

Subject card

Subject name and code	Weaponology, PG_00190247						
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	
Mode of study	full-time studies	Mode of delivery				at the university	
Year of study	2	Language of instruction				Polish	
Semester of study	4	ECTS credits				2.0	
Learning profile	academic	Assessment form				credit	
Conducting unit	Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Waclaw Kulczykowski				
	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	The aim of the course <i>Weapon Studies</i> is to introduce students to the development, classification, and cultural significance of both melee and firearms from their technological and material evolution to their changing role in tactics and armed conflicts. The course also covers legal aspects and explores how weapons are represented in media and video games, with particular attention to historical and technical accuracy.						
Learning outcomes	Course outcome	Subject outcome			Method of verification		
	[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.	The student evaluates the scope and limitations of their own knowledge of historical weaponry, identifies interpretative problems, and undertakes actions to address them through source analysis and specialist consultation.			[SK1] oral statement/conversation/discussion		
	[PGHL3_W04] Characterizes the diverse achievements of historiography, identifying the main research trends in historical and related disciplines, and demonstrating awareness of differing perspectives shaped by national and cultural contexts.	The student discusses selected research approaches used in weapon studies and military historiography, taking into account interpretative differences resulting from cultural, technological, and national contexts.			[SW1] oral statement/conversation/discussion		
	[PGHL3_U03] Communicates effectively with the environment using specialist terminology of the historical sciences and related disciplines, as well as terminology adopted in the games industry.	The student becomes familiar with various types of offensive and defensive weapons, is able to recognize them, and understands their intended use. The student gains knowledge of the construction of firearms across different categories - from matchlock to breech-loading, smoothbore and rifled - including specialized terminology, types of ammunition, and methods of weapon marking.			[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report		

Subject contents	<p>Selection of Topics in Weapon Studies:</p> <ul style="list-style-type: none"> • Typology and subcategories of melee and firearms • Materials science of weapons and ammunition • Evolution of melee weapons alongside protective gear, and of firearms from matchlock to centerfire ignition • The role and development of weapons in armed conflicts • Legal foundations regarding weapons and their depiction (including consequences of use) in video games; PEGI classification • Weapon handling: evolution of use, changes in tactics and drill • Practical workshops with weapons at the museum • Weapon marking and the evolution of manufacturers trademarks • Weapons in video games: analysis of historical accuracy and developer credibility 														
Prerequisites and co-requisites															
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="456 1003 794 1032">Subject passing criteria</th> <th data-bbox="799 1003 1137 1032">Passing threshold</th> <th data-bbox="1142 1003 1469 1032">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="456 1039 794 1115">Problem-based group work in teams of 2–3 students, followed by discussion and review</td> <td data-bbox="799 1039 1137 1115">51.0%</td> <td data-bbox="1142 1039 1469 1115">40.0%</td> </tr> <tr> <td data-bbox="456 1122 794 1265">Preparation of a conceptual sketch/design/artwork of a warrior/soldier/knight character based on the knowledge acquired during the course, without the use of AI assistance.</td> <td data-bbox="799 1122 1137 1265">51.0%</td> <td data-bbox="1142 1122 1469 1265">40.0%</td> </tr> <tr> <td data-bbox="456 1272 794 1301">In-class work and discussion</td> <td data-bbox="799 1272 1137 1301">51.0%</td> <td data-bbox="1142 1272 1469 1301">20.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	Problem-based group work in teams of 2–3 students, followed by discussion and review	51.0%	40.0%	Preparation of a conceptual sketch/design/artwork of a warrior/soldier/knight character based on the knowledge acquired during the course, without the use of AI assistance.	51.0%	40.0%	In-class work and discussion	51.0%	20.0%
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Recommended reading	<p>Basic literature</p> <p>Supplementary literature</p> <p>eResources addresses</p>	<p>M. Gradowski, Z. Żygulski Słownik uzbrojenia historycznego, Warszawa 1998 Z. Żygulski, Broń w dawnej Polsce Z. Żygulski Broń wschodnia M. Głosek Miecze środkowoeuropejskie, Warszawa 1984 J. Szymczak Rycerz z bronią zaczepną, Warszawa 2017 J. Szymczak Rycerz w hełmie zbroi i z tarczą, Warszawa 2017 M. Gradowski, Z. Żygulski Słownik uzbrojenia historycznego, Warszawa 1998 Encyklopedia techniki wojskowej, Warszawa 1987 R. Matuszewski, Pistolety i rewolwery XVI-XIX wieku, Warszawa 1998 R. Matuszewski, Muszkiety, arkebuzy, karabiny, Warszawa 2000 An supplementary reading list will be provided during the first class</p>													
Example issues/example questions/tasks being completed	<p>Match offensive and defensive weapons to the appropriate historical period so that they form a coherent and historically accurate set.</p> <p>Differentiate between European and Oriental weapons in terms of form and craftsmanship.</p> <p>Assign specific pistol and rifle models to a particular armed conflict.</p> <p>Justify the impact that the introduction of such weapons had on the course of the conflict and propose a draft scenario incorporating their use.</p>														
Work placement	Not applicable														

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