

**Subject card**

<b>Subject name and code</b>	Game Mechanics and Design Patterns, PG_00190200						
<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>	Familiarity with a wide array of game mechanics, dynamics, and design patterns.						
<b>Learning outcomes</b>	<b>Course outcome</b>		<b>Subject outcome</b>		<b>Method of verification</b>		
	[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage		Explains a wide array of game mechanics and design patterns, pointing to specific examples		[SW1] oral statement/ conversation/discussion		
<b>Subject contents</b>	Mechanisms and design patterns in analog and digital games. New directions and social expectations in game design.						
<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>		
	observation of student's participation in class debates		51.0%		50.0%		
	evaluation of student's contribution to design assignments		51.0%		50.0%		
<b>Recommended reading</b>	Basic literature		<ol style="list-style-type: none"> <li>Engelstein, Geoffrey, and Isaac Shalev. 2022. <i>Building Blocks of Tabletop Game Design: An Encyclopaedia of Mechanisms</i>. Second edition. CRC Press.</li> <li>Flanagan, Mary, and Mikael Jakobsson. 2023. <i>Playing Oppression: The Legacy of Conquest and Empire in Colonialist Board Games</i>. The MIT Press. (Chapter 8: Urgency and Hope: A Countercolonial Revolution).</li> </ol>				

	Supplementary literature	<ol style="list-style-type: none"> <li>1. Bjork, Staffan, and Jussi Holopainen. 2005. <i>Patterns in Game Design</i>. Charles River Media.</li> <li>2. Schell, Jesse. 2020. <i>The Art of Game Design: A Book of Lenses</i>. Third edition. Taylor &amp; Francis. (Chapter 13: Game Mechanics Must Be in Balance).</li> <li>3. Suckling, Maurice. 2024. Design Elements in Postcolonial Commercial Historical Board Wargames. In <i>Heritage, Memory and Identity in Postcolonial Board Games</i>, edited by Michał Mochocki, 26-44. Routledge.</li> <li>4. Stenros, Jaakko, and Markus Montola. 2024. The rule book: the building blocks of games. The MIT Press.</li> <li>5. Suckling, Maurice. 2025. Paper Time Machines: Critical Game Design and Historical Board Games. Taylor and Francis.</li> </ol>
	eResources addresses	
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> <li>• analysis of how specific mechanisms work in selected games</li> <li>• rapid game prototyping with the use of specific mechanics</li> <li>• modifications and expansions of a selected game with new design patterns</li> </ul>	
Work placement	Not applicable	

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