

Subject card

Subject name and code	Career Planning, PG_00190201						
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	2	ECTS credits				1.0	
Learning profile	academic	Assessment form				credit	
Conducting unit	Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Michał Mochocki				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	10.0	0.0	0.0	0.0	10
	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	10		0.0		15.0	25
Subject objectives	Exploring of various career paths related to historical game-making, and creating one's own plan of professional development						
Learning outcomes	Course outcome		Subject outcome			Method of verification	
	[PGHL3_U08] Plans and pursues the development of their own competencies within the framework of lifelong learning		Presents a well-structured plan of professional development for the next 2 years			[SU2] presentation/project/paper/report	
	[PGHL3_W10] Explains the key economic, legal, and ethical conditions of professional activity related to the development of historical games, including fundamental concepts and principles of industrial property protection and copyright law		Justifies the structure of his/her plan of professional development in the context of the realities and expectations of the job market			[SW1] oral statement/conversation/discussion	
	[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.		Justifies the structure of his/her plan of professional development, referring to first-hand knowledge from industry practitioners			[SK1] oral statement/conversation/discussion	
Subject contents	<ol style="list-style-type: none"> Career paths and occupational roles related to game design. Analysis of one's own strengths and talents. Means and venues of building skills, experience and networks relevant for employment in games. 						
Prerequisites and co-requisites							

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	personal plan of professional development based on an analysis of one's own strengths and interests	51.0%	100.0%
Recommended reading	Basic literature	1. Fullerton, Tracy. 2024. <i>Game Design Workshop: A Playcentric Approach to Creating Innovative Games</i> . Fifth edition. CRC Press. (Chapter 15: Understanding the New Game Industry; Chapter 16: Selling Yourself and Your Ideas to the Game Industry).	
	Supplementary literature	<ol style="list-style-type: none"> 1. Nicklin, Hannah. 2022. <i>Writing for Games: Theory and Practice</i>. CRC Press. (Part III: A Practical Workbook). 2. Megill, Anna. 2024. <i>The Pocket Mentor for Video Game Writers</i>. CRC Press. 3. Topalian, Arran. 2024. <i>Building a Game Pitch: How to Bottle Lightning</i>. CRC Press. 4. Slack, Joe. 2023. <i>The Board Game Designers Guide to Getting Published: How to Find the Right Publisher, Know What to Look for in a Contract, and Get Your Board Game Signed</i>. CRC Press. 	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> • self-analysis of student's strengths based on the 34CliftonStrengths framework • meetings with game industry practitioners • writing a personal plan of professional development • discussing the plan with the instructor 		
Work placement	Not applicable		

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