University of Gdańsk

Subject card

Subject name and code	Playable Museum Experiences, PG_00215474						
Field of study	Historical Games and Digital Heritage						
Date of commencement of studies	October 2027		Academic year of realisation of subject		2027/2028		
Education level	Master's studies		Subject group		Obligatory subject group in the field of study 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	1		Language of instruction		English		
Semester of study	2		ECTS credits		4.0		
Learning profile	academic		Assessment form		credit		
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Robert Domżał				
	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		15.0		60.0	105
Subject objectives	The aim of the course is to develop the ability to design interactive and engaging experiences that transform traditional museum exhibitions into a space for active participation of visitors. To achieve this, students will learn about the theoretical mechanisms of gamification and analyze contemporary practices of combining historical and cultural narrative with game design. The knowledge gained in this way will allow them to learn the principles of digital documentation of cultural heritage, independently or in a team to create a prototype of a playable educational path, ready to be implemented in the space of a modern cultural institution.						

Learning outcomes

Course outcome	Subject outcome	Method of verification
[GHDCMU2_U06] Presents and provides a substantive rationale for a position regarding complex historical and design-related issues, tailoring the communication to the target audience—whether specialists or a more diverse group of recipients.	Presents and justifies design choices in selected museum experiences, including their own proposals, adapting the explanation to different audiences.	[SU1] oral statement/conversation/ discussion
[GHDCMU2_W05] Discusses the legal, ethical, and social considerations surrounding the use of history and heritage in research and creative work, covering topics such as copyright, the provenance of resources, conflicts over memory, and the responsible use of artificial intelligence.	Discusses the legal, ethical and social considerations involved in using collections and digital materials in playable museum experiences, taking into account copyright, provenance, conservation constraints, contested memories and responsible use of artificial intelligence.	[SW1] oral statement/ conversation/discussion
[GHDCMU2_W04] Compares theories and methods of digital heritage interpretation and the museum experience design in terms of their premises, applications, and limitations.	Compares approaches to using games and digital tools in museum experience design, considering their suitability for heritage interpretation, visitor needs, accessibility and technological constraints.	[SW2] presentation/project/paper/ report
[GHDCMU2_U03] Effectively participates in the process of designing games focused on history and heritage, taking on various roles at different stages—from concept, prototyping, playtesting, and iteration, all the way to dissemination to audiences.	Develops and tests a prototype of a playable experience for a museum or another cultural institution.	[SU5] implementation of a problem task [SU8] observation of student's independent or team work
[GHDCMU2_K02] Proposes and co-organizes initiatives aimed at the responsible interpretation of history, as well as the protection and popularization of heritage, while taking into account a diversity of perspectives and accessibility for audiences.	Proposes concepts for playable museum experiences, paying attention to the diversity of perspectives, accessibility for the audience, and the conditions for implementation.	[SK1] oral statement/conversation/ discussion [SK2] presentation/project/paper/ report

Subject contents

Games and gamification in exhibition storytelling and museum education. Analysis of selected experiences in terms of their goals, audiences, accessibility and technological constraints. Design of interactions with objects and exhibition spaces, including playable visitor trails. Prototype development, observation during testing and revision based on the findings. Presentation and justification of design choices, with explanations tailored to audiences such as museum staff and visitors. Legal, ethical and social considerations in the use of collections: copyright, provenance, conservation constraints, contested memories and responsible use of AI.

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Problem work	51.0%	45.0%
Active work in class	51.0%	55.0%

Recommended reading

Basic literature

1. B., Król, K. et al. (2020). *From Classic (Analogue) to Digital Forms of Cultural Heritage Protection in Poland*. Springer.

2. Alalwan, N., Al-Samarraie, H., & Alzahrani, A. I. (2020). *Gamification in education: A systematic review of design frameworks in museum exploration*. W: *Journal of Educational Computing Research*, 58(7), 1342–1369.

3. Champion, E. (2015). *Critical Gaming: Interactive History and Virtual Heritage*. London / New York: Routledge.

4. Holdgaard, N, and .A. Rørbæk Olesen. (2025). 'Play in Museums: A Scoping Review'. Museum Management and Curatorship 40 (2): 251–74. https://doi.org/10.1080/09647775.2023.2269184.

	Supplementary literature	Holdgaard, N., A. Rørbæk Olesen, and S. Gudiksen, eds. (2027). Museum Play: Concepts, Design, and Audiences. Routledge. Falk, John H., Dierking, Lynn D. (2013). *The Museum Experience Revisited*. Walnut Creek, CA: Left Coast Press. Beale, Katy, ed. (2011). Museums at Play: Games, Interaction and Learning. MuseumsEtc. Salen, K., & Zimmerman, E. (2003). *Rules of Play: Game Design Fundamentals*. Cambridge, MA: MIT Press
	eResources addresses	Basic https://artsandculture.google.com/?hl=en - Google Arts & Culture is a non-commercial initiative cooperating with cultural institutions and artists around the world. The mission is to preserve and bring the world's art and culture online so it's accessible to anyone, anywhere.
Example issues/ example questions/ tasks being completed	1. Describe familiar gamification techniques used in modern museums 2. Presenting a broad spectrum of knowledge, describe how the use of games in museum narratives affects the perception of exhibitions.	
Work placement	Not applicable	

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