

**Subject card**

<b>Subject name and code</b>	Games and history I, PG_00151528						
<b>Field of study</b>	History						
<b>Date of commencement of studies</b>	October 2024	<b>Academic year of realisation of subject</b>			2025/2026		
<b>Education level</b>	Bachelor's studies	<b>Subject group</b>			Obligatory subject group in the field of study		
<b>Mode of study</b>	full-time studies	<b>Mode of delivery</b>			at the university		
<b>Year of study</b>	2	<b>Language of instruction</b>			Polish		
<b>Semester of study</b>	3	<b>ECTS credits</b>			2.0		
<b>Learning profile</b>	academic	<b>Assessment form</b>			credit		
<b>Conducting unit</b>							
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr Waclaw Kulczykowski				
	<b>Teachers</b>		dr Waclaw Kulczykowski				
<b>Lesson types</b>	<b>Lesson type</b>	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	<b>Number of study hours</b>	0.0	30.0	0.0	0.0	0.0	30
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	<b>Number of study hours</b>	30		2.0		20.0	52
<b>Subject objectives</b>	<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_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_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_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
	[HISTL3_U03] Is able to communicate with the public using specialist terminology specific to historical and related sciences	Is able to communicate on historical topics using professional historical terminology, adapting the form and level of expression to the group of recipients of the message	[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_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_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
Subject contents	Workshop exercises: introducing students to traditional and modern methods of popularising historical knowledge; presenting games as a means of conveying historical knowledge; a practical discussion of examples of historical games, categorised by type: computer games, board games, role-playing games, text-based games, field games; presenting methods for developing the concept and script of ones 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, <a href="http://www.historiaregionalna.pl/gra-miejska/">http://www.historiaregionalna.pl/gra-miejska/</a> <a href="http://muzhp.pl/pl/c/1510/gry-miejskie">http://muzhp.pl/pl/c/1510/gry-miejskie</a> . 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		

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