University of Gdańsk

Subject card

Subject name and code	Research Methods in History I , PG_00190192		
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 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	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	dr Jan Daniluk	
	Teachers	dr Jan Daniluk dr Aleksandra Girsztowt-Biskup	

Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	60.0	0.0	0.0	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	Familiarization with the basic methods of work of a historian of the Middle Ages and the early modern period. (part led by Dr. Aleksandra Girsztowt-Biskup). Familiarization with the basic methods of work of a historian of the nineteenth and twentieth centuries. (part led by Dr. Jan Daniluk).

Learning outcomes

Course outcome	Subject outcome	Method of verification
[PGHL3_W07] Explains the possibilities of applying selected methods of analysis and interpretation of historical sources in the game development process		
[PGHL3_W06] Explains the key theories, research methods, and tools of the historian's craft, using specialist terminology of history and other humanities and social sciences	Student knows the most important theories, research methods and tools of the historian's workshop, thanks to which he is able to efficiently (using professional terminology) use them when designing historical games.	[SW1] oral statement/ conversation/discussion [SW2] presentation/project/paper/ report
[PGHL3_W01] Explains significant relationships between selected historical, cultural, and social facts, objects, and phenomena, using theories and methods of the humanities	The student has structured knowledge in selected aspects of Polish and world history; is able to explain the relationships between them.	[SW1] oral statement/ conversation/discussion
[PGHL3_K02] Demonstrates awareness of professional ethical principles governing the work of historians and cultural practitioners, showing understanding of the values and attitudes of people in different historical periods and contexts		
[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	Student is able to critically and creatively develop a selected, problematic issue in the field of the history of the nineteenth and twentieth centuries: independently search for information (sources and studies), verify it, and then synthesize knowledge and its	[SU1] oral statement/conversation/ discussion [SU2] presentation/project/paper/ report [SU3] text preparation/written work [SU5] implementation of a problem task

Subject contents

- elements of the workshop of a historian of the Middle Ages and modern times useful in game design
auxiliary sciences of history (chronology, sigillology, diplomacy, iconography, codicology, heraldry, palaeography and neography)
elements of the workshop of a historian of the nineteenth and twentieth centuries useful in game design.
- discussion, criticism and work with sources (19th-20th centuries): press; postcard and photograph, press illustration; documents of social life (ephemera), memoirs, diaries, letters and diaries, witness accounts
In addition:
- basics of scientific apparatus
- searching and verification of information (databases, libraries, scientific and popular science literature)
- basics of copyright law
- use of modern tools for historical research

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
team project (group work)	51.0%	70.0%
preperations for classes	51.0%	30.0%

Recommended reading

Basic literature	J. Szymański, *Nauki pomocnicze historii*, różne wydania B. Włodarski, *Chronologia polska*, różne wydania *Wprowadzenie do metodologii badań historycznych*, edit. E. Domańska, J. Pomorski, Warszawa 2022 W. Werner, *Wprowadzenie do historii,* Warszawa 2012 M. Kula, *Krótki raport o użytkowaniu historii*, Warszawa 2020 The remaining readings will be handed over at the first meeting.
Supplementary literature	None.
eResources addresses	

Example issues/ example questions/ tasks being completed

1. Having non-source knowledge, perform the dating starting from the determination *of the termins post quem* and *terminus ante quem*, the presented photograph.
2. Indicate the elements of propaganda/opinion in the presented press clipping.
3. Make a bibliographic record of the presented publications, using the indicated style.

Work placement

Not applicable

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