University of Gdańsk

Subject card

Subject name and code	B2 - Digital Heritage, PG_00215484		
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 Robert Domżał	
	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 research and apply their findings to complete a digital heritage project. Students strengthen their ability to select and apply methods for digitally documenting or interpreting heritage, and to evaluate and improve the quality and accessibility of the output for its intended audience. They learn to document the sources and development process and present the completed project for assessment, justifying their research, interpretive and technical decisions. Their work is guided by research integrity, respect for copyright, responsible representation of heritage, and care for their own wellbeing and that of fellow participants.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[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_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
[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_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 heritage project for assessment, explaining how results and conclusions from research findings shaped its final design.	[SU3] text preparation/written work [SU5] implementation of a problem task
[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 adopted and the types and scope of sources used, critically assessing their usefulness and reliability.	[SW3] text preparation/written work

Subject contents

Development and completion of a digital heritage project based on the proposal 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 develop and refine a digital output, such as a model, digital exhibition or interactive presentation. Evaluation of the output's quality, clarity and accessibility, and revision based on testing, consultation and feedback. Preparation of comprehensive documentation of the research, development process and final output, distinguishing findings supported by sources from interpretation and reconstruction. Presentation of the completed project for assessment, with justification of the methodology and key interpretive and technical decisions. Research integrity, provenance of resources, copyright, responsible representation of heritage, 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
Digital heritage project	51.0%	50.0%
Master's thesis	51.0%	25.0%
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	Bandi, F., & Malaspina, R. P. (Eds.). (2025). Real Space-Virtual Space. Aesthetics, Architecture and Immersive Environments. Milano University Press. https://doi.org/10.54103/milanoup.223. Noiret, S., & Tebeau, M. (Eds.). (2022). Handbook of digital public history. Walter de Gruyter.
	eResources addresses	
Example issues/ example questions/ tasks being completed	**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 limitations in the evidence and competing interpretations shaped the way you represented the heritage. **Completed project and documentation.** Present the finished digital output for assessment, such as a 3D model, digital exhibition or interactive presentation. Use one feature to show how your research findings shaped its final form. In the documentation, identify the provenance of the resources used, distinguish findings supported by sources from interpretation or reconstruction, and justify the revisions made after testing or consultation, including changes that improved accessibility.	
Work placement	Not applicable	

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