University of Gdańsk

Subject card

Subject name and code	B1 - Digital Heritage, PG_00215500		
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 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	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 prepare students to develop a digital heritage diploma project proposal independently and carry out its initial stages. Students develop their ability to formulate research questions, critically assess sources and select methods and digital tools suited to the project's purpose and audience. They learn to use preliminary findings to plan the digital documentation or interpretation of heritage, document their work and refine the proposal through consultation and feedback. They take into account research integrity, the provenance of resources and copyright, accessibility, diverse perspectives, and 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 initially collected source material and scholarly literature, with attention to reliability, limitations and interpretative disputes	[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.	[SK2] presentation/project/paper/ report [SK8] 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.	[SK2] presentation/project/paper/ report
[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 the presentation of preliminary findings from research conducted for the needs of the diploma project.	[SU2] presentation/project/paper/ report
[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 initial prototype for the diploma project, drawing on preliminary historical and cultural research.	[SU2] presentation/project/paper/ report
[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 initial stages of the diploma project, developing and refining it in response to feedback from audiences and collaborators.	[SU2] presentation/project/paper/ report [SU8] 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 proposed methodology and the types and scope of sources intended for use in the diploma project, critically assessing their relevance and reliability.	[SW2] presentation/project/paper/ report

Subject contents

Development of a preliminary digital heritage project proposal: defining the research problem and questions, the project's purpose and its intended audience. Critical analysis of historical sources, scholarly literature and digital resources, with attention to their reliability, limitations and competing interpretations. Selection of methods and tools for digitally documenting or interpreting heritage. Initial practical work, such as trial documentation of an object, an outline for a digital exhibition or an interaction prototype. Writing up preliminary research findings and documenting the work completed. Presentation of the proposal and early prototype in class and refinement through consultation and feedback. Research integrity, provenance, copyright, accessibility, diverse perspectives, 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 research work	51.0%	25.0%
Concept and prototype of the diploma project	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	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	**Preliminary research findings.** Formulate a question about a selected heritage object, site or practice. Present your preliminary findings and explain what the sources establish, what remains uncertain and what further evidence is needed. **Project proposal and documentation of initial work.** Develop a proposal for digitally documenting or interpreting a selected aspect of heritage. Use a sketch, trial model or section of an exhibition to show how your findings informed the planned outcome. Document the work completed so far and justify your choice of methods and tools. **Prototype:** Develop a first prototype of a selected part of the project. Justify your choice of method and show how preliminary research findings informed its design.	
Work placement	Not applicable	

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