University of Gdańsk

Subject card

Subject name and code	Digital Game Prototyping, PG_00215475						
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			
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	6.0			
Learning profile	academic		Assessment form	credit			
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor						
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	30.0	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		30.0	90.0	150	
Subject objectives	The module aims to develop students' ability to build a working historical game prototype in a selected game engine. Students learn to limit the scope of the prototype to the features needed to test a design assumption, integrate existing assets, and implement basic interactions and interface elements. They develop skills in playtesting, identifying bugs and using observations and feedback to make and justify revisions.						

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<tr><td>Learning outcomes</td><td>
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<tr><th>Course outcome</th><th>Subject outcome</th><th>Method of verification</th></tr>
<tr><td>[GHDCMU2_W03] Explains advanced principles of iterative game design and prototyping—specifically regarding historical games as interactive models of the past, and cultural games as forms of engagement with heritage.</td><td>Justifies the scope of the prototype and the technical choices made, explaining which assumptions about gameplay or historical interpretation are tested in successive iterations.</td><td>[SW1] oral statement/ conversation/discussion
[SW2] presentation/project/paper/ report</td></tr>
<tr><td>[GHDCMU2_K04] Maintains professional ethics and standards of conduct in roles such as researcher, creator, or consultant, including the requirements for academic integrity and social sensitivity when working with historical and cultural material.</td><td>Applies principles of professional ethics and inclusivity when working with historical and cultural assets, taking into account their provenance, authorship and terms of use, as well as sensitivities around memory, identity and heritage.</td><td>[SK2] presentation/project/paper/ report
[SK8] observation of student's independent or team work</td></tr>
<tr><td>[GHDCMU2_U04] Selects and employs digital tools for the analysis, documentation, and interpretation of heritage in a manner appropriate to the project’s objectives, the quality of available data, and technological constraints, while also considering the accessibility of the results.</td><td>Uses tools in the chosen game engine to adapt and integrate visual, text and audio assets, taking into account asset quality, technical constraints, and the clarity and accessibility of the content.</td><td>[SU6] demonstration of practical skills
[SU8] observation of student's independent or team work</td></tr>
<tr><td>[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.</td><td>Builds and refines a working historical game prototype to a given specification in the chosen game engine, implementing basic interactions and interface elements and making revisions based on playtesting.</td><td>[SU5] implementation of a problem task
[SU8] observation of student's independent or team work</td></tr>
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<tr><td>Subject contents</td><td>Hands-on introduction to prototyping historical games in a selected game engine. Defining the scope of a prototype and selecting gameplay features to test. Building a digital environment using existing visual, text and audio assets. Implementing basic interactions, such as moving through the environment, inspecting objects, triggering events and making choices that affect gameplay. Introduction to interface design: controls, on-screen messages, and visual and audio feedback. Playtesting to assess whether the mechanics work as intended, whether players can find their way, and how clearly the prototype conveys its historical content. Identifying and fixing basic bugs, revising the prototype based on observations and player feedback, and documenting technical decisions.</td></tr>
<tr><td>Prerequisites and co-requisites</td><td></td></tr>
<tr><td>Assessment methods and criteria</td><td>
<table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>Quality and completion time of assignments</td><td>51.0%</td><td>100.0%</td></tr>
<tr><td>Instructor's observation of classroom work</td><td>51.0%</td><td>0.0%</td></tr>
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<tr><td>Recommended reading</td><td>
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<tr><td>Basic literature</td><td>Official documentation and educational materials for the selected video game engine.</td></tr>
<tr><td>Supplementary literature</td><td>Tutorials, guides and other resources recommended by the instructor.</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
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<tr><td>Example issues/ example questions/ tasks being completed</td><td>Interaction prototype. Build a small historical environment using existing assets. Implement an interaction in which inspecting an object triggers an event or unlocks a new choice for the player. Add a message or cue that communicates the outcome. How will the player know what they can interact with and what changed as a result?

Playtest and revision. Ask someone to play through the prototype without additional instructions. Observe whether they can find their way, understand how the mechanic works and recognise the object’s historical significance. Make one revision based on your observations and briefly document the problem, your solution and the result of the follow-up test.</td></tr>
<tr><td>Work placement</td><td>Not applicable</td></tr>
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