

Subject card

Subject name and code	Engaged game studies, meaning cozy, ecocritical, and transgressive games, PG_00156540						
Field of study	Cultural Studies						
Date of commencement of studies	October 2024		Academic year of realisation of subject			2024/2025	
Education level	Master's studies		Subject group				
Mode of study	full-time studies		Mode of delivery			at the university	
Year of study	1		Language of instruction			Polish	
Semester of study	1		ECTS credits			2.0	
Learning profile	academic		Assessment form			credit	
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Marta Tymińska				
	Teachers		dr Marta Tymińska				
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		18.0	50
Subject objectives	The aim of the subject is to deepen topics of games for impact in the context of changing world.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[KULMU2_K06] The student systematically and consciously participates in cultural and artistic life, showing interest in current events in culture and art.	K_K06 Student is present in gaming culture.	[SK1] oral statement/conversation/discussion [SK8] observation of student's independent or team work
	[KULMU2_U01] The student demonstrates fluent skills in searching, interpreting, and selecting information, utilizing various sources, media, and technologies, and formulates independent conclusions based on them.	K_U01 Student can select and interpret game studies information and engage with it critically.	[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report
	[KULMU2_W05] The student possesses well-established, specialized knowledge in the field of audiovisual culture or cultural management.	K_W05 Student has vast game studies knowledge.	[SW1] oral statement/conversation/discussion [SW2] presentation/project/paper/report [SW3] text preparation/written work [SW5] implementation of a problem task
	[KULMU2_W04] The student has profound and organized knowledge concerning contemporary global issues and the theoretical, philosophical, and aesthetic foundations for reflecting on culture and art.	K_W04 Student has knowledge about modern problems and issues.	[SW2] presentation/project/paper/report [SW3] text preparation/written work [SW5] implementation of a problem task
	[KULMU2_K01] The student understands the significance of knowledge, skills, and experience in professional activities.	K_K01 Student understands the importance if their knowledge on games.	[SK1] oral statement/conversation/discussion [SK8] observation of student's independent or team work
Subject contents	[KULMU2_U04] The student has the ability to integrate knowledge from different humanities disciplines and apply it in unconventional professional situations.	K_U04 Student can integrate interdisciplinary knowledge of game studies.	[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report [SU3] text preparation/written work
	1. Introduction into games for impact.		
	2. Impactful games, indie games and mainstram - contexts.		
	3. Cozy games - characteristics and contestation of traditional rivarly models		
	4. Ecocritical games in context of climate change and digital game production		
	5. Transgressive games - discussing games that transgress boundaries and what does it mean in modern culture		
Prerequisites and co-requisites	6. Activist game development		
	7. Class summary		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
		50.0%	60.0%
		50.0%	40.0%
Recommended reading	Basic literature		
	Chang, Alenda Y. 2019. <i>Playing nature: ecology in video games</i> . Electronic mediations 58. Minneapolis: University of Minnesota Press.Jørgensen, Kristine, i Faltin Karlsen, red. 2018. <i>Transgression in Games and Play</i> . Cambridge, MA London, England: The MIT Press.Keogh, Brendan. 2023. <i>The Videogame Industry Does Not Exist: Why We Should Think Beyond Commercial Game Production</i> . The MIT Press. https://doi.org/10.7551/mitpress/14513.001.0001 .Waszkiewicz, Agata, i Marta Tymińska. 2024. Cozy Games and Resistance Through Care. <i>Replay. The Polish Journal of Game Studies</i> 11 (1): 716. https://doi.org/10.18778/2391-8551.11.01 .		

	Supplementary literature	Bean, Anthony. 2021. Therapeutic Use of Video Games. W <i>The Video Game Debate 2: Revisiting the Physical, Social, and Psychological Effects of Video Games</i>, zredagowane przez Rachel Kowert i Thorsten Quandt. Routledge Debates in Digital Media Studies. New York London: Routledge, Taylor & Francis Group. McGonigal, Jane. 2011. <i>Reality Is Broken</i>. S.I.: Penguin Group US. http://api.overdrive.com/v1/collections/v1L2BaQAAAJcBAAA1M/products/44205f90-d66a-4b2b-8483-8a0cdb6a8822. Nakamura, Lisa. 2017. Racism, Sexism, and Gamings Cruel Optimism. W <i>Gaming representation: race, gender, and sexuality in video games</i>, zredagowane przez Jennifer Malkowski i TreaAndrea M. Russworm, 23549. Digital Game Studies. Bloomington: Indiana University Press. Salter, Anastasia, i Bridget Blodgett. 2017. <i>Toxic Geek Masculinity in Media: Sexism, Trolling, and Identity Policing</i>. http://public.eblib.com/choice/PublicFullRecord.aspx?p=5143375. Simon, Bart. 2013. Indie Eh? Some kind of Game Studies. <i>Loading The Journal of the Canadian Game Studies Association</i> 7 (11): 17. Tymińska, Marta. 2016. Jak gry indie mogą zmienić naszą kulturę? W <i>Kultura od nowa. Badania trendy praktyka</i>, zredagowane przez Grzegorz D. Stunża, Krzysztof Stachura, i Anna Roman, 11121. Gdańsk: Instytut Kultury Miejskiej. Waszkiewicz, Agata, i Martyna Bakun. 2020. Towards the Aesthetics of Cozy Video Games. <i>Journal of Gaming & Virtual Worlds</i> 12 (3): 22540. https://doi.org/10.1386/jgvw_00017_1.
	eResources addresses	
Example issues/ example questions/ tasks being completed		
Work placement	Not applicable	

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