University of Gdańsk

Subject card

Subject name and code	Intro to Project Management, PG_00190190		
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
Mode of study	full-time studies	Mode of delivery	at the university
Year of study	1	Language of instruction	Polish Polish
Semester of study	1	ECTS credits	1.0
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		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	0.0	15.0	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	0.0	10.0	25

Subject objectives

Learning the rules and tools of project management in creative industries, including the process of iterative game design. This lecture prepares students for hands-on practice in team-based projects.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_U07] Collaborates within a project team, coordinating individual and team work in the development of historical games	Describes the process of iterative game design and the basic aspects, principles and tools of project management.	[SU1] oral statement/conversation/ discussion
[PGHL3_W10] Explains the key economic, legal, and ethical conditions of professional activity related to the development of historical games, including fundamental concepts and principles of industrial property protection and copyright law	Discusses legal and ethical aspects of creative work, including intellectual property management and working with socially sensitive topics	[SW1] oral statement/ conversation/discussion

Subject contents

1. Elements, methods and tools of project management.
2. Iterative game design.
3. Elements of copyright and intellectual property management.
4. Ethical aspects of creative work, including working with cultural heritage and sensitive historical topics.

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
interview	51.0%	100.0%

Recommended reading

Basic literature

Fullerton, Tracy. 2024. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. Fifth edition. CRC Press.

- Chapter 12: Team Structures
- Chapter 13: Stages and Methods of Game Development
- Chapter 14: Communicating Your Designs

	Supplementary literature	Ricchiuti, Diego. 2023. Game Design Tools: Cognitive, Psychological, and Practical Approaches. CRC Press. • Section Four: Documentation.
	eResources addresses	
Example issues/ example questions/ tasks being completed	• what risks are involved in the choice of methods of project management • typical elements of a Game Design Document • how Non-Disclosure Agreements work • types of contracts, transfer of intellectual property, working with licences	
Work placement	Not applicable	

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