University of Gdańsk

Subject card

Subject name and code	Team Project II, PG_00189509		
Field of study	Historical game design		
Date of commencement of studies	October 2026	Academic year of realisation of subject	2027/2028
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	2	Language of instruction	Polish
Semester of study	3	ECTS credits	4.0
Learning profile	academic	Assessment form	credit
Conducting unit	Institute of History -> Faculty of History -> Rector		
Name and surname of lecturer (lecturers)	Subject supervisor	lic. Aleksandr Polin	
	Teachers		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	0.0	0.0	0.0	60.0	0.0	60

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	60	0.0	40.0	100

Subject objectives

The aim of the course is to provide practical training in team-based design and prototyping of a historical game within a several-week group project. Students will learn how to pitch ideas, prepare professional game documentation (GDD), and organize collaborative work using digital production tools like HacknPlan, following Kanban methodology. The course focuses on learning through practice and ends with the delivery and presentation of a completed game concept.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_K01] Critically evaluates his/her own knowledge, demonstrating readiness to expand it and to seek expert advice when encountering difficulties in independently solving a problem.		
[PGHL3_U09] Carries out creative and technical tasks in the game design process, from ideation through prototyping to testing and iteration		
[PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games	Works effectively as part of a game development team – from pitch to final delivery – using tools like HacknPlan and Kanban methodology.	[SU2] presentation/project/paper/ report [SU8] observation of student's independent or team work
[PGHL3_W08] Explains the significance of knowledge from various disciplines used in the development of games focused on history and cultural heritage	Understands how to integrate history, narrative, gameplay, and production from concept to final design.	[SW1] oral statement/ conversation/discussion

Subject contents	**Pitching and one-pager** how to present a game idea in 12 minutes **Creating a GDD** documentation of a historical game project **Fundamentals of teamwork in game production** roles and responsibilities **Introduction to HacknPlan and Kanban methodology** hands-on practice with task boards **Project planning and scaling** prioritizing, scoping, goal setting **Iteration and feedback** reviewing results and adapting to change **Testing and revision** collecting feedback and polishing the project **Final presentation and project submission** showcasing the product and documentation **Postmortem** analyzing what worked, what didnt, and key takeaways
Prerequisites and co-requisites	There are no formal prerequisites. Recommended competencies include: basic experience with historical source analysis, ability to work in a team.

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Assessment of the team's game concept (documentation, mockups, pitch)	51.0%	50.0%
Instructor-supported postmortem (process reflection and analysis)	51.0%	50.0%

Recommended reading	Basic literature	Fullerton, Tracy. *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*. Fifth edition. CRC Press, 2024 McCall, Jeremiah B. *Gaming the Past: Using Video Games to Teach Secondary History*. Second Edition. Routledge, 2023 Kramarzewski, Adam & De Nucci, Ennio. *Practical Game Design*. Packt Publishing, 2018 Engelstein, Geoffrey. *Game Production: Prototyping and Producing Your Board Game*. CRC Press, 2021

	Supplementary literature	Ricchiuti, Diego. *Game Design Tools: Cognitive, Psychological, and Practical Approaches*. CRC Press, 2023 Suckling, Maurice. *Paper Time Machines: Critical Game Design and Historical Board Games*. Taylor & Francis, 2024
	eResources addresses	
Example issues/ example questions/ tasks being completed	Prepare a pitch and one-pager for a historical game Create a GDD including team roles and project stages Use HacknPlan and Kanban to manage the production process Iterate on the project based on internal testing and feedback Deliver a team presentation of the finished concept or prototype Conduct a postmortem and reflect on both team and individual contributions	
Work placement	Not applicable	

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