

**Subject card**

<b>Subject name and code</b>	Team Project I , PG_00190202						
<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>			Polish		
<b>Semester of study</b>	2	<b>ECTS credits</b>			4.0		
<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	0.0	0.0	60.0	0.0	60
	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>	60		0.0		40.0	100
<b>Subject objectives</b>	Practice in teamwork, game design and prototyping of history-themed games in two team projects lasting a few weeks each.						
<b>Learning outcomes</b>	<b>Course outcome</b>		<b>Subject outcome</b>			<b>Method of verification</b>	
	[PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games		Productively contributes to team-based game design and prototyping			[SU8] observation of student's independent or team work	
	[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage		Comprehensively discusses the process of game design and analogue prototyping, including games themed around history/heritage			[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.		Critically evaluates (in a postmortem) design decisions made by the team			[SK2] presentation/project/paper/report	
<b>Subject contents</b>	<ul style="list-style-type: none"> <li>• Ideation (concept)</li> <li>• Prototyping</li> <li>• Playtesting</li> <li>• Iterating</li> <li>• Polishing and pitching</li> <li>• Historical Problem-Space model in historical game design</li> </ul>						
<b>Prerequisites and co-requisites</b>							

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	postmortems supervised by the instructor	51.0%	50.0%
	team-created prototypes of a historical game	51.0%	50.0%
Recommended reading	Basic literature	<ol style="list-style-type: none"> <li>1. Fullerton, Tracy. 2024. <i>Game Design Workshop: A Playcentric Approach to Creating Innovative Games</i>. Fifth edition. CRC Press. (Part 2: Designing a Game).</li> <li>2. McCall, Jeremiah B. 2023. <i>Gaming the Past: Using Video Games to Teach Secondary History</i>. Second Edition. Routledge. (Chapter 2: How Do Historical Games Represent the Past? Historical Games as Historical Problem Spaces).</li> <li>3. Engelstein, Geoffrey. 2021. <i>Game Production: Prototyping and Producing Your Board Game</i>. CRC Press</li> <li>4. Suckling Maurice W. 2025. <i>Paper Time Machines. Critical Game Design and Historical Board Games</i>. First Edition. Taylor &amp; Francis.</li> </ol>	
	Supplementary literature	<ol style="list-style-type: none"> <li>1. Ricchiuti, Diego. 2023. <i>Game Design Tools: Cognitive, Psychological, and Practical Approaches</i>. CRC Press.</li> <li>2. Kramarzewski, Adam, and Ennio De Nucci. 2018. <i>Practical Game Design: Learn the Art of Game Design through Applicable Skills and Cutting-Edge Insights</i>. Packt Publishing</li> <li>3. Suckling, Maurice. 2025. <i>Paper Time Machines: Critical Game Design and Historical Board Games</i>. Taylor and Francis.</li> <li>4. McCall, Jeremiah. 2026. <i>Designing Historical Games for Classrooms: A Practical Guide for Educators</i>. Routledge.</li> <li>5. Shipp, Sarah. 2024. <i>Thematic Integration in Board Game Design</i>. CRC Press.</li> </ol>	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> <li>• two team-created prototypes of analogue historical games</li> <li>• team postmortems supervised by the instructor</li> <li>• self-evaluation of competence in historical game design</li> </ul>		
Work placement	Not applicable		

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