University of Gdańsk

Subject card

Subject name and code	Creative Workshop, PG_00190193		
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
Semester of study	1	ECTS credits	2.0
Learning profile	academic	Assessment form	credit
Conducting unit	Laboratory of Neurobiology -> Department of Animal and Human Physiology -> Faculty of Biology -> Rector		
Name and surname of lecturer (lecturers)	Subject supervisor	dr Wojciech Glac	
	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	20.0	50

Subject objectives

The aim of the course is to acquire the knowledge about methods and tools of creative thinking and to acquire the ability to think creatively, solve problems and design solutions in the field of game design, both in course of individual and team working.

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	can plan and organize individual and team work related to the game design process using methods and tools of creative thinking and problem solving	[SU5] implementation of a problem task [SU8] observation of student's independent or team work
[PGHL3_U02] Selects appropriate methods and tools, including information and communication techniques, to address specific problems	can select and apply appropriate methods and tools of creative thinking and project management in the game design process	[SU2] presentation/project/paper/ report [SU5] implementation of a problem task

Subject contents

- methods and tools of creative thinking and problem solving
- methods of creative process and project management
- creative workshops related to the design of educational solutions in the field of games using methods and tools of creative thinking, problem solving and organization of the creative process

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
project presentation	51.0%	10.0%
discussions	51.0%	40.0%
problem-based tasks	51.0%	50.0%

Recommended reading	Basic literature	• Edward Nęcka. Trening twórczości. Wydawnictwo Smak Słowa. 2019 • Nieto-Rodriguez Antonio. Harvard Business Review: Podręcznik zarządzania projektami. Jak rozpoczynać, prowadzić i sponsorować udane projekty. Dom Wydawniczy Rebis. 2022
	Supplementary literature	current scientific and popular science literature
	eResources addresses	
Example issues/ example questions/ tasks being completed	Problem-based tasks: design a creative process related to e.g. game design and carry out its preliminary stages guided by specific criteria (different tasks based on different criteria), e.g. the features of the project, participants, work organization (individual, team) and others. The assessment will include the selection of creative methods and tools and those related to the organization of the process, as well as participation and role in the work.Discussions: participation in various forms of creative thinking and problem solving related to various aspects of game design will be assessed.Project Presentation: Present the progress of a game design project. The assessment will include e.g. methods and tools selection for creative work and project management.	
Work placement	Not applicable	

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