

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						
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_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 synthesise 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	<ul style="list-style-type: none"> - 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%
	preparations for classes	51.0%	30.0%
Recommended reading	Basic literature	<p>J. Szymański, <i>Nauki pomocnicze historii</i>, różne wydania B. Włodarski, <i>Chronologia polska</i>, różne wydania <i>Wprowadzenie do metodologii badań historycznych</i>, edit. E. Domańska, J. Pomorski, Warszawa 2022 W. Werner, <i>Wprowadzenie do historii</i>, Warszawa 2012 M. Kula, <i>Krótki raport o użytkowaniu historii</i>, Warszawa 2020</p> <p>The remaining readings will be handed over at the first meeting.</p>	
	Supplementary literature	None.	
	eResources addresses		
Example issues/ example questions/ tasks being completed	<ol style="list-style-type: none"> 1. Having non-source knowledge, perform the dating starting from the determination of <i>the terminus post quem</i> and <i>terminus ante quem</i>, 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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