

Subject card

Subject name and code	Games and history II, PG_00151539						
Field of study	History						
Date of commencement of studies	October 2024	Academic year of realisation of subject			2025/2026		
Education level	Bachelor's studies	Subject group			Obligatory subject group 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		
Semester of study	4	ECTS credits			3.0		
Learning profile	academic	Assessment form			credit		
Conducting unit	Division of Didactic History -> Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Waclaw Kulczykowski				
	Teachers		dr Waclaw Kulczykowski				
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		45.0	77
Subject objectives	<p>The aim of the course is to familiarize students with the issue of historical games as a form of popularizing historical knowledge.</p> <p>To familiarize students with the ethical conditions of activities related to the popularization of historical knowledge using games.</p> <p>Preparing students to use modern information technologies and their practical application in the popularization of history.</p> <p>Developing skills related to team preparation of a game scenario, taking into account skills conducting discussions, presenting one's own concept and justifying one's position.</p>						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[HISTL3_W09] Has advanced knowledge to analyse and interpret historical sources and understands their usefulness in historical research	understands the value of historical sources in the design and analysis of historical games as tools for promoting historical knowledge	[SW1] oral statement/ conversation/discussion
	[HISTL3_U03] Is able to communicate with the public using specialist terminology specific to historical and related sciences	Can communicate on topics related to history and historical games using professional terminology, adapting the style and level of their speech to suit different audiences.	[SU1] oral statement/conversation/ discussion
	[HISTL3_U08] Is able to plan and organise his/her work effectively, independently acquiring and consolidating knowledge in a structured and systematic manner	Is able to plan and organise their own work relating to the analysis and development of a concept for a historical game or its script.	[SU2] presentation/project/paper/ report [SU8] observation of student's independent or team work
	[HISTL3_K01] Critically evaluates his/her knowledge, demonstrates a willingness to continually expand his/her knowledge and to seek expert advice if he/she has difficulty solving a problem on his/her own	Critically assesses their historical knowledge and the way it is used in historical games, demonstrating a willingness to continually expand their knowledge and to consult with experts whilst carrying out public engagement projects.	[SK1] oral statement/conversation/ discussion [SK2] presentation/project/paper/ report
	[HISTL3_W11] Knows and understands the basic economic, legal, ethical and other conditions of various professional activities related to history including the basic concepts and principles of industrial property protection and copyright law	Understands the ethical implications of designing and using historical games, including the responsibility for how the past is portrayed.	[SW1] oral statement/ conversation/discussion
	[HISTL3_U07] Is able to plan and organise individual work and interact with others in teamwork	Is able to collaborate effectively with others as part of team-based work on the analysis or design of a historical game, taking part in discussions and justifying their own position.	[SU2] presentation/project/paper/ report [SU8] observation of student's independent or team work
	[HISTL3_W07] Demonstrates knowledge of comparative European history and understands the links between the history of European integration and current social, economic and political issues Knows and understands to an advanced degree the main theories, research methods and tools of the historian's workshop	Understands the distinctive nature of historical games in comparison with other forms of media, and their role as a medium for disseminating knowledge about the past.	[SW1] oral statement/ conversation/discussion
[HISTL3_U02] Is able to correctly select and use appropriate methods and tools appropriate to the work of a historian (including advanced information and communication techniques)	Can select and use appropriate tools and information and communication technologies in the analysis and design of historical games.	[SU1] oral statement/conversation/ discussion [SU2] presentation/project/paper/ report	
Subject contents	Workshop exercises: familiarizing students with traditional and modern forms of popularizing historical knowledge; presenting games as a way of transmitting historical knowledge; practical discussion of examples of historical games divided into types: computer games, board games, role-playing games, paragraph games, field games; presenting ways of creating the concept and scenario of your own historical game.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Activity in classes	50.0%	30.0%
	Final project	50.0%	70.0%

Recommended reading	Basic literature	Osica N., Niedzicki W., Sztuka promocji nauki, Warszawa 2017. Popularyzacja nauk historycznych teoria i praktyka. Zbiór studiów, red. D. Gołaszewska-Rusinowska, M. Mielewska, T. Sińczak Toruń 2018. Domańska E., Historie niekonwencjonalne. Refleksja o przeszłości w nowej humanistyce, Poznań 2006. Gra w historię, historia w grach, red. T. Bazylewicz, Ł. Hajdrych Poznań 2018. Historia w przestrzeni publicznej, red. J. Wojdon, Warszawa 2019. P. Tkaczyk, Grywalizacja, Gliwice 2012.
	Supplementary literature	Brodzka-Bestry M., Gałaszewski D., Hajdukiewicz M., Ślady przeszłości gry terenowe po Warszawie, Warszawa 2008. Frąckowiak P., Historyczna gra miejska, http://www.historiaregionalna.pl/gra-miejska/ http://muzhp.pl/pl/c/1510/gry-miejskie . Kleszczyński B., Gry na lekcji historii i zajęciach pozalekcyjnych, Kwartalnik Edukacyjny PCEN, Nr 73, Rzeszów 2013. Nowakowska O., Wszystko gra! gry miejskie w przestrzeni Warszawy, Homo Ludens, nr 1, 2011. Sikora K., Marketing gier wideo, Konin 2013. Solska E., Historia w kulturze współczesnej, Lublin 2011.
	eResources addresses	
Example issues/ example questions/ tasks being completed		
Work placement	Not applicable	

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