>
	Supplementary literature	<ol style="list-style-type: none"> <li>Kot, Yaroslau I., and Michał Mochocki. 2023. Methods and Tools for Game Writing and Narrative Design in Professional Books from 2019 to 2022. Homo Ludens, no. 1 (2023).</li> <li>Nicklin, Hannah. 2022. Writing for Games: Theory and Practice. CRC Press. (Part II: Case Studies).</li> <li>Megill, Anna. 2023. The Game Writing Guide: Get Your Dream Job and Keep It. CRC Press.</li> </ol>
	eResources addresses	
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> <li>set of AI barks for a specific character from a specific game</li> <li>section of dialogue for a specific scene</li> <li>historical reference material for a game dev team</li> <li>descriptions of in-game items and locations</li> <li>interactive story created in Twine or another digital platform</li> </ul>	
Work placement	Not applicable	

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