

Subject card

Subject name and code	Graduation Portfolio, PG_00191145						
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		
Semester of study	6	ECTS credits			1.0		
Learning profile	academic	Assessment form			credit		
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Ewelina Gdaniec				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	15.0	0.0	0.0	0.0	15
	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	15		0.0		10.0	25
Subject objectives	Preparation of a final, public diploma portfolio in English documenting the student's competences as a historical game designer and readiness to enter the market, taking into account the commercialization framework and copyright and legal conditions.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[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		The student explains in English the basic economic, legal and ethical conditions for the development and implementation of a historical game, including: the principles of copyright, the basics of industrial property protection, types of licenses and consents, the principles of using archival materials and the ethical risks associated with the representation of heritage.		[SW1] oral statement/conversation/discussion [SW2] presentation/project/paper/report		
	[PGHL3_U05] Uses a foreign language at the B2 level of the Common European Framework of Reference for Languages (CEFR)		The student is able to use a foreign language fluently in the professional context of a historical game designer: creates coherent texts for a portfolio, presents the project in an advanced way in the form of a pitch, and answers questions (Q&A), using appropriate terminology and argumentation.		[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report		
	[PGHL3_K05] Identifies opportunities for commercial activity at the intersection of history, heritage, and interactive entertainment		At an advanced level, the student formulates a business decision regarding project implementation (go-to-market), indicating possible models of cooperation and financing as well as risks.		[SK2] presentation/project/paper/report [SK6] demonstration of practical skills		

Subject contents	<p>1) Portfolio as a public "product" and proof of competence</p> <ul style="list-style-type: none"> • Portfolio strategy -> purpose (employment / freelance / publisher / museum) and audience personas • Curating works: selecting at least 5 works (from the course of study + own projects), the "quality over quantity" principle, and consistency in the competence narrative • Evidence-based portfolio: how to show evidence of the process (iterations, tests, research) and not just results <p>2) Advanced case studies. From research to design decisions</p> <p>3) Demonstration materials and "showreel" (presentation quality)</p> <ul style="list-style-type: none"> • Preparing a set of assets, • Style standardization: typography, formats, captions, alt-text, accessibility, • Preparing an "offline" version (PDF / deck) as a backup for the presentation, • For analog projects - test documentation, photos from the session, components, and a brief manual. <p>4) Professional profile and market communication</p> <p>5) Commercialization and market fit</p> <ul style="list-style-type: none"> • Assigning each of at least 5 works to a potential market/client (B2B/B2C), • Revenue and collaboration models, • Positioning, • Pricing logic (basic level): price range, scope, deliverables, "what's included." <p>6) IP, licenses, ethics, and integrity (public release standard)</p> <ul style="list-style-type: none"> • IP & credits: correct attributions, asset licenses, image rights, use of archival materials, • Ethical risks, • Transparency principles - what is owned, what is co-authored, what is licensed. <p>7) Pitch and portfolio defense. Presentation + Q&A</p> <p>8) Public release and iteration after feedback. Peer review - feedback from the group according to the rubric (content, clarity, design, market fit, language), and iteration and final submission - revisions after review, publication of the final version.</p>														
Prerequisites and co-requisites															
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="456 768 794 801">Subject passing criteria</th> <th data-bbox="799 768 1137 801">Passing threshold</th> <th data-bbox="1142 768 1481 801">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="456 801 794 857">public presentation and publication of the portfolio</td> <td data-bbox="799 801 1137 857">60.0%</td> <td data-bbox="1142 801 1481 857">40.0%</td> </tr> <tr> <td data-bbox="456 857 794 891">portfolio</td> <td data-bbox="799 857 1137 891">60.0%</td> <td data-bbox="1142 857 1481 891">50.0%</td> </tr> <tr> <td data-bbox="456 891 794 947">active participation in classes, peer review feedback</td> <td data-bbox="799 891 1137 947">60.0%</td> <td data-bbox="1142 891 1481 947">10.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	public presentation and publication of the portfolio	60.0%	40.0%	portfolio	60.0%	50.0%	active participation in classes, peer review feedback	60.0%	10.0%
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Example issues/ example questions/ tasks being completed															
Work placement	Not applicable														

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