

Subject card

Subject name and code	Religion and Folklore , PG_00117030						
Field of study	Historical game design						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	3		Language of instruction		Polish		
Semester of study	6		ECTS credits		3.0		
Learning profile	academic		Assessment form		credit		
Conducting unit	Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor						
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	30.0	0.0	0.0	0.0	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		2.0		30.0	62
Subject objectives	Introducing students to selected religious traditions, their basic concepts, rituals and worldviews. Presenting selected folkloric phenomena, with particular emphasis on examples relevant to the local context of the Tricity area.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_W05] Demonstrates knowledge of comparative European history and understands the historical background of current social, economic and political problems	Knows selected examples of religious traditions and elements of folklore and understands their influence on the formation of social practices, symbolism, collective identities and contemporary representations of culture	[SW1] oral statement/conversation/discussion [SW2] presentation/project/paper/report
	[PGHL3_K05] Is ready to perform professional roles responsibly and observe the professional ethics of a historian, as well as to demonstrate an understanding of the world of values and attitudes of people in different historical periods and contexts	Has an awareness of the diversity of religious traditions and belief systems, as well as the need to present them responsibly, with consideration for their historical and cultural context	[SK2] presentation/project/paper/report [SK8] observation of student's independent or team work
	[PGHL3_U04] Able to participate in debate - present and evaluate different opinions and positions and discuss them using correctly the professional terminology of the historical sciences	Is able to participate in discussions on religion, ritual practices and folklore, present their own position and refer to different interpretations of religious and cultural phenomena, using basic terminology from the study of religion and history	[SU1] oral statement/conversation/discussion
	[PGHL3_W01] Knows and understands to an advanced degree selected facts, objects and phenomena, as well as methods and theories pertaining to them that explain the complex relationships between them, constituting basic general knowledge in the humanities	Uses basic terminology from the study of religion appropriately. Knows selected rituals, religious phenomena and elements of folklore	[SW1] oral statement/conversation/discussion [SW2] presentation/project/paper/report
Subject contents	Including: Selected religious traditions: basic concepts, rituals, symbols and worldviews Ablutions and other purification rites in selected religious traditions; religious symbolism of water Representations of purification rituals in computer games, based on the examples of BioShock Infinite (2013) and I Am Jesus Christ (2026) The game Limbo (2010) as an example of the use of religious imagery in game narration The flood motif in religious and mythological traditions, the problem of its historicity, and comparative approaches Maritime, seafaring and shanty folklore: selected motifs, practices and work songs Football fan folklore in the local context of the Tricity area: Arka Gdynia and Lechia Gdańsk		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Presentation / oral response	51.0%	70.0%
	Active participation in class	51.0%	30.0%

Recommended reading	Basic literature	Douglas M., <i>Czystość i zmaza</i>, przeł. M. Bucholc, Warszawa 2026. Eliade M., <i>Inicjacja, obrzędy, stowarzyszenia tajemne. Narodziny mistyczne</i>, przeł. K. Kocjan, Kraków 1997. Eliade M., <i>Traktat o historii religii</i>, przeł. J. W. Kowalski, Warszawa 2020. Kossakowski R., <i>Kibice piłkarscy. Studium socjologiczne</i>, Gdańsk 2022. Oestigaard T., <i>Water and World Religions. An Introduction</i>, Bergen 2005. Szurawski M., <i>Razem bracia do lin. Opowieści o morzu, ludziach i okrętach</i>, Lublin 2001. <i>The Flood Myth</i>, red. A. Dundes, Berkeley–Los Angeles–London 1988. <i>The New Lion Handbook: The World's Religions</i>, red. C. Partridge, Lion 2010. Van Gennep A., <i>Obrzędy przejścia</i>, przeł. B. Biały, Warszawa 2006. Zając E., <i>Potop w tradycji biblijnej oraz literaturze judaizmu okresu Drugiej Świątyni</i>, Lublin 2007.
	Supplementary literature	Siurawski M., <i>Szanty i szantymeni. Ludzie i pieśni dawnego pokładu</i>, Kraków 1999. Nowaczyk M., <i>Lanternari i szkoła rzymska antropologii religii</i>, Warszawa 2000. Oestigaard T., <i>The Religious Nile: Water, Ritual and Society since Ancient Egypt</i>, Londyn–New York 2018. Bieszke Ł., „Jesteśmy elitą - nie tłumem, w sercach nosimy dumę...” czyli o środkach perswazyjnych na flagach kibiców klubów piłkarskiej ekstraklasy, Gdańsk 2018. Turner V., <i>Proces rytualny. Struktura i antystruktura</i>, przeł. E. Dżurak, Warszawa 2025.
	eResources addresses	
Example issues/ example questions/ tasks being completed	The role of water and purification in selected religious traditions. Representations of purification rites in computer games. Flood motifs in religious and mythological traditions and the problem of their historicity. Selected examples of seafaring folklore. Football fan folklore in the local context of the Tricity area.	
Work placement	Not applicable	

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