

Subject card

Subject name and code	Research Seminar II, PG_00190269						
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 Optional subject group 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	3		Language of instruction		Polish Polish		
Semester of study	6		ECTS credits		18.0		
Learning profile	academic		Assessment form		credit		
Conducting unit							
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	0.0	30.0	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		10.0		410.0	450
Subject objectives	Completion of a capstone project demonstrating academic competencies in the research and development of history- and heritage-themed games						
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		Draws upon scholarly and specialised knowledge from various disciplines relevant to the research problem undertaken		[SW3] text preparation/written work		
	[PGHL3_U06] Prepares longer written works and a variety of shorter texts in Polish and/or English, correctly applying professional terminology and scholarly apparatus		Writes a Bachelor's thesis in the field of historical game studies in Polish or English		[SU3] text preparation/written work		
	[PGHL3_U08] Plans and pursues the development of their own competencies within the framework of lifelong learning		Effectively plans and completes a capstone research project over the course of two semesters		[SU3] text preparation/written work		
	[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.		Seeks and makes effective use of expert advice and professional reference materials when unable to solve a problem independently		[SK8] observation of student's independent or team work		
Subject contents	Individually tailored to the topic and specific nature of the project. The core thematic area is Historical Game Studies.						

Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	capstone project development	51.0%	100.0%
Recommended reading	Basic literature	1. Wright, Esther, Iain Donald, i Nick Webber, eds. 2026. <i>Writing Game Histories</i> . Bloomsbury Publishing. 2. Chapman, Adam. 2016. <i>Digital games as history: how videogames represent the past and offer access to historical practice</i> . Routledge. - Other - individually tailored to the topic and specific nature of the project.	
	Supplementary literature	Individually tailored to the topic and specific nature of the project	
	eResources addresses		
Example issues/ example questions/ tasks being completed	1. Development of an individual research plan. 2. Completion of the planned research activities. 3. Writing the Bachelor's thesis.		
Work placement	Not applicable		

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