

Subject card

Subject name and code	First Steps in Game Design , PG_00073554						
Field of study	Historical game design						
Date of commencement of studies	October 2025	Academic year of realisation of subject			2025/2026		
Education level	Bachelor's studies	Subject group			Obligatory subject group 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	1	ECTS credits			3.0		
Learning profile	academic	Assessment form			credit		
Conducting unit	Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr hab. Michał Mochocki				
	Teachers		dr hab. Michał Mochocki Krzysztof Szafranski lic. Paulina Michałowska				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	0.0	45.0	0.0	45
	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	45		2.0		45.0	92
Subject objectives	Practical and theoretical introduction to game design.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_W08] Has advanced interdisciplinary knowledge of various aspects of historical game development	Skillfully discusses basic elements of theory and practice of game design.	[SW2] presentation/project/paper/report
	[PGHL3_U05] Can speak a foreign language at the B2 level of the Common European Framework of Reference for Languages	Communicates in English at B2 level (CEFR).	[SU6] demonstration of practical skills
	[PGHL3_K05] Is ready to perform professional roles responsibly and observe the professional ethics of a historian, as well as to demonstrate an understanding of the world of values and attitudes of people in different historical periods and contexts	Discusses practical and ethical aspects of creative work with history/heritage in the context of their own experience	[SK1] oral statement/conversation/discussion
	[PGHL3_K02] Is ready to fulfill social obligations, co-organize activities for the benefit of the social environment in the field of education and promotion of historical and cultural heritage of his/her region, Poland and Europe	Discusses practical and ethical aspects of creative work with history/heritage in the context of their own experience	[SK1] oral statement/conversation/discussion
[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved	Efficiently applies creative methods and tools in nondigital game design assignments.	[SU5] implementation of a problem task	
Subject contents	<ol style="list-style-type: none"> 1. The basics of game design on examples of analogue games. 2. The basics of narrative design and worldbuilding. 3. Introduction to the iterative process of game design. 4. Incorporating historical content into game projects. 		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	team-created historical game prototype	51.0%	20.0%
	presentation/project/report	51.0%	40.0%
	discussion of student's experiences and design decisions	51.0%	40.0%
Recommended reading	Basic literature	<ol style="list-style-type: none"> 1. Zimmerman, Eric. 2022. The Rules We Break: Lessons in Play, Thinking, and Design. Princeton Architectural Press. 2. Fullerton, Tracy. 2024. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. Fifth edition. CRC Press. (Part 1: Game Design Basics). 	
	Supplementary literature	<ol style="list-style-type: none"> 1. Fijak, Marta, and Artur Ganszyniec. 2024. How and Why We Make Games. The Creative Confusion. CRC Press. 2. Stenros, Jaakko, and Markus Montola. 2024. The rule book: the building blocks of games. The MIT Press. 3. Selinker, Mike. 2018. Poradnik projektowania gier planszowych. Bomba Games. 4. Solis, Daniel. 2024. Graphic Design for Board Games. CRC PRESS. 	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<ul style="list-style-type: none"> • historical game prototype (team project) • postmortem reflection on major design decisions • key stages of the game design process • sample game mechanics and components 		
Work placement	Not applicable		

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