

**Subject card**

<b>Subject name and code</b>	Historical Game Studies I, PG_00190198						
<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>			English		
<b>Semester of study</b>	2	<b>ECTS credits</b>			1.0		
<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 Marta Tymińska				
	<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	15.0	0.0	0.0	0.0	15
	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>	15	0.0	10.0	25		
<b>Subject objectives</b>	The aim of the subject is creating a short project of historical game studies based on research and basic rules of game design.						
<b>Learning outcomes</b>	<b>Course outcome</b>	<b>Subject outcome</b>		<b>Method of verification</b>			
	[PGHL3_W04] Characterizes the achievements of historiography, taking into account the main research directions in historical studies and related disciplines, and recognizes the existence of differing perspectives shaped by national and cultural contexts	Has extended knowledge on historical sources available for game design and game research.		[SW1] oral statement/ conversation/discussion [SW5] implementation of a problem task			
	[PGHL3_K01] Critically evaluates his/her own knowledge, demonstrating readiness to expand it and to seek expert advice when encountering difficulties in independently solving a problem.	Critically approaches the design aspects of games as well as historical representations within.		[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report [SK8] observation of student's independent or team work			

Subject contents	<p>1. Introduction to game design,</p> <p>2. Research work - case studies.</p> <p>3. Procedural rhetorics.</p> <p>4. Storytelling methodologies.</p> <p>5. Historical game scholar workshop.</p> <p>6. Historical game discourses.</p> <p>7. Project presentation.</p>														
Prerequisites and co-requisites															
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="456 703 794 734">Subject passing criteria</th> <th data-bbox="799 703 1137 734">Passing threshold</th> <th data-bbox="1142 703 1481 734">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="456 741 794 772">project assessment</td> <td data-bbox="799 741 1137 772">60.0%</td> <td data-bbox="1142 741 1481 772">60.0%</td> </tr> <tr> <td data-bbox="456 779 794 810">assessment of group work</td> <td data-bbox="799 779 1137 810">60.0%</td> <td data-bbox="1142 779 1481 810">20.0%</td> </tr> <tr> <td data-bbox="456 817 794 864">evaluation of the student's statement</td> <td data-bbox="799 817 1137 864">60.0%</td> <td data-bbox="1142 817 1481 864">20.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	project assessment	60.0%	60.0%	assessment of group work	60.0%	20.0%	evaluation of the student's statement	60.0%	20.0%
Subject passing criteria	Passing threshold	Percentage of the final grade													
project assessment	60.0%	60.0%													
assessment of group work	60.0%	20.0%													
evaluation of the student's statement	60.0%	20.0%													
Recommended reading	Basic literature	<p>Heussner, T., Finley, T. K., &amp; Lemay, A. (2015). <i>The game narrative toolbox</i>. Focal Press/Taylor &amp; Francis Group.Walk,</p> <p>W., Görlich, D., &amp; Barrett, M. (2017). Design, Dynamics, Experience (DDE): An Advancement of the MDA Framework for Game Design.</p> <p>W O. Korn &amp; N. Lee (Red.), <i>Game Dynamics</i> (s. 2745). Springer International Publishing. <a href="https://doi.org/10.1007/978-3-319-53088-8_3">https://doi.org/10.1007/978-3-319-53088-8_3</a></p> <p>Milewski, P., &amp; Tymińska, M. (2023). <i>Gamebook. Theoria. Podręcznik 1</i> (1. wyd., T. 1). Sesne Consulting: Popojutrze 2.0 - Kształcenie.</p> <p>Milewski, P., &amp; Tymińska, M. (2023). <i>Gamebook. Theoria. Zeszyt ćwiczeń 1</i> (1. wyd., T. 2). Sesne Consulting: Popojutrze 2.0 - Kształcenie.</p> <p>Bogost, I. (2007). <i>Persuasive games: The expressive power of videogames</i>. MIT Press.</p> <p>Kowert, R., &amp; Quandt, T. (Red.). (2021). <i>The video game debate 2: Revisiting the physical, social, and psychological effects of video games</i>. Routledge, Taylor &amp; Francis Group.</p> <p>Mochocki, M. (2021). <i>Role-play as a heritage practice: Historical larp, tabletop RPG and reenactment</i>. Routledge.Mäyrä, F. (2008). <i>An Introduction to Game Studies. Games in Culture</i>. SAGE Publications, Inc.</p>													

	Supplementary literature	<p>Milewski, P. (2023). <i>Gamebook. Praxis. Zeszyt ćwiczeń 2</i> (1. wyd., T. 4). Sesne Consulting: Popojutrze 2.0 - Kształcenie.</p> <p>Milewski, P. (2023). <i>Gamebook. Praxis. Podręcznik 2</i> (1. wyd., T. 3). Sesne Consulting: Popojutrze 2.0 - Kształcenie.</p> <p>Mościchowska, I., &amp; Rogoś-Turek, B. (2020). <i>Badania jako podstawa projektowania user experience</i>.</p> <p>Schell, J. (2008). <i>The art of game design: A book of lenses</i>. Elsevier/ Morgan Kaufmann. Wydawnictwo Naukowe PWN.</p> <p>Salter, A., &amp; Blodgett, B. (2017). <i>Toxic geek masculinity in media: Sexism, trolling, and identity policing</i>. <a href="http://public.eblib.com/choice/PublicFullRecord.aspx?p=5143375">http://public.eblib.com/choice/PublicFullRecord.aspx?p=5143375</a></p>
Example issues/ example questions/ tasks being completed	eResources addresses	<p>Introduction to game research - how to study games?</p> <p>Procedural rhetorics - how to convert historical facts into the gaming verbs?</p>
Work placement	Not applicable	

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