

Subject card

Subject name and code	Work Placement II, PG_00192198						
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 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	Practical experience in a professional work environment in a role related to the scope of the educational programme.						
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.		ethically and responsibly fulfils assigned roles and duties during the placement, demonstrating respect for diverse cultural and historical contexts		[SK7] entries and opinions in the internship diary		
	[PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games		participates in activities carried out by the host institution or organisation, particularly educational, cultural, or social initiatives related to historical heritage		[SU7] entries and opinions in the internship diary		
	[PGHL3_U08] Plans and pursues the development of their own competencies within the framework of lifelong learning		performs assigned tasks using appropriate methods, tools, and information and communication technologies, in a manner appropriate to the nature of the practical activities		[SU7] entries and opinions in the internship diary		
	[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		understands the principles governing the work environment related to the creation or use of historical games, including the basic legal, economic, and ethical aspects of the professional tasks performed		[SW1] oral statement/ conversation/discussion		

Subject contents	The contents of job internships are formulated in individual learning agreements. They should correspond with one of the three main sectors: digital game industry, analog game industry, or cultural and educational institutions.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	grading and documentation of job internship	51.0%	100.0%
Recommended reading	Basic literature	None. Job internship relies on hands-on learning-by-doing.	
	Supplementary literature	Act of 4 February 1994 on Copyright and Related Rights	
	eResources addresses		
Example issues/ example questions/ tasks being completed	Conversation about the documentation and the process of the internship.		
Work placement	Not applicable		

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