University of Gdańsk

Subject card

Subject name and code	A1 - Historical Game, PG_00215499		
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	3	ECTS credits	12.0
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	30.0	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	45.0	225.0	300

Subject objectives	The module aims to develop a concept for the diploma game and produce its first playable prototype based on independent historical or historical and cultural research. Students learn to translate research findings into rules, interactions and narrative, and to test whether a selected part of the gameplay works as intended. Their work is guided by research integrity, respect for copyright, social sensitivity and care for their own wellbeing and that of fellow participants. Documentation of the initial work and findings from the playtest provide a basis for further development in Diploma Project 2..

Learning outcomes

Course outcome	Subject outcome	Method of verification
[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 for assessment the concept and an early prototype for the diploma project, drawing on preliminary historical or historical and cultural research.	[SU2] presentation/project/paper/ report
[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.	[SK2] presentation/project/paper/ report [SK8] observation of student's independent or team work
[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 first stages of the diploma project, developing and refining it in response to feedback from audiences and collaborators.	[SU2] presentation/project/paper/ report
[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 initially collected source material and scholarly literature, with attention to reliability, limitations and interpretative disputes.	[SU3] text preparation/written 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 proposed methodology and the types and scope of sources intended for use in the diploma project, critically assessing their relevance and reliability.	[SW3] 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.	Develops findings from the preliminary stage of historical research that will inform the planned game.	[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.	[SK2] presentation/project/paper/ report [SK8] observation of student's independent or team work

Subject contents

Development of a preliminary concept for the diploma game: defining the research problem and questions, selecting methods and determining the scope of the sources. Critical analysis of historical sources and scholarly literature, with attention to source reliability and competing interpretations. Translation of preliminary findings into the game’s design, including its rules, interactions and narrative in an early prototype. Planning and carrying out initial design work. Writing up preliminary research findings and maintaining digital documentation of the game concept and design decisions. Presentation of the concept in class and refinement through consultation and feedback. Research integrity, copyright, responsible representation of the past, and care for one’s own wellbeing and that of fellow participants.

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Results of preliminary historical research	51.0%	25.0%
Early game prototype and documentation of the work process	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	**Preliminary historical research findings.** Formulate a research question and present your preliminary findings based on selected sources and scholarly literature. Explain how far the evidence answers the question, what interpretations it supports and what requires further research. **Game concept and documentation of initial work.** Develop a game concept informed by your preliminary findings. Use one rule, scene or player choice to show how historical material informs gameplay. Document the work completed so far and justify your key design decisions. **Prototype:** Use your preliminary findings to develop a playable section of the project. Show how a specific historical finding informed a rule, scene or player choice. Run a short playtest, document your observations and identify what should be revised or developed further in Diploma Project 2.	
Work placement	Not applicable	

Document generated electronically. Does not require a seal or signature.