

Subject card

Subject name and code	Historical game studies and design, PG_00169499						
Field of study	History						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2024/2025		
Education level	Master's studies		Subject group		Obligatory subject group in the field of study Optional 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	2		ECTS credits		2.0		
Learning profile	academic		Assessment form		credit		
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Michał Mochocki				
	Teachers		dr hab. Michał Mochocki				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	30.0	0.0	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		20.0	52
Subject objectives	Key areas and topics in the study of history/heritage-themed games: The role of the historian-developer, historical consulting, game genres, educational potential, working with cultural heritage, questions of authenticity, and realism. An overview of selected digital and analog games - commercial and non-profit.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[HISTMU2_W04] Has in-depth knowledge of the main developmental trends and major new developments in the historical sciences, with particular reference to the achievements of Polish historiography	You can discuss the goals and methodologies of current research projects in historical game studies	[SW4] test/exam - oral or written
	[HISTMU2_W07] Knows and understands the fundamental dilemmas of modern civilisation	You can discuss the social significance of current research projects in historical game studies	[SW4] test/exam - oral or written
	[HISTMU2_W01] Has an in-depth, extended and structured knowledge of history leading to specialisation in selected areas of historical research	You can describe selected genres and examples of historical games	[SW4] test/exam - oral or written
	[HISTMU2_U02] Consciously selects research methods and tools appropriate to the chosen field of history to solve a variety of tasks and problems	You can describe the main research areas and topics in historical game studies	[SU4] test/exam - oral or written
	[HISTMU2_U01] Has in-depth research skills in the historical sciences to formulate and innovatively solve complex and unusual problems	You can describe the main research areas and topics in historical game studies	[SU4] test/exam - oral or written
	[HISTMU2_K02] Is prepared to recognise the importance of knowledge in solving cognitive and practical problems and to consult experts when having difficulty solving a problem independently	You can discuss the typical tasks and key competences of historical consultants in game development	[SK4] test/exam - oral or written
Subject contents	Main research areas and topics in historical game studies. Historical consultancy in game development. Historical game genres and examples. Large research projects in historical game studies.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	student selects: open-book exam or conversation	50.0%	100.0%
Recommended reading	Basic literature Mochocki, M. (2022). Editorial: Games with History, Heritage, and Provocation. <i>Games and Culture</i>, 17(6), 839842. https://doi.org/10.1177/1555412022111926 Chapman, A. (2016). <i>Digital games as history: How videogames represent the past and offer access to historical practice</i>. Routledge. Chapman, A., Foka, A., & Westin, J. (2017). Introduction: What is historical game studies? <i>Rethinking History</i>, 21(3), 358371. https://doi.org/10.1080/13642529.2016.1256638 Mochocki, M., & Kot, Y. I. (2024a). Historical Consultants in the CEE Video Game Industry. Part 1: Good and Bad Practices. <i>Homo Ludens</i>, 17(1/2024). Mochocki, M., & Kot, Y. I. (2024b). Historical Consultants in the CEE Video Game Industry. Part 2: Competence Building. <i>Homo Ludens</i>, 17(1/2024).		

	Supplementary literature	Champion, E., & Hiriart, J. (Eds.). (2024). <i>Assassins Creed in the classroom: Historys playground or a stab in the dark?</i> De Gruyter Oldenbourg. Wainwright, A. M. (2019). <i>Virtual history: How videogames portray the past</i>. Routledge. Mochocki, M. (2021). <i>Role-play as a Heritage Practice: Historical LARP, Tabletop RPG and Reenactment</i>. Routledge. Mochocki, M., Schreiber, P., Majewski, J., Kang, Y., & Yang, K. C. (2025). An Introduction to Asian Histories and Heritages in Video Game Studies. In Y. Kang, K. C. Yang, M. Mochocki, P. Schreiber, & J. Majewski (Eds.), <i>Asian Histories and Heritages in Video Games</i>. Routledge. Mochocki, M., Schreiber, P., Majewski, J., & Kot, Y. I. (2025). An introduction to CEE HGS: Central and Eastern European Historical Game Studies. In M. Mochocki, P. Schreiber, J. Majewski, & Y. I. Kot (Eds.), <i>Central and Eastern European Histories and Heritages in Video Games</i>. Routledge. Mochocki, M. (2024). An Introduction to Board Games in Postcolonial Game Studies. In M. Mochocki (Ed.), <i>Heritage, Memory and Identity in Postcolonial Board Games</i> (pp. 110). Routledge. Flanagan, M., & Jakobsson, M. (2023). <i>Playing oppression: The legacy of conquest and empire in colonialist board games</i>. The MIT Press.
	eResources addresses	Basic https://costgrade.eu/ - project COSTGRADE - Grassroots of Digital Europe https://paintbucket.de/en - Paintbucket Games studio website https://charlesgames.net/ - Charles Games studio website https://mementoes.eu/ - Horizon-funded project MEMENTOES
Example issues/ example questions/ tasks being completed	Key tasks and competences of historical game consultants Key topics and research areas in historical game studies Goals, significance and methodology of a selected research project in HGS	
Work placement	Not applicable	

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