

Subject card

Subject name and code	Cultural Game Jam , PG_00190257						
Field of study	Historical game design						
Date of commencement of studies	October 2026	Academic year of realisation of subject			2028/2029		
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	3	Language of instruction			English EN		
Semester of study	5	ECTS credits			1.0		
Learning profile	academic	Assessment form			credit		
Conducting unit	Faculty of Languages -> 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	0.0	0.0	30.0	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		0.0	30
Subject objectives	Hands-on experience in working with cultural heritage content in the format of cultural game jam.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PGHL3_K02] Demonstrates awareness of professional ethical principles governing the work of historians and cultural practitioners, showing understanding of the values and attitudes of people in different historical periods and contexts		Student justifies the team's design decisions, including their use of cultural content, referring to arguments and positions formulated within professional communities.		[SK1] oral statement/conversation/discussion		
	[PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games		Student effectively carries out work within the framework of a time-limited event and in a spontaneously formed team.		[SU8] observation of student's independent or team work		
	[PGHL3_U02] Selects appropriate methods and tools, including information and communication techniques, to address specific problems		Student selects appropriate methods and tools for working within a game jam environment.		[SU6] demonstration of practical skills		
	[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage		Student justifies the team's design decisions, including their use of cultural content, referring to arguments and positions formulated within professional communities.		[SW2] presentation/project/paper/report		
Subject contents	The methodology for cultural game jams, developed by the EPIC-WE consortium.						
Prerequisites and co-requisites	The course has the form of a single event lasting for a few days.						

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	evaluation of the treatment of the heritage content (presentation or conversation)	51.0%	50.0%
	assessment of the final project (and observation of the creative process)	51.0%	50.0%
Recommended reading	Basic literature	Almeida, W., Luz, F., Gonçalves, M., Nunes, I., & Fonseca, M. M. (2025). Cultural Games Creation: An Applied Game Jam Model. <i>European Conference on Games Based Learning</i> , 19(1), 1928. https://doi.org/10.34190/ecgbl.19.1.4032	
		Eriksson, E., Holfod, K., & Nørgård, R. T. (2024). Creative Toying with Cultural Heritage in Game Jams. <i>Proceedings of the 8th International Conference on Game Jams, Hackathons and Game Creation Events</i> , 916. https://doi.org/10.1145/3697789.3697795	
	Supplementary literature	Luz, F., Almeida, W., Fernandes, P., & Fonseca, M. (2024). Cultural Game Jam Model: A Quadruple Helix Intervention. <i>European Conference on Games Based Learning</i> , 18(1), 4654. https://doi.org/10.34190/ecgbl.18.1.2642	
	eResources addresses		
Example issues/ example questions/ tasks being completed	A heritage-themed game developed during a cultural game jam.		
	A presentation of the final project with reflections on the creative process.		
Work placement	Not applicable		

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