University of Gdańsk

Subject card

| | | | |
|---|---|---|---|
| Subject name and code | World History – Ancient, PG_00190186 | | |
| Field of study | Historical game design | | |
| Date of commencement of studies | October 2026 | Academic year of realisation of subject | 2026/2027 |
| Education level | Bachelor's studies | Subject group | Obligatory subject group in the field of study<br>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 | Polish |
| Semester of study | 1 | ECTS credits | 3.0 |
| Learning profile | academic | Assessment form | credit |
| Conducting unit | Division of Ancient History -> Institute of History -> Faculty of History -> Rector | | |
| Name and surname of lecturer (lecturers) | Subject supervisor | dr hab. Karol Kłodziński | |
| | 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 | 0.0 | 45.0 | 75 |

**Subject objectives**

To familiarize students with selected aspects of ancient history. During the exercises, selected issues from the history of the ancient Near East, Greece and Rome will be discussed. The topics of the classes will correspond to the profile of the study program "Historical Game Design", so students will develop a concept of historical background using the project method and working in groups, which will be used to develop a new historical game.

**Learning outcomes**

| Course outcome | Subject outcome | Method of verification |
|---|---|---|
| [PGHL3_W03] Demonstrates well-structured and advanced knowledge of world history, organized both chronologically and thematically | The student has structured knowledge about selected aspects of ancient history. | [SW1] oral statement/ conversation/discussion<br>[SW2] presentation/project/paper/ report |
| [PGHL3_U01] Applies historical knowledge and methodological skills, including the ability to analyse and synthesise information as well as to select and verify sources, in order to solve professional problems, including non-routine ones, based on existing knowledge and established methods | The student can use knowledge of ancient history in selected aspects and critically analyze narrative sources. | [SU1] oral statement/conversation/ discussion<br>[SU2] presentation/project/paper/ report |

| | |
|---|---|
| Subject contents | Selected aspects from the history of the ancient East, Greece and Rome. |
| Prerequisites and co-requisites | Basic historical knowledge. |

<table>
<tr><td>Assessment methods and criteria</td><td colspan="2"><table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>Project: preparing a scenario for a game taking place in ancient and medieval times</td><td>51.0%</td><td>100.0%</td></tr>
</table></td></tr>
<tr><td rowspan="3">Recommended reading</td><td>Basic literature</td><td>A. Ziółkowski, Historia powszechna. Starożytność, różne wydania.<br><br>G. Chomicki, S. Sprawski, Starożytność Teksty źródłowe komentarze i zagadnienia do historii w szkole średniej, Kraków 1999.</td></tr>
<tr><td>Supplementary literature</td><td>M. Jaczynowska, D. Musiał, M. Stępień, Historia starożytna, Warszawa (many editions).<br><br>Supplementary literature will be presented during the first lesson.</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td colspan="2">Who was Hammurabi? How to manage Babylonia?</td></tr>
<tr><td>Work placement</td><td colspan="2">Not applicable</td></tr>
</table>

Document generated electronically. Does not require a seal or signature.