

**Subject card**

<b>Subject name and code</b>	Public Speaking and Pitching, PG_00190256						
<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>			2027/2028		
<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>	2	<b>Language of instruction</b>			English		
<b>Semester of study</b>	4	<b>ECTS credits</b>			2.0		
<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>		mgr Marcin Słowikowski				
	<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		20.0	50
<b>Subject objectives</b>	Practical public speaking training, building soft skills in effective communication and self-presentation.						
<b>Learning outcomes</b>	<b>Course outcome</b>		<b>Subject outcome</b>		<b>Method of verification</b>		
	[PGHL3_U03] Communicates with the environment using specialized terminology of historical sciences and related fields, as well as terminology adopted in the game industry		Consciously uses and correctly attributes source texts and cultural quotes. Sets statements in a broad historical and cultural context.		[SU2] presentation/project/paper/report		
[PGHL3_U05] Uses a foreign language at the B2 level of the Common European Framework of Reference for Languages (CEFR)		Delivers prepared and improvised speeches in English.		[SU1] oral statement/conversation/discussion			
<b>Subject contents</b>	<ul style="list-style-type: none"> <li>• conditions for effective communication,</li> <li>• elements of verbal and non-verbal communication</li> <li>• form and strategy of communication adapted to the goals and recipient</li> <li>• persuasive communication, pitching, self-presentation</li> <li>• principles and techniques of improvisation</li> </ul>						
<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>		
	Analysis and presentation of a selected speech and placing it in a historical context.		51.0%		10.0%		
	Assessment of skill progress based on prepared and improvised speeches during exercises.		51.0%		30.0%		
	Final public speech according to a previously prepared script using audiovisual aids.		51.0%		60.0%		

Recommended reading	Basic literature	<ul style="list-style-type: none"> <li>Lucas S. E. 2020. The Art of Public Speaking. McGraw-Hill Education</li> <li>Hampshire N, Califano G., Spinks D. 2022. Mastering Collaboration in a Product Team (Chapter: Elevator Pitch). Apress.</li> </ul>
	Supplementary literature	<ul style="list-style-type: none"> <li>Sebag Montefiore S. 2020. Voices of History: Speeches that Changed the World. W&amp;N.</li> <li>Gallo C. 2017. Talk Like Ted. Macmillan</li> <li>Wiśniewska K. 2022. English for Speeches and Presentations A Practical Guide. Wystąpienia publiczne i prezentacje w języku angielskim. MT Biznes</li> </ul>
	eResources addresses	
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> <li>different types and formats of public speaking</li> <li>selected structures of public speaking</li> <li>basics of voice production, diction exercises</li> <li>multimedia presentation - good practices</li> <li>delivering a pre-prepared and impromptu speech</li> </ul>	
Work placement	Not applicable	

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