

Subject card

Subject name and code	Event Organisation and Management, PG_00190265						
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		Polish Polish		
Semester of study	6		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 hab. Michał Mochocki				
	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	Gaining practical experience in the organisation and delivery of cultural, educational, social, or industry events related to the curriculum						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[PGHL3_K03] Engages in the co-organisation of activities for the benefit of the social environment in the field of education and the promotion of historical and cultural heritage of the region, Poland, and Europe		Presents their experience in the organisation and delivery of cultural, social, or educational events		[SK2] presentation/project/paper/report [SK6] demonstration of practical skills		
	[PGHL3_U03] Communicates with the environment using specialized terminology of historical sciences and related fields, as well as terminology adopted in the game industry		Accurately employs specialist terminology when presenting the subject matter of events s/he has co-organised		[SU2] presentation/project/paper/report		
	[PGHL3_W10] Explains the key economic, legal, and ethical conditions of professional activity related to the development of historical games, including fundamental concepts and principles of industrial property protection and copyright law		Discusses the economic, legal, and ethical aspects of organising cultural and educational events in the context of his/her own experience		[SW2] presentation/project/paper/report		
Subject contents	Aspects of event organisation and delivery: logistics, programme, finance, documentation, communication, legal issues, safety, media relations, planning and management.						
Prerequisites and co-requisites							

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Presentation of experience and achievements in the organisation and delivery of events	51.0%	100.0%
Recommended reading	Basic literature	Act of 25 October 1991 on Organizing and Running Cultural Activity	
	Supplementary literature	not applicable	
	eResources addresses	Basic https://mseeducation.aflip.in/gendaphool.html - Rajput, Jateen, and Claus Raasted. 2025. The Genda Pool Wins. MSEED. https://mseeducation.aflip.in/gendaphool.html .	
Example issues/ example questions/ tasks being completed	1. Documentation of the student's experience and achievements in the organisation and delivery of events. 2. Discussion of the submitted documentation.		
Work placement	Not applicable		

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