University of Gdańsk

Subject card

Subject name and code	A2 - Historical Game, PG_00215483		
Field of study	Historical Games and Digital Heritage		
Date of commencement of studies	October 2027	Academic year of realisation of subject	2028/2029
Education level	Master's studies	Subject group	Optional subject group 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	2	Language of instruction	Polish The official language of instruction is Polish, but English-speaking students may complete the entire course in English.
Semester of study	4	ECTS credits	30.0
Learning profile	academic	Assessment form	credit
Conducting unit			
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	0.0	0.0	0.0	60.0	60
	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	60	40.0	650.0	750

Subject objectives	The module aims to develop students' ability to conduct independent historical or historical and cultural research and use its findings to complete their diploma game. Students strengthen their ability to playtest and refine gameplay based on observations and feedback. They learn to document the project's historical and creative components and present the completed game for assessment, justifying their methodology and key design decisions. Their work is guided by research integrity, respect for copyright, responsible representation of the past, and care for their own wellbeing and that of fellow participants.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[GHDCMU2_U05] Independently develops the results of research or creative work in the form of a scholarly text or project documentation, based on source material and a clear line of reasoning.	Presents comprehensive documentation of the historical and creative components of the project and of the work process in the Master's thesis.	[SU3] text preparation/written work
[GHDCMU2_K01] Critically examines conclusions, interpretations, and assessments in light of authoritative sources, feedback, and the inherent limitations of own knowledge, while also incorporating expert opinions in cases that fall outside their own areas of expertise.	Critically discusses the development of their own knowledge and research and creative practice, complementing independent reflection on failures with expert consultation and exchanges of experience with peers.	[SK3] text preparation/written work [SK8] observation of student's independent or team work
[GHDCMU2_W01] Critically examines theoretical and methodological approaches within historical research and historiography, taking into account their underlying premises, the principles of source criticism and assessment of source reliability, as well as debates over interpretation.	Explains and justifies the methodology used as well as the types and scope of the historical sources, critically assessing their usefulness and reliability.	[SW3] text preparation/written work
[GHDCMU2_U02] Critically analyzes and synthesizes historical sources and scholarly literature to address complex research and creative problems, while taking into account the reliability and limitations of the material as well as competing interpretations.	Critically analyses the collected source material and scholarly literature, with attention to reliability, limitations and interpretative disputes.	[SU3] text preparation/written work [SU5] implementation of a problem task
[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.	Maintains organised digital documentation of the diploma project, developing and refining it in response to feedback from audiences and collaborators.	[SU6] demonstration of practical skills [SU8] observation of student's independent or team work
[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.	Consistently makes efforts to carry out the diploma project in accordance with the requirements of research integrity, social sensitivity, respect for copyright and care for their own wellbeing and that of fellow participants.	[SK3] text preparation/written work [SK8] observation of student's independent or team work
[GHDCMU2_U01] Independently develops research project concepts concerning historical games or digital heritage, including the definition of the research problem, questions, or hypotheses, the selection of methods, and a rationale for the approach to interpreting and verifying the results.	Presents the completed game for assessment, explaining how the findings and conclusions from conducted research shaped its final design.	[SU3] text preparation/written work [SU5] implementation of a problem task

Subject contents

Development and completion of the diploma game based on the concept prepared in Diploma Project 1. Further historical or historical and cultural research: critical analysis of sources and scholarly literature, assessment of their relevance and reliability, and consideration of competing interpretations. Application of research findings to refine the game’s rules, interactions and narrative. Playtesting and revision based on observations, consultation and feedback. Preparation of comprehensive documentation of the project’s historical and creative components. Presentation of the completed game for assessment, with a justification of the methodology used and an explanation of how research findings informed key design decisions. Research integrity, respect for copyright, responsible representation of the past, and care for one’s own wellbeing and that of fellow participants.

Prerequisites and co-requisites

Passed course - Diploma Project 1.

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Master's thesis	51.0%	25.0%
Completed historical game	51.0%	50.0%
Timeliness and communication	51.0%	25.0%

Recommended reading	Basic literature	Reading will be assigned individually in line with the needs of the diploma project.
	Supplementary literature	Hook, Alan, & Coulton, Paul. 2017. Games Design Research through Game Design Practice. In P. Lankoski, & J. Holopainen (Eds.), Game Design Research: An Introduction to Theory and Practice. ETC Press. Hainey, Thomas, and Gavin Baxter. 2023. Writing Successful Undergraduate Dissertations in Games Development and Computer Science. First Edition. Routledge.
	eResources addresses	
Example issues/ example questions/ tasks being completed	**Historical research findings.** Present your final findings in relation to the research question. Justify your choice of methods and sources, assess their suitability and reliability, and explain how competing interpretations and limitations in the evidence shaped your conclusions. **Completed game and project documentation.** Present the completed game for assessment. Use a selected rule, scene or player choice to show how your research findings shaped the final gameplay. In the full documentation of the project's historical and creative components, justify your key design decisions and describe the changes made after playtesting.	
Work placement	Not applicable	

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