

Subject card

Subject name and code	Games and history II, PG_00168273						
Field of study	History						
Date of commencement of studies	October 2025		Academic year of realisation of subject			2026/2027	
Education level	Bachelor's studies		Subject group			Obligatory subject group in the field of study Optional subject group Subject group related to scientific research 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 Wacław Kulczykowski				
	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		45.0	77
Subject objectives	The aim of the course is to familiarize students with the issue of historical games as a form of popularizing historical knowledge. To familiarize students with the ethical conditions of activities related to the popularization of historical knowledge using games. Preparing students to use modern information technologies and their practical application in the popularization of history. 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.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[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 evaluates own historical knowledge and the ways it is interpreted and represented in historical games, demonstrating readiness to deepen it and to consult project solutions with experts.	[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report
	[HISTL3_U07] Is able to plan and organise individual work and interact with others in teamwork	Is able to cooperate effectively in a team while developing a historical game scenario, participating in discussion, presenting own concepts, and justifying proposed solutions.	[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	Knows and understands the ethical conditions of designing and using historical games, including responsibility for interpreting the past and sensitivity to social and cultural contexts of audiences.	[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 usefulness of historical sources in advanced forms of historical outreach, particularly in the context of constructing narratives and mechanics of historical games.	[SW1] oral statement/conversation/discussion
	[HISTL3_U03] Is able to communicate with the public using specialist terminology specific to historical and related sciences	Is able to communicate on topics related to history and historical games using specialist terminology, adapting the message to audiences with different levels of knowledge.	[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 independently plan and organize work related to the implementation of a team-based historical game project in an organized and systematic manner.	[SU2] presentation/project/paper/report [SU8] observation of student's independent or team work
	[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)	Is able to select and apply appropriate tools and advanced information and communication technologies in the design and presentation of historical game concepts.	[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report
Subject contents	[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 specificity of historical games as a medium for popularizing knowledge about the past in comparison to other forms of media and is able to critically assess their educational potential.	[SW1] oral statement/conversation/discussion
	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
	Final project	50.0%	70.0%
	Activity in classes	50.0%	30.0%
	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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