

Subject card

Subject name and code	Historical Game Studies II , PG_00190207						
Field of study	Historical game design						
Date of commencement of studies	October 2026	Academic year of realisation of subject			2027/2028		
Education level	Bachelor's studies	Subject group			Obligatory subject group in the field of study Subject group related to scientific research in the field of study		
Mode of study	full-time studies	Mode of delivery			at the university		
Year of study	2	Language of instruction			English		
Semester of study	3	ECTS credits			2.0		
Learning profile	academic	Assessment form			credit		
Conducting unit	Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Marta Tymińska				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	30.0	0.0	0.0	0.0	30
	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	30	0.0	20.0	50		
Subject objectives	Overview of the main areas of academic inquiry and R&D works in international English-speaking Historical Game Studies						
Learning outcomes	Course outcome	Subject outcome			Method of verification		
	[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage	Describes the main areas of academic inquiry and R&D within Historical Game Studies, providing examples of key authors, concepts and projects			[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.	Comments on his/her intellectual journey across Historical Game Studies in a reflective learning diary			[SK3] text preparation/written work		
Subject contents	<ul style="list-style-type: none"> - areas of research within Historical Game Studies - historical consultancy for games - the postcolonial turn in HGS - the idea of historiographical games - large consortia-driven HGS projects 						

Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	productive participation in class debates	51.0%	50.0%
	reflective learning diary	51.0%	50.0%
Recommended reading	Basic literature	<p>1. Chapman, A., Foka, A., & Westin, J. (2017). Introduction: What is historical game studies? <i>Rethinking History</i>, 21(3), 358371. https://doi.org/10.1080/13642529.2016.1256638</p> <p>2. Chapman, A. (2016). <i>Digital games as history: How videogames represent the past and offer access to historical practice</i>. Routledge, Taylor & Francis.</p> <p>3. Suckling, M. (2025). <i>Paper time machines: Critical game design and historical board games</i>. Taylor and Francis.</p> <p>4. Mochocki, M., Schreiber, P., Majewski, J., & Kot, Y. I. (2025). An introduction to CEE HGS: Central and Eastern European Historical Game Studies. In M. Mochocki, P. Schreiber, J. Majewski, & Y. I. Kot (Eds.), <i>Central and Eastern European Histories and Heritages in Video Games</i>. Routledge.</p> <p>5. McCall, J. B. (2023). <i>Gaming the past: Using video games to teach secondary history</i>. Routledge.</p> <p>6. Gdaniec, E., Wasiak, P., Janicki, A., Mozejko, B., Świątosławski, W., & Odorowicz, B. (2024). Historical Consulting for Games: A Modular Syllabus. <i>Homo Ludens</i>, 17(1/2024).</p>	
	Supplementary literature	<p>1. Suckling, M. (2024). Design Elements in Postcolonial Commercial Historical Board Wargames. In M. Mochocki (Ed.), <i>Heritage, Memory and Identity in Postcolonial Board Games</i> (pp. 2644). Routledge.</p> <p>2. Wainwright, A. M. (2019). <i>Virtual history: How videogames portray the past</i>. Routledge.</p> <p>3. Champion, E., & Hiriart, J. (Eds.). (2024). <i>Assassins Creed in the classroom: Historys playground or a stab in the dark?</i> De Gruyter Oldenbourg.</p> <p>4. Kang, Y., Yang, K. C., Mochocki, M., Schreiber, P., & Majewski, J. (Eds.). (2025). <i>Asian Histories and Heritages in Video Games</i>. Routledge.</p> <p>5. Mochocki, M., Schreiber, P., Majewski, J., & Kot, Y. I. (Eds.). (2025). <i>Central and Eastern European Histories and Heritages in Video Games</i>. Routledge.</p> <p>6. Champion, E. (2015). <i>Critical Gaming: Interactive History and Virtual Heritage</i>. Ashgate.</p>	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<p>Main areas and research topics in Historical Game Studies</p> <p>Historical consultancy in game development</p> <p>Genres and examples of historical games</p> <p>Large research and R&D projects in historical games and heritage</p>		
Work placement	Not applicable		

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