University of Gdańsk

Subject card

Subject name and code	C - Foreign Exchange, PG_00215510		
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
Mode of study	full-time studies	Mode of delivery	at the university
Year of study	2	Language of instruction	English
Semester of study	3	ECTS credits	18.0
Learning profile	academic	Assessment form	credit
Conducting unit			
Name and surname of lecturer (lecturers)	Subject supervisor	dr Piotr Derengowski	
	Teachers		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	0.0	180.0	0.0	0.0	0.0	180

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	180	40.0	230.0	450

Subject objectives

The module aims to use international mobility to develop academic or professional skills. Choosing new modules at a different university and programme, students learn to select activities suited to their goals, work in a different institutional and cultural environment, and apply the experience to their further development. They practise intercultural communication and collaborating with people from different backgrounds.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[GHDCMU2_W06] Explains the economic and organizational conditions surrounding research and development ventures and creative projects within the gaming and heritage sectors, including cross-sector collaboration, funding sources, and career paths.	Explains the economic and organisational factors that shape how tasks are carried out and how people develop professionally within a given organisation and socioeconomic context, drawing on experience gained along the chosen career path.	[SW1] oral statement/ conversation/discussion
[GHDCMU2_U09] Plans one's own learning and that of others in the context of academic and professional development, based on identified competency needs, while defining goals, learning methods, and criteria for assessing progress.	Consistently carries out tasks assigned along the chosen career path, developing specific skills within the scope of their agreed duties and responsibilities.	[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.	Applies principles of professional ethics and standards of conduct when carrying out tasks, working with integrity, respecting rights and confidentiality, and demonstrating social sensitivity.	[SK2] presentation/project/paper/ report

Subject contents	Defined individually in the learning agreement with the host institution.
Prerequisites and co-requisites	

<table>
<tr><td>Assessment methods and criteria</td><td colspan="3"><table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>Conversation with the student</td><td>51.0%</td><td>0.0%</td></tr>
<tr><td>Documentation of achievements (grades) from the host institution</td><td>51.0%</td><td>100.0%</td></tr>
</table></td></tr>
<tr><td rowspan="3">Recommended reading</td><td>Basic literature</td><td colspan="2">Defined by the host institution.</td></tr>
<tr><td>Supplementary literature</td><td colspan="2">Defined by the host institution.</td></tr>
<tr><td>eResources addresses</td><td colspan="2"></td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td colspan="3">Defined individually in the agreement with the receiving organisation.</td></tr>
<tr><td>Work placement</td><td colspan="3">Not applicable</td></tr>
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