

Subject card

Subject name and code	Internship I, PG_00192193						
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	
Mode of study	full-time studies	Mode of delivery				at the university	
Year of study	3	Language of instruction				Polish	
Semester of study	6	ECTS credits				3.0	
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	80.0	0.0	0.0	0.0	80
	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	80		0.0		0.0	80
Subject objectives	<ul style="list-style-type: none"> familiarising students with the realities of professional work related to the design and use of historical games, developing skills in the practical application of knowledge and tools used in project-based work, shaping attitudes of professional responsibility and ethical conduct, preparing students for independent functioning on the labour market and for collaboration within project teams. 						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[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.	The student reflects on the outcomes of their work, formulates problem-oriented questions, and consciously uses available knowledge sources and consultations to improve the quality of undertaken activities.	[SK6] demonstration of practical skills
	[PGHL3_U08] Pursues the development of his/her competences in a thoughtful manner within the framework of lifelong learning	The student identifies personal development needs arising from performed tasks and undertakes actions aimed at acquiring or improving competencies necessary for further project or professional work.	[SU6] demonstration of practical skills
	[PGHL3_U07] Works efficiently within a project team, coordinating individual tasks with group work	The student carries out assigned tasks within a team, communicates progress, responds to changes in work organisation, and takes into account dependencies between individual and team responsibilities.	[SU6] demonstration of practical skills
	[PGHL3_W10] Explains the basic economic, legal, ethical, and other conditions of professional activity related to historical games, including key concepts and principles of industrial property protection and copyright law	The student describes the legal, organisational, and ethical consequences of project- or work-related activities involving historical games, indicating possible constraints and risks arising from copyright and intellectual property regulations.	[SW2] presentation/project/paper/report
Subject contents	<ul style="list-style-type: none"> • performance of professional tasks consistent with the profile of the Historical Game Design programme, • participation in project-related activities involving the creation or use of historical games, • application of tools and technologies used in professional working environments, • familiarisation with work organisation, team structures, and information flow within the host institution or company, • compliance with principles of professional ethics, intellectual property protection, and copyright regulations, • documentation of the internship process and outcomes. 		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Internship log	51.0%	100.0%
Recommended reading	Basic literature	-	
	Supplementary literature	-	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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