

Subject card

Subject name and code	Authenticity and Immersion in Heritage Experiences, PG_00169523						
Field of study	Sightseeing and Historical Tourism						
Date of commencement of studies	October 2024		Academic year of realisation of subject			2024/2025	
Education level	postgraduate 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	1		Language of instruction			English	
Semester of study	2		ECTS credits			2.0	
Learning profile	academic		Assessment form				
Conducting unit	Zakład Edukacji Historycznej -> Instytut Historii -> Faculty of History -> Rektor						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Michał Mochocki				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	0.0	0.0	15
	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	15		4.0		25.0	44
Subject objectives	We will explore cultural heritage in its various forms: places, objects, traditions, and media products. All this will be approached from the perspective of active engagementexperiencing heritage through actions, products, and services. We will learn to recognize different dimensions that contribute to the sense of authenticity and immersion in interactions with heritage.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[KiTHMU2_K01] Is aware of the scope of their knowledge and workshop skills and are ready for further, continuous development of their professional competences, as well as personal, social and professional competences	You can discuss self-selected examples of heritage experiences, analysing how they can (or cannot) engage audiences via multiple dimensions of immersion and perceived authenticity	[SK1] oral statement/conversation/discussion
	[KiTHMU2_W01] Has an extended and structured knowledge of the history and cultural history of Europe, understands to an in-depth degree the multifaceted connections between various facts and phenomena from the past	You can discuss self-selected examples of heritage experiences, analysing how they can (or cannot) engage audiences via multiple dimensions of immersion and perceived authenticity	[SW1] oral statement/conversation/discussion
	[KiTHMU2_K09] Is capable of showing understanding for the world of values and attitudes of people in different historical, geographical, social periods and contexts	You can discuss self-selected examples of heritage experiences, analysing how they can (or cannot) engage audiences via multiple dimensions of immersion and perceived authenticity	[SK1] oral statement/conversation/discussion
	[KiTHMU2_U08] Communicates in a selected foreign language using professional terminology appropriate for the humanities and social sciences to the extent corresponding to the needs of sightseeing and historical tourism	You can discuss self-selected examples of heritage experiences, analysing how they can (or cannot) engage audiences via multiple dimensions of immersion and perceived authenticity	[SU1] oral statement/conversation/discussion
	[KiTHMU2_U11] Independently acquires and deepens knowledge and improves research skills in a structured and systematic manner, undertaking autonomous activities aimed at developing abilities and managing their own professional career	You can discuss self-selected examples of heritage experiences, analysing how they can (or cannot) engage audiences via multiple dimensions of immersion and perceived authenticity	[SU1] oral statement/conversation/discussion
Subject contents	Basic concepts in heritage studies: cultural vs natural, tangible vs intangible heritage. Multiple dimensions of authenticity in tourism and heritage. Multiple dimensions of immersion in digital and nondigital game environments. Dual model of immersion/authenticity in active heritage practices.		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	teacher-guided conversation in groups of 2-3	51.0%	100.0%
Recommended reading	Basic literature Bowman, S. L. (2018). Immersion and Shared Imagination in Role-Playing Games. In J. P. Zagal & S. Deterding (Eds.), <i>Role-playing game studies: Transmedia foundations</i> (pp. 379-394). Routledge. Mochocki, M. (2021). Heritage Sites and Video Games: Questions of Authenticity and Immersion. <i>Games and Culture</i>, 16(8), 951-977. https://doi.org/10.1177/15554120211005369 Matos, M. B. de A., & Barbosa, M. de L. de A. (2018). Authenticity in Tourist Experiences: A new approach based on Edgar Morins Complexity Theory. <i>Revista Brasileira de Pesquisa Em Turismo</i>, 12(3), 154-171. https://doi.org/10.7784/rbtur.v12i3.1457		

	Supplementary literature	Mochocki, M. (2021). <i>Role-play as a Heritage Practice: Historical LARP, Tabletop RPG and Reenactment</i>. Routledge. Smith, L. (2022). Heritage, the power of the past, and the politics of (mis)recognition. <i>Journal for the Theory of Social Behaviour</i>, 52(4), 623642. https://doi.org/10.1111/jtsb.12353 Harrison, R. (2013). <i>Heritage: Critical approaches</i>. Routledge. International Journal of Heritage Studies
	eResources addresses	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed	Discuss one example of a digital (or otherwise mediated) heritage practice, analysing its dimensions of authenticity and immersion. Discuss one example of live (embodied) heritage practice, analysing it as above.	
Work placement	Not applicable	

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